



ALTERNATE ROGUE



HOMEBREW

Become the Master of Skill & Subterfuge You Were Meant to Be!

THE ROGUE

The small urchin placed a stone in the pouch of his slingshot as he fled the inn he'd been casing. Despite the dirt that covered his ratty clothes he managed to infiltrate the inn and make his way to the hidden basement. What he discovered shocked him, and he fled the scene to alert his guild. As the inn-keeper chased him down an alley, his previously hidden snakelike eyes and fangs glinted in the moonlight. The urchin let loose his slingshot and felled the serpentine man.

A dwarven professor surveyed the room around her as the dust cleared. After years, she had finally unearthed the lost tomb of Emperor Durin IV. Despite her age, she had overcome a number of deadly traps to reach the burial chamber of the long-dead dwarven Emperor. After a short pause, the treasure hunter began to assess the value of the tomb.

After a lifetime of searching, a disheveled half-elf finally stood in front of the Count who had murdered his father. For the past thirty years, the half-elf had done nothing but study swordplay, all for this moment. He drew his rapier, whispered the name of his long-dead father, and lunged forward to cross swords with the villainous Count who had ruined his life.

The three characters described above are examples of the exceptional experts known as Rogues. Using nothing but their mastery of skill and subterfuge, they are able to achieve any goals, overcome any challenges, and outwit any enemies.

WONDROUS SKILL

Despite their infamous reputation, the true mark of a Rogue is their finely honed skills. Whether they be a master burglar, an exceptional swordsman, or a deadly assassin, a Rogue is relentless in pursuit of perfection in their chosen field. What they lack in brute force or arcane talent they can make up for with their near-supernatural skills and signature ingenuity.

When nobles, archmages, or guilds need a job completed without fail they turn to a Rogue with a suitable set of skills. The right Rogue can open any lock, eliminate any target, and infiltrate any tomb, no matter how many traps are in the way.

DEADLY PRECISION

Where other warriors overwhelm their foes with brutal force or flurries of strikes, Rogues leverage their cunning and exact aim to land single devastating blows on their foes. They will wait for the right moment, a foe distracted by a powerful ally or a monster caught in the throes of a spell, and when that opportunity arises, a Rogue can make a single strike count.

Some Rogues prefer to lurk in the shadows, stabbing their foes in the back while they are unaware, and others work to draw their adversary into single combat, deftly avoiding its attacks until a deadly opportunity presents itself to them.

This mindset of precision carries over into all facets of a Rogue's life. When using their thieves' tools to disarm a trap in an ancient dungeon, they will make only the most precise movements. When stalking a mark, a Rogue will often follow them for days, learning their every routine before they make their move, taking their target for all they are worth.



CREATING YOUR ROGUE

When creating your Rogue, there are a few things to consider. What skills have they chosen to master? Are they a criminal who can infiltrate even the most secure vault? Or, are they a master manipulator with a silver tongue? Or, has your Rogue combined minor magics with their talents for subterfuge?

You should also consider where your Rogue gained their exceptional skills. Were they an urchin living on the streets, forced to steal food in order to survive? Were they taken in by a thieves' guild and taught everything the guild knew? Or, are they the scion of a noble house, raised from birth as a master of political intrigue, artful swordplay, and public speaking?

MULTICLASSING AND THE ROGUE

If your group uses the optional multiclassing rule, here is what you need to know when you choose to take your first level in the Rogue class.

Ability Score Minimum. As a multiclass character, you must have a minimum Dexterity score of 13 to take your first level as a Rogue, or to take a level in another class if you are already a Rogue.

Proficiencies. If Rogue isn't your initial class, here are the proficiencies you gain when you take your first level as a Rogue: light armor, one skill from the Rogue class skill list, and one set of tools.

Exploits. If you learn Exploits from more than one of your class, subclass, or other features, follow the rules and table linked below to determine the total number and size of your Exploit Dice, and the total number of Exploits Known from each feature that grants you Exploits: [Alternate Martial Multiclassing](#).



THE ROGUE

| Level | PB | Features | Sneak Attack | Exploits Known | Exploit Die | Exploit Dice |
|-------|----|---|--------------|----------------|-------------|--------------|
| 1st | +2 | Expertise, Sneak Attack, Thieves' Cant | 1d6 | — | — | — |
| 2nd | +2 | Cunning Action, Devious Exploits | 1d6 | 2 | d4 | 2 |
| 3rd | +2 | Roguish Archetype | 2d6 | 2 | d4 | 2 |
| 4th | +2 | Ability Score Improvement | 2d6 | 3 | d4 | 2 |
| 5th | +3 | Cunning Strike, Uncanny Dodge | 3d6 | 3 | d6 | 3 |
| 6th | +3 | Cunning Action Improvement, Expertise | 3d6 | 4 | d6 | 3 |
| 7th | +3 | Archetype Feature | 4d6 | 4 | d6 | 3 |
| 8th | +3 | Ability Score Improvement | 4d6 | 5 | d6 | 3 |
| 9th | +4 | Evasion | 5d6 | 5 | d6 | 3 |
| 10th | +4 | Reliable Talent | 5d6 | 6 | d6 | 3 |
| 11th | +4 | Expertise, Ruthless | 6d6 | 6 | d8 | 4 |
| 12th | +4 | Ability Score Improvement | 6d6 | 6 | d8 | 4 |
| 13th | +5 | Archetype Feature | 7d6 | 7 | d8 | 4 |
| 14th | +5 | Blindsense (10 feet) | 7d6 | 7 | d8 | 4 |
| 15th | +5 | Expertise, Slippery Mind | 8d6 | 7 | d8 | 4 |
| 16th | +5 | Ability Score Improvement | 8d6 | 7 | d8 | 4 |
| 17th | +6 | Archetype Feature | 9d6 | 8 | d10 | 5 |
| 18th | +6 | Elusive | 9d6 | 8 | d10 | 5 |
| 19th | +6 | Ability Score Improvement | 10d6 | 8 | d10 | 5 |
| 20th | +6 | Blindsense (30 feet), Expertise, Stroke of Luck | 10d6 | 8 | d10 | 5 |

CLASS FEATURES

HIT POINTS

Hit Dice: 1d8 per Rogue level

Hit Points at 1st Level: 8 + your Constitution modifier.

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per Rogue level after 1st

PROFICIENCIES

Armor: Light armor

Weapons: Simple weapons, blowguns, hand crossbows, scimitars, shortswords, rapiers, and whips

Tools: One set of tools of your choice

Saving Throws: Dexterity, Intelligence

Skills: Choose four from Acrobatics, Athletics, Deception, Insight, Intimidation, Investigation, Perception, Performance, Persuasion, Sleight of Hand, and Stealth

EQUIPMENT

As a Rogue, you start with the following equipment:

- (a) a rapier, (b) a scimitar, or (c) a shortsword
- (a) a shortbow and quiver of 20 arrows or (b) a shortsword
- (a) a burglar's pack or (b) a dungeoneer's pack
- Leather armor, two daggers, and a tool set of your choice

QUICK BUILD

You can make a Rogue quickly by using these suggestions. First, make Dexterity your highest ability score, followed by Charisma. Second, choose the Charlatan background.

EXPERTISE

You master a signature set of skills and abilities. At 1st level, choose any two skill proficiencies, any two tool proficiencies, or one skill and one tool proficiency. If you were not already proficient, you gain proficiency with the two chosen skills or tools. If you were already proficient in those skills or tools, you can add double your proficiency bonus to any check you make with the chosen skills or tools.

As you gain levels in this class, you are able to specialize with additional skills. Another skill or tool proficiency of your choice gains this benefit at 6th, 11th, 15th, and 20th level.

If you already add double your proficiency bonus to a skill or tool, you cannot select it again for this feature.

SNEAK ATTACK

Beginning at 1st level, you learn to exploit the weak points of your enemies. Once per turn when you hit a creature with an attack with a finesse or ranged weapon, you can deal a bonus 1d6 damage, so long as one of the conditions below are met:

- You have advantage on your attack roll.
- An enemy of your target (other than you) is within 5 feet of your target, and the other enemy isn't incapacitated.

You don't gain the benefits feature if you have disadvantage on your attack roll, even if the other conditions are met.

The bonus damage of your Sneak Attack increases as you gain levels in this class, as shown in the Sneak Attack column of the Rogue table above.





THIEVES' CANT

Also at 1st level, you learn to speak, understand, and leave messages in Thieves' Cant, the secret jargon of the criminal underworld. You can use this secret mix of doublespeak and code words to hide messages in normal conversation which can only be understood by those who know Thieves' Cant.

You can also use your knowledge of Thieves' Cant to write and understand secret signs and symbols that convey short, simple messages. For example, you may use these symbols to mark an area as the territory of your thieves' guild, or to mark an inn as a haven for outlaws or a place to sell illegal wares.

ALTERNATE FEATURE: SECRET CIPHERS

If your Rogue isn't a member of a thieves' guild or someone who associates with the criminal elements of your society, consider replacing Thieves' Cant with the ability to create ciphers from the Linguist Feat in the *Player's Handbook*.

CUNNING ACTION

Your sharp reflexes allow you to move and adapt quicker than most. At 2nd level, choose two of the following actions: Dash, Disengage, Hide, or Use an Object. You can use one of these chosen actions as a bonus action on each of your turns.

When you reach 6th level in this class, you can use any of the four actions listed above as a bonus action on each turn.

DEVIUS EXPLOITS

At 2nd level, you learn to utilize various tricks that enhance your particular set of skills, both on and off the field of battle.

EXPLOIT DICE

The Rogue table shows how many Exploit Dice you have to perform Exploits you know. To use an Exploit, you expend one of these Dice. You can only use one Exploit per attack, ability check, reaction, or saving throw, and you regain your expended Exploit Dice when you finish a short or long rest.

Your Exploit Dice begin as d4s, and increase in size as you gain levels in this class, as indicated in the Rogue table.

EXPLOITS KNOWN

At 2nd level, you know two Exploits of your choice from the list at the end of this class. The Exploits Known column of the Rogue table shows when you learn more Exploits of your choice. In order to learn an Exploit you must meet any prerequisites it may have.

When you gain a Rogue level, you can replace one Devious Exploit you know with another Exploit of your choice.

SAVING THROWS

If one of your Exploits requires a creature to make a saving throw, your Exploit saving throw DC is calculated as follows:

$$\text{Exploit save DC} = 8 + \text{your proficiency bonus} + \text{your Strength or Dexterity modifier (your choice)}$$

ROGUSH ARCHETYPE

At 3rd level, you choose the Archetype that best reflects your skills: Arcane Trickster, Assassin, Swashbuckler, or Thief.

Also included at the end of this class description are Roguish Archetypes inspired by the official Rogue options: Inquisitive, Mastermind, Phantom, Scout, and Soul Knife.

Your Archetype grants you features at 3rd level, and again when you reach 7th, 13th, and 17th level in this class.

ARCHETYPE EXPLOITS

Some Roguish Archetypes include a list of Exploits that all Rogues of the Archetype learn at the levels in its description. These Exploits don't count against your number of Exploits Known, and they can't be replaced when you gain a level. If you don't meet the prerequisites, you learn them regardless.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or two ability scores by 1. As normal, you can't increase one of your ability scores above 20 using this feature.



CUNNING STRIKE

You can exploit even the smallest weaknesses to great effect. Beginning at 5th level, when you deal Sneak Attack damage, you can forgo some of that bonus damage to use a Devious Exploit you know without expending an Exploit Die, with the following rules:

- It must be a Devious Exploit that you know that can be used as part of a weapon attack.
- You reduce your Sneak Attack bonus damage by a number of d6s equal to 1 + the Exploit's degree.
- If the Exploit normally deals additional damage, it does not deal any additional damage when used in this way.

For example, if you were to use this feature to use *dirty hit* as part of a Sneak Attack, you would reduce your Sneak Attack bonus damage by 3d6 since *dirty hit* is a 2nd-degree Exploit, and *dirty hit* would not deal any additional damage to your target.

UNCANNY DODGE

Also starting at 5th level, your precisely honed reflexes allow you to quickly dodge, deflect, or otherwise absorb the damage of blows that would devastate others. When a creature that you can see hits you with an attack, you can use a reaction to halve the damage you would take.

EVASION

Starting at 9th level, your agility lets you dodge out of the way of certain area effects, like the acid breath of a black dragon or a *lightning bolt*. Whenever an effect allows you to make a Dexterity saving throw to take only half damage, you instead take no damage on a successful save, and only half damage on a failed saving throw.

RELIABLE TALENT

Your skills are beyond reproach. Starting at 10th level, when you make an ability check that uses a skill or tool that you are proficient with, or an ability check that adds an Exploit Die to the result, you treat a roll of 9 or lower on the d20 as a 10.

RUTHLESS

You can devastate your foes with a single strike. Beginning at 11th level, when you use Cunning Strike you can reduce your Sneak Attack bonus by an additional 3d6 to force your target to make its saving throw with disadvantage.

Also, you can use a bonus action to gain advantage on the first weapon attack you make before the end of your turn.

BLINDSENSE

Your senses have been honed to supernatural levels. Starting at 14th level, if you can hear, you are aware of the location of any invisible or hidden creature within 10 feet of you.

At 20th level, the radius of this feature becomes 30 feet.

SLIPPERY MIND

You have acquired immense mental strength. Beginning at 15th level, whenever you are forced to make an Intelligence, Wisdom, or Charisma saving throw, you gain a bonus to your roll equal to one roll of your Exploit Die.



ELUSIVE

It is nearly impossible for your foes to gain the upper hand. Beginning at 18th level, so long as you are not incapacitated, no attack rolls against you can be made with advantage.

STROKE OF LUCK

You have a supernatural knack for finding success when you need it most. Upon reaching 20th level, when you roll a d20 for an ability check, attack roll, or saving throw, you can treat the result as a 20 on the d20. You can do so after you know the result of your roll and whether you succeed or fail.

Once you use this feature you must finish a short or long rest before you can use it again.

ROGUEISH ARCHETYPES

Choose the Archetype that best reflects the skill set of your Rogue: Arcane Trickster, Assassin, Swashbuckler, or Thief.

ARCANE TRICKSTER

Where most Rogues rely solely on their exquisite set of skills, you have chosen to compliment yours with magic. Enhancing your skills and subterfuge with arcane spells, you are able to achieve wondrous feats of trickery. Most Rogues who walk the path of the Arcane Trickster tend to become pranksters, burglars, infiltrators, pickpockets, and even adventurers.



SPELLCASTING

3rd-level Arcane Trickster Archetype feature

When you adopt the Arcane Trickster Archetype you learn to enhance your skills and talents with minor arcane spells:

Cantrips. You learn three cantrips: *mage hand* and two other cantrips of your choice from the Arcane Trickster spell list. You learn another cantrip of your choice at 10th level.

Spell Slots. The Arcane Trickster Spellcasting table shows how many spell slots you have to cast your spells of 1st-level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all of your expended spell slots each time you finish a long rest.

Spells Known of 1st-Level and Higher. You know three 1st-level Arcane Trickster spells. The Spells Known column of your Spellcasting table shows when you learn more spells of 1st-level or higher, of a level for which you have spell slots.

When you gain a level, you can replace one of your Spells Known with a spell from the Arcane Trickster spell list. The spell must be of a level for which you have spell slots.

Spellcasting Ability. Intelligence is your spellcasting ability for your Arcane Trickster spells. You use Intelligence whenever a spell refers to your spellcasting ability. You also use your Intelligence modifier when setting the saving throw DC or making a spell attack roll for an Arcane Trickster spell.

Spell save DC = 8 + your proficiency bonus
+ your Intelligence modifier

Spell attack modifier = your proficiency bonus
+ your Intelligence modifier

MAGE HAND ADEPT

3rd-level Arcane Trickster Archetype feature

You have mastered your limited knowledge of the arcane. When you cast *mage hand*, it gains the following benefits:

- You can choose for the spectral *mage hand* to be invisible.
- You can control your *mage hand* with a bonus action.
- It can stow or retrieve an object from a container worn or carried by another creature within range.
- It can use any set of tools that you are proficient with.

You can perform one of these tasks without being noticed if you make a successful Dexterity (Sleight of Hand) check against your target's Wisdom (Perception) check.

ARCANE TRICKSTER SPELLCASTING

| Rogue Level | Spells Known | 1st Level | 2nd Level | 3rd Level | 4th Level |
|-------------|--------------|-----------|-----------|-----------|-----------|
| 3rd | 3 | 2 | — | — | — |
| 4th | 4 | 3 | — | — | — |
| 5th | 5 | 3 | — | — | — |
| 6th | 5 | 3 | — | — | — |
| 7th | 6 | 4 | 2 | — | — |
| 8th | 6 | 4 | 2 | — | — |
| 9th | 7 | 4 | 2 | — | — |
| 10th | 7 | 4 | 3 | — | — |
| 11th | 8 | 4 | 3 | — | — |
| 12th | 8 | 4 | 3 | — | — |
| 13th | 9 | 4 | 3 | 2 | — |
| 14th | 9 | 4 | 3 | 2 | — |
| 15th | 10 | 4 | 3 | 2 | — |
| 16th | 10 | 4 | 3 | 3 | — |
| 17th | 11 | 4 | 3 | 3 | — |
| 18th | 11 | 4 | 3 | 3 | — |
| 19th | 12 | 4 | 3 | 3 | 1 |
| 20th | 12 | 4 | 3 | 3 | 1 |

TRICKSTER'S AMBUSH

7th-level Arcane Trickster Archetype feature

You can use subterfuge to enhance the power of your spells. If you target a creature with an Arcane Trickster spell while you are hidden from it, that creature has disadvantage on its initial saving throw to resist the effects of that spell.





ARCANE DISTRACTION

13th-level Arcane Trickster Archetype feature

You use your magic to create openings in your foes' defenses. When you end your *mage hand's* movement within 5 feet of a creature, you can cause it to distract that creature until you use it for another purpose. While a creature is distracted by your *mage hand*, you have advantage on any weapon or spell attack rolls you make against that creature.

SPELL THIEF

17th-level Arcane Trickster Archetype feature

Rather than learn magic on your own, you can steal arcane power from others. When a creature casts a spell that targets you or includes you in its area, you can use your reaction to force it to make a saving throw against your Spell Save DC using its spellcasting ability. On a failed save, you negate the spell's effects on you and cause one of the following effects:

- You instantly regain a total number of expended spell slots equal to the level of the spell that you negated.
- You gain the knowledge of that spell, so long as it is of a level that you can cast. You can cast that spell using your spell slots until the end of your next long rest. As part of your next long rest, you can permanently replace one of your Spells Known with the stolen spell.

Once you use this feature you must finish a long rest before you can use it again. If you have no uses left, you can expend a spell slot of 3rd-level or higher to use this feature again.

ARCANE TRICKSTER SPELL LIST

Here's the list of spells you consult when you learn an Arcane Trickster spell, they are organized by spell level, not character level. The spells are from the *Player's Handbook*, *Xanathar's Guide to Everything**, and *Tasha's Cauldron of Everything***.

CANTRIPS (0-LEVEL)

acid splash
*booming blade***
dancing lights
fire bolt
friends
frostbite
*green-flame blade***
*gust**
light
mage hand
*magic stone**
message
minor illusion
poison spray
prestidigitation
ray of frost
shocking grasp

1ST-LEVEL

alarm
bane
*catapult**
*cause fear**
charm person
color spray
comprehend languages
detect magic
detect poison & disease
disguise self
dissonant whispers
faerie fire
feather fall
find familiar
floating disk
fog cloud
grease
hideous laughter
identify
illusory script
jump
longstrider
silent image
sleep
snare
unseen servant

2ND-LEVEL

arcane lock
blindness/deafness
blur
calm emotions
crown of madness
darkness
darkvision
enlarge/reduce
hold person
invisibility
knock
levitate
magic aura
magic mouth
*mind whip***
mirror image
misty step
phantasmal force
rope trick
see invisibility
*shadow blade**
silence
spider climb
suggestion

3RD-LEVEL

blink
counterspell
dispel magic
*enemies abound**
fear
hypnotic pattern
major image
nondetection
sending
tiny servant

4TH-LEVEL

*charm monster**
confusion
dimension door
freedom of movement
greater invisibility
hallucinatory terrain
phantasmal killer

ADDITIONAL ARCANE TRICKSTER SPELLS?

If your table uses spells from other sourcebooks, like *Fizban's Treasury of Dragons*, you can add any additional spells available to both the Wizard and Sorcerer to the Arcane Trickster spell list above.



ASSASSIN

You have chosen to specialize in the grim art of death. As an Assassin, you make use of stealth, poisons, and disguises to attack your foe when they least expect it. Those who walk this path find work as killers, spies, and bounty hunters.

ASSASSINATE

3rd-level Assassin Archetype feature

As an assassin you are at your deadliest when your foes don't see you coming. You gain the following benefits:

- When you roll for initiative you can expend an Exploit Die, roll it, and add the result to your initiative roll.
- You have advantage on weapon attack rolls against any creature that has not yet acted in combat.
- Whenever you hit a creature that is incapacitated or surprised with a weapon attack that adds your Sneak Attack bonus, it is an automatic critical hit.

ASSASSIN EXPLOITS

3rd-level Assassin Archetype feature

You learn certain Exploits at the Rogue levels noted in the table below. They don't count against your total number of Exploits Known and can't be switched upon gaining a level.

| Rogue Level | Exploit |
|-------------|---|
| 3rd | <i>precision strike, subtle con</i> |
| 5th | <i>craft minor poison, crippling strike</i> |
| 9th | <i>craft greater poison</i> |

INFILTRATOR

3rd-level Assassin Archetype feature

You are adept at blending into places you don't belong. You gain proficiency with the disguise kit and the poisoner's kit.

Over the course of 10 minutes, you can use your disguise kit to craft a disguise that resembles a dead or unconscious humanoid as long as you have its body. A suspicious creature can make an Intelligence (Investigation) check against your Exploit save DC to attempt to see through your disguise.

Finally, you can unerringly mimic any humanoid's speech, so long as you spend at least 10 minutes observing them.

DEADLY BLADE

7th-level Assassin Archetype feature

You are exceptionally skilled at taking lives when conditions are right. When you score a critical hit and roll a 1 on any of your damage dice for that attack, you can re-roll those dice.

Moreover, when you hit a creature with an attack that adds your Sneak Attack bonus, you can use your Cunning Strike feature to reduce the bonus by 1d6 and force it to make a Constitution saving throw against your Exploit save DC. On a failed save, it is poisoned until the start of your next turn.

IMPOSTOR

13th-level Assassin Archetype feature

The skill with which you adopt other creatures' identities is nearly supernatural. You learn to speak, read, and write three additional languages of your choice, and whenever you make a Charisma (Deception) check to maintain your disguise you gain a bonus to your roll equal to one roll of your Exploit Die.

In addition, creatures have disadvantage on Intelligence (Investigation) checks to see through any disguise you make.



MASTER POISONER

13th-level Assassin Archetype feature

Your skill with poisons exceeds that of all others who study the toxic arts. You can use any Devious Exploit you know that allows you to craft a poison (such as *craft minor poison*), and apply that poison to a weapon, as a bonus action.

You also learn *craft advanced poison*, but it does not count against your total number of Exploits Known.

DEATH STRIKE

17th-level Assassin Archetype feature

You have become a master of instant death. Whenever you add your Sneak Attack bonus to a weapon attack, you can choose for that attack to become an automatic critical hit.

Once you use this feature you must finish a short or long rest before you can use it again.

SWASHBUCKLER

You have focused your training on the art of the blade. Where most Rogues strike from the shadows, you prefer to face your enemies head-on, relying on your deadly skills and signature charm. When put into action, your swordsmanship resembles an elegant performance that relies on both speed and grace.

FANCY FOOTWORK

3rd-level Swashbuckler Archetype feature

You dance about the field of battle, vexing your foes. When you hit a creature with a melee attack, it cannot target you with opportunity attacks for the rest of your current turn.



RELENTLESS SWAGGER

3rd-level Swashbuckler Archetype feature

You fight with unyielding confidence in yourself and your skill with a blade. When you roll initiative and are not surprised, you add your Charisma modifier to the result of your roll.

You can also add your Sneak Attack bonus to any weapon attack you make against a creature within 5 feet of you, so long as there are no other creatures within 5 feet of you and you do not have disadvantage on your attack roll.

SWASHBUCKLER EXPLOITS

3rd-level Swashbuckler Archetype feature

You learn certain Exploits at the Rogue levels noted in the table below. These don't count against your total number of Exploits Known and can't be switched upon gaining a level.

| Rogue Level | Exploit |
|-------------|---------------------------------------|
| 3rd | <i>disarm, commanding presence</i> |
| 5th | <i>glancing blow, soothing speech</i> |
| 9th | <i>recruit informant</i> |

PANACHE

7th-level Swashbuckler Archetype feature

You have learned to knock your foes off-balance with nothing but wit and cunning words. When you hit a creature with an attack that adds your Sneak Attack bonus, you can use your Cunning Strike feature to reduce the bonus by 1d6 to cause one of the following effects until the start of your next turn:

Charm. One creature within 30 feet that can see you must succeed on a Wisdom saving throw against your Exploit save DC or be charmed by you until the start of your next turn.

Taunt. The creature must succeed on a Wisdom saving throw against your Exploit save DC or, until the beginning of your next turn, it has disadvantage on attacks against targets other than you and it cannot make opportunity attacks.

ELEGANT WARRIOR

13th-level Swashbuckler Archetype feature

You move about the battlefield with an unmistakable grace. When you take the Dash action on your turn, including when you use it as part of your Cunning Action, opportunity attacks targeting you are made with disadvantage.

In addition, whenever you make a Strength (Athletics), or Dexterity (Acrobatics), or Charisma (Performance) check you gain a bonus to your roll equal to one roll of your Exploit Die.

MASTER DUELIST

Updated 17th-level Swashbuckler Archetype feature

Confidence in your skill with a blade lets you turn failure in combat into success. When you miss with an attack roll, you can choose to add your Charisma modifier (minimum of +1) to your attack roll, possibly turning a miss into a hit.

You can use this feature a number of times equal to your Charisma modifier (minimum of once), and you regain all expended uses each time you finish a short or long rest.

THIEF

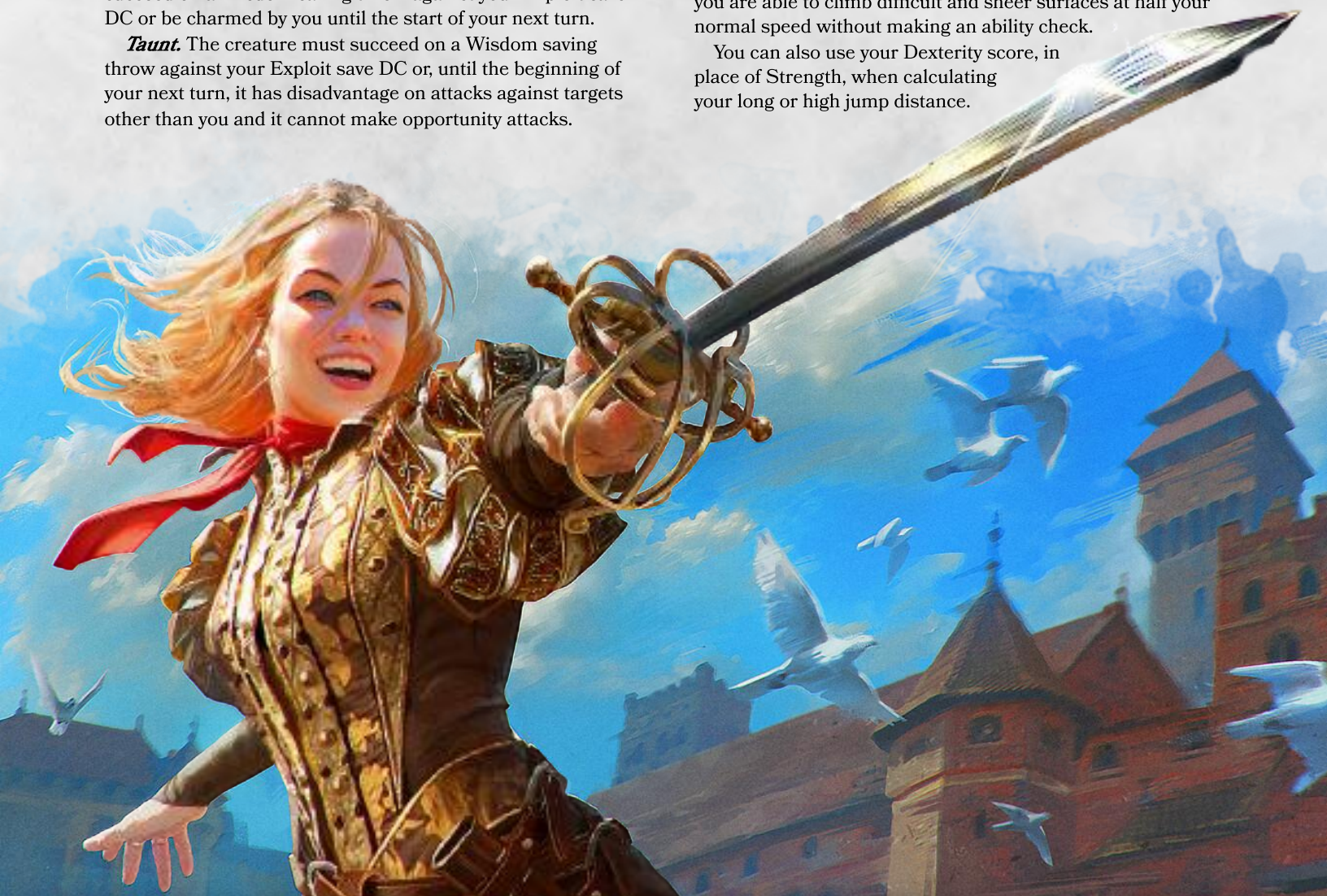
You have honed your skills in the larcenous arts. While not all Thieves are criminals, most find employ as burglars, bandits, cutpurses, and treasure hunters. Your set of skills grants you increased agility and stealth, but also abilities that are helpful for delving into dangerous ruins and using ancient artifacts.

NIMBLE

3rd-level Thief Archetype feature

You gain a climbing speed equal to your walking speed, and you are able to climb difficult and sheer surfaces at half your normal speed without making an ability check.

You can also use your Dexterity score, in place of Strength, when calculating your long or high jump distance.





SUPREME SNEAK

7th-level Thief Archetype feature

You have an almost supernatural ability to avoid being seen when necessary. You have advantage on Dexterity (Stealth) checks while moving at half your speed, and you can attempt to Hide when you are only lightly obscured.

Also, when you hit a target with an attack that adds your Sneak Attack bonus, you can reduce the bonus by 1d6 to take the Hide action as part of your attack.

TREASURE LORE

7th-level Thief Archetype feature

You have a knack for uncovering useful information and lost lore. Whenever you make an ability check to gather lore, investigate the inner workings, or assess the value of a magic item, treasure, or trap, you gain a bonus to the roll equal to one roll of your Exploit Die.

Finally, you can use the Use an Object action to activate a magic item or use a spell scroll or potion.

USE MAGIC DEVICE

13th-level Thief Archetype feature

You have learned enough about the inner workings of magic objects that you can improvise the use of any item even when it is not intended for you. You ignore all alignment, class, race, and level requirements for the use of magic items, spell scrolls, and potions.

QUICK REFLEXES

17th-level Thief Archetype feature

The time you've spent pilfering pockets and treasures has honed your reflexes to near-supernatural heights.

You gain an additional bonus action that you can take on each of your turns, though, it can only be used to take one of the actions from your Cunning Action.

If you do not use this additional bonus action, you instead gain one additional reaction that you can use before the start of your next turn. A single effect can only trigger one reaction.

QUICK FINGERS

3rd-level Thief Archetype feature

You are masterful at pilfering pockets, especially when your mark has its guard down. When you add your Sneak Attack bonus to a melee attack, you can reduce the bonus damage by 1d6 to attempt to steal an object from your target. Make a Dexterity (Sleight of Hand) check contested by the target's Wisdom (Perception) check. On a success, you remove one object of your choice from the target's pockets, bag, pouch, belt, or one object it has on its person that it is not holding.

Finally, you can use a bonus action on your turn to make a Dexterity (Sleight of Hand) check or to use a set of tools.

THIEF EXPLOITS

3rd-level Thief Archetype feature

You learn certain Exploits at the Rogue levels noted in the table below. These don't count against your total number of Exploits Known and can't be switched upon gaining a level.

| Rogue Level | Exploit |
|-------------|-----------------------------------|
| 3rd | <i>aerial maneuver, lightstep</i> |
| 5th | <i>dirty hit, survey dungeon</i> |
| 9th | <i>forgotten knowledge</i> |

DEVIOUS EXPLOITS

Below are the Exploits available to Rogues. If an Exploit has a prerequisite, like a minimum Ability Score or Rogue level, you can learn it at the same time you meet the prerequisites.

1ST-DEGREE EXPLOITS

Exploits of the 1st-degree are minor techniques slightly more complicated than swinging a weapon. They can be learned by Rogues with modest training and have no level prerequisite.

AERIAL MANEUVER

Prerequisites: Dexterity of 11

When you fall, you can use a reaction to expend an Exploit Die to control your fall. You reduce any falling damage that you would take by an amount equal to five times your level, and when you land, you can choose to land on your feet.

ALCHEMICAL ADEPT

Prerequisites: Intelligence of 11

When you make an alchemist's supplies, herbalism kit, or poisoner's kit check you can expend one Exploit Die, roll it, and add the result to your ability check. You can do so after you roll the d20, but before you know if you succeed or fail.



ARRESTING STRIKE

When you hit a target with a weapon attack, you can expend one Exploit Die and force it to make a Dexterity saving throw. On a failure, it takes bonus damage equal to one roll of your Exploit Die and its speed is 0 until the start of your next turn.

COMMANDING PRESENCE

Prerequisites: Charisma or Strength of 11

When you make a Charisma (Persuasion) or Charisma (Intimidation) check you can expend one Exploit Die, roll it, and add the result to your ability check. You can do so after you roll the d20, but before you know if you succeed.

Also, whenever you would make a Charisma (Intimidation) check, you can make a Strength (Intimidation) check instead.

CUNNING INSTINCT

Prerequisites: Wisdom of 11

Whenever you make a Wisdom (Perception) or Wisdom (Survival) check you can expend one Exploit Die, roll it, and add the result to your ability check. You can do so after you roll the d20, but before you know whether you succeed or fail on the check.

DISARM

When you hit a creature with a weapon attack, you can expend an Exploit Die to force the target to make a Strength saving throw. On a failed save, the creature takes additional damage equal to one roll of your Exploit Die, and the target drops one item of your choice that it is currently holding on the ground at its feet.

FEINT

As a bonus action, you can expend one Exploit Die to feint, forcing a creature that can see you within 15 feet to make a Wisdom saving throw. On a failed save, you have advantage on your attacks against it until the end of your current turn.

FIRST AID

As an action, you can touch a creature that has at least 1 hit point and expend Exploit Dice (up to your proficiency bonus), roll those dice, and that creature gains temporary hit points equal to the total roll + its Constitution modifier.

INQUISITIVE EYE

Prerequisites: Intelligence or Wisdom of 11

When you make an Intelligence (Investigation) or a Wisdom (Insight) check you can expend one Exploit Die, roll it, and add the result to your ability check. You can do so after you roll the d20, but before you know if you succeed or fail.

LIGHTSTEP

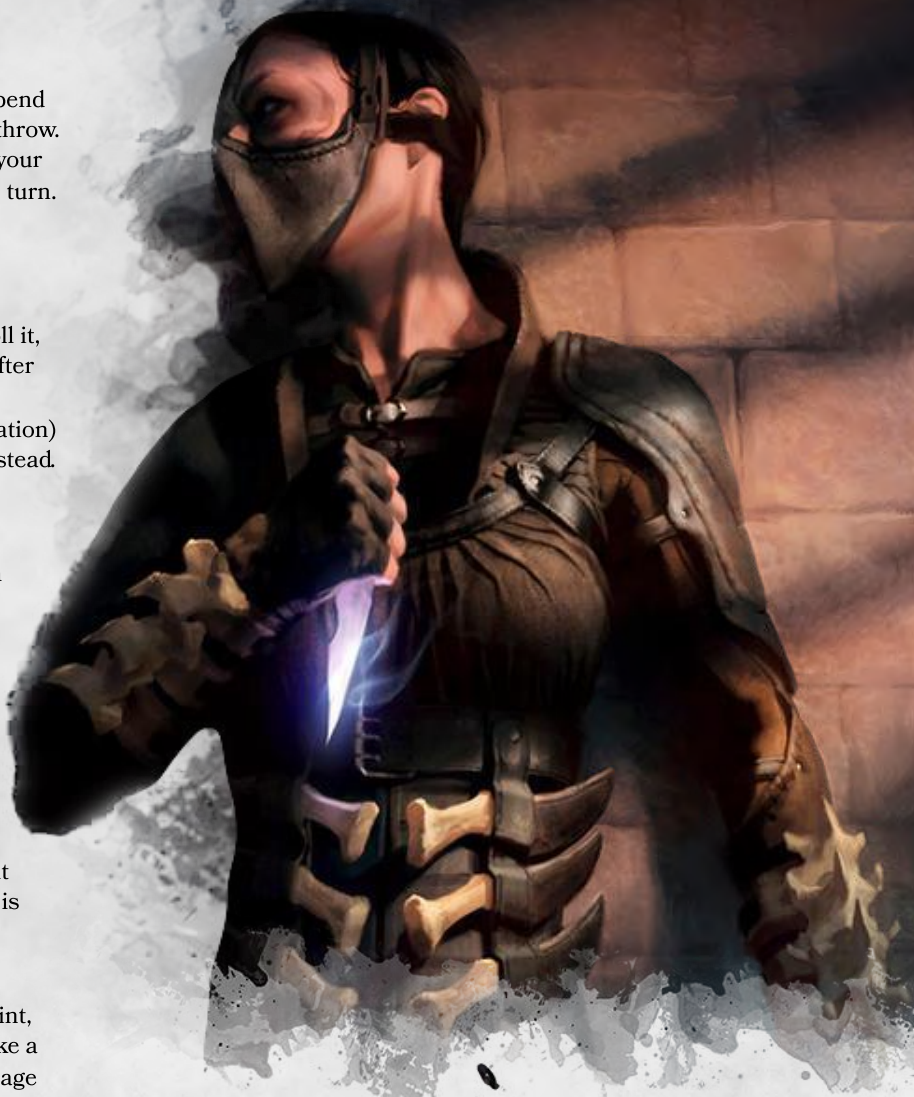
Prerequisites: Dexterity of 11

When you make a Dexterity (Acrobatics) or a Dexterity (Stealth) check you can expend one Exploit Die, roll it, and add the result to your ability check. You can do so after you roll the d20, but before you know if you succeed or fail.

MECHANICAL INSIGHT

Prerequisites: Intelligence of 11

Whenever you make an ability check with a set of thieves' tools or tinker's tools you can expend one Exploit Die, roll it, and add the result to your ability check. You can do so after you roll, but before you know if you succeed or fail.



MODIFY TRAP

Prerequisites: proficiency with tinker's or thieves' tools

As an action, you can expend one Exploit Die and use either tinker's or thieves' tools to make adjustments to one trap you can touch. The DC of that trap either changes to equal your Exploit save DC, or increases by 5, or (your choice on use).

In order to use this Exploit, the trap must be deactivated, and you must be able to access to its inner mechanisms. You cannot use this Exploit to modify a trap that cannot be reset or has been destroyed beyond repair.

PRECISION STRIKE

Prerequisites: Dexterity of 11

As part of a weapon attack you can expend one Exploit Die, roll it, and add the result to your attack roll. You can use this Exploit after you roll, but before you know if you hit or miss.

QUICK QUIP

Prerequisites: Intelligence or Charisma of 11

While speaking, you can expend an Exploit Die to tell a short joke, quip, or another humorous anecdote. Creatures of your choice within 10 feet that can both hear and understand you forget everything you said during the 10 seconds proceeding this Exploit, and instead only remember your quip.

Creatures that are immune to being charmed are immune to this Exploit. Once you use this Exploit on a creature, it is immune to the effects of this Exploit for the next 24 hours.



REINFORCE LOCK

Prerequisites: proficiency with tinker's or thieves' tools

As an action, you can expend one Exploit Die and use either tinker's or thieves' tools to make adjustments to a single lock, latch, or another locking mechanism that you touch. The DC of that lock either changes to equal your Exploit save DC, or increases by 5, or (your choice on use).

In order to use this Exploit, the lock must be unlocked, and you must be able to access to it. You cannot use this Exploit to modify a lock that cannot be reset or has been destroyed.

RELIABLE SKILL

Whenever you make an ability check using a skill or tool that you are proficient in and roll a 7 or lower on the d20, you can expend one Exploit Die to treat the d20 roll as an 8.

ROGUISH CHARM

Prerequisites: Charisma of 11

As an action, you can expend an Exploit Die and force a creature within 10 feet that can hear and understand you to make a Wisdom saving throw, and it does so with advantage if you or your allies are fighting it. On a failure, it is charmed by you for 1 hour, and regards you as a friendly acquaintance for the duration. Though, it will not risk its life for you.

This effect immediately ends if you or your companions do anything harmful to the creature, and when the effect ends this way, the target realizes that it was deceived by you.

Once a creature succeeds on its saving throw against this Exploit it is immune to this Exploit for the next 24 hours.

RUSTIC INTUITION

Prerequisites: Wisdom of 11

When you make an Intelligence (Nature), Wisdom (Animal Handling), or Wisdom (Medicine) check you can expend an Exploit Die, roll it, and add the result to your ability check. You can do so after you roll, but before you know the result.

SCHOLARLY RECALL

Prerequisites: Intelligence of 11

Whenever you make an Intelligence (Arcana), Intelligence (History), or Intelligence (Religion) check you can expend an Exploit Die, roll it, and add the result to your check. You can do so after you roll the d20, but before you know if you succeed or fail.

SUBTLE CON

Prerequisite: Dexterity or Charisma of 11 or higher

When you make a Dexterity (Sleight of Hand), Charisma (Deception), or Charisma (Performance) check you can expend an Exploit Die, roll it and add it to your check. You can do so after you roll the d20, but before you know if you succeed or fail.

SWEEPING STRIKE

When you hit a creature with a melee weapon attack, you can expend an Exploit Die and force it to make a Dexterity saving throw. On a failure, it takes bludgeoning damage equal to one roll of your Exploit Die and falls prone. A creature more than one size larger than you has advantage on its saving throw.

2ND-DEGREE EXPLOITS

Exploits of this degree represent the absolute peak of roguish skill that is achievable without dedicated training. 2nd-degree Exploits can be learned by any Rogue of 5th level or higher.

ALCHEMICAL OIL

Prerequisites: 5th level, proficiency with alchemist's supplies

As an action, you can expend one Exploit Die and use your alchemist's supplies to craft a vial of Alchemical Oil, which retains its potency until the end of your next long rest. Upon creation, you choose either acid, cold, fire, or lightning as the damage type for that vial of oil. You cannot regain the Exploit Die spent on this oil until you expend this Alchemical Oil.

A creature can take the Use an Object action to expend the vial and apply its contents to one weapon it is holding. For the next 10 minutes, that weapon deals the damage type chosen for that Alchemical Oil in place of its normal damage.

A creature can use an action to remove the Alchemical Oil.

BLINDING DEBRIS

Prerequisites: 5th level, Dexterity of 13

As a bonus action, you can expend an Exploit Die to attempt to blind a creature with debris. A creature you can see within 10 feet must succeed on a Constitution saving throw or take piercing damage equal to one roll of your Exploit Die and be blinded until the start of your next turn.





CRAFT MINOR POISON

Prerequisites: 5th level, proficiency with poisoner's kit

As an action, you can expend one Exploit Die and use your poisoner's kit to craft one vial of Minor Poison, which retains its potency until the end of your next long rest. However, you cannot regain this Exploit Die until you expend this poison.

A creature can take the Use an Object action to expend the vial and apply it to one weapon or a piece of ammunition it is holding. On its next hit, the weapon deals poison damage in place of its normal damage, and the target must succeed on a Constitution saving throw or it is poisoned for 1 minute.

The poisoned creature can repeat this saving throw at the end of each of its turns, ending the effect on a success.

CRIPPLING STRIKE

Prerequisites: 5th level

When you hit a target with a weapon attack, you can expend an Exploit Die to cripple one of its senses. It must succeed on a Constitution saving throw or it takes additional damage equal to one roll of your Exploit Die and is blinded, deafened, or cannot speak (your choice) until the start of your next turn.

DIRTY HIT

Prerequisites: 5th level, Dexterity of 13

When you hit a creature with a melee weapon attack, you can expend an Exploit Die to strike at a vulnerable area. It must succeed on a Constitution saving throw or it takes additional damage equal to a roll of your Exploit Die, it falls prone, and it cannot take reactions until the start of your next turn.

EXPOSING STRIKE

Prerequisites: 5th level

When you hit a creature with a weapon attack, you can expend an Exploit Die to temporarily weaken it. The first attack made against that creature before the beginning of your next turn has advantage, and on hit, that attack deals additional damage equal to one roll of your Exploit Die.

GLANCING BLOW

Prerequisites: 5th level

When you make a melee weapon attack and miss, you can expend one Exploit Die to instantly repeat your attack against another target within the reach of your weapon.

GRASP OF NIGHT

Prerequisite: 5th level, Wisdom of 13

In place of an attack, you can expend Exploit Dice (up to your proficiency bonus) to touch a creature, attempting to knock it out. For each Exploit Die that you spent you roll three Exploit Dice, adding your Wisdom modifier to the total of all the dice. If the total meets or exceeds the creature's remaining hit points, it instantly falls asleep, and is unconscious for 10 minutes.

The creature instantly wakes up if it takes damage or another creature uses an action on its turn to shake or slap the sleeping creature awake.

IMPROVISED SKILL

Prerequisites: 5th level

When you make an ability check that doesn't include your proficiency bonus, you can expend an Exploit Die and add it to your roll. You can use this Exploit after you roll, but before you know if you succeed or fail.

SOOTHING SPEECH

Prerequisites: 5th level, Charisma of 13

As an action, you can expend an Exploit Die and speak to all creatures that can hear and understand you within 20 feet, and force them to make a Charisma saving throw. On a failed save, creatures become indifferent toward creatures of your choice that they are currently hostile toward for 10 minutes.

This indifference ends if a creature takes damage, is forced to make a saving throw, or it witnesses an ally being harmed. When the effect ends, the creature becomes hostile again.

SURVEY DUNGEON

Prerequisite: 5th level, Dexterity or Intelligence of 13

You can expend an Exploit Die to spend 10 minutes carefully examining a room you currently occupy. At the end of the 10 minutes, you gain knowledge about three of the following:

- One trap in the area. This includes any mechanical or natural effect that was intended to harm an intruder.
- One active spell in the area that was cast at a level equal to your Intelligence modifier or lower.
- One secret compartment, door, or passageway.

Once you use this Exploit to survey a room you must finish a long rest before you can use it in that location again.



TRICK SHOT

Prerequisites: 5th level, Dexterity or Intelligence of 13

As a bonus action, you can expend an Exploit Die to make a special ranged weapon attack with a weapon that has both the finesse and thrown properties.

This attack ignores the benefits of cover, so long as it can ricochet off one surface and hit a target in range. If this attack would normally have disadvantage, it does not, and on hit, it deals additional damage equal to one roll of your Exploit Die.

3RD-DEGREE EXPLOITS

These Exploits are masterful acts of subterfuge and skill, and can only be learned by Rogues of 9th level or higher. Each of these Exploits can only be used once per short or long rest.

CRAFT GREATER POISON

Prerequisites: 9th level, proficiency with poisoner's kit

As an action on your turn, you can expend Exploit Dice (up to your proficiency bonus) and use a poisoner's kit to craft a vial of Greater Poison, which retains its potency until the end of your next long rest. However, you can't regain the Exploit Dice you spent in its creation until you expend this poison.

A creature can take the Use an Object action to expend the vial and apply it to one weapon or a piece of ammunition it is holding. On its next hit, the weapon deals additional poison damage equal to one roll of your Exploit Die for each Exploit Die you spent, and the target must succeed on a Constitution saving throw or suffer the following effects for 1 minute:

- It has disadvantage on attack rolls and ability checks.
- Its speed is halved, and it cannot take reactions.
- It takes poison damage equal to one roll of your Exploit Die at the end of each of its turns.

The poisoned creature can repeat this saving throw at the end of each of its turns, ending these effects on a success.

FORGOTTEN KNOWLEDGE

Prerequisite: 9th level, Intelligence or Wisdom of 15

You can expend an Exploit Die to spend 10 minutes focused on a person, object, or location you can see, after which, you remember a piece of lore about the thing you focused on.

This lore might consist of current tales, forgotten stories, or even secret lore that has never been widely known. The more information you have about the thing, the more precise and detailed the information you seem to remember about it.

RECRUIT INFORMANT

Prerequisite: 9th level, Charisma or Intelligence of 15

You can expend an Exploit Die and spend 1 hour to recruit a humanoid Informant from a settlement you currently occupy. For this Exploit to work, there must be a willing humanoid, such as an urchin, criminal, thief, spy, or other rascalions in a settlement of significant size, as determined by the DM.

They won't aid you in combat or risk their life for you, but they will gather information, rumors, news, and secrets in that settlement. During each long rest, they will seek you out and deliver this information if you are in the same settlement.

Your Informant remains in your service until you dismiss them or they die. However, you do not regain the Exploit Die spent on this Exploit until they leave your service.

Having more than one Informant in a settlement increases the accuracy and secrecy of information they can gather.

SURVEY SETTLEMENT

Prerequisite: 9th level, Dexterity or Charisma of 15

You can expend an Exploit Die and spend 1-hour gathering information on up to 1 square mile of a settlement that you currently occupy. At the end of the hour, you gain knowledge about three of the following as they relate to the area:

- Any active factions and faction outposts within the area.
- Prominent buildings, gathering places, and cultural sites.
- Powerful (CR 1 or higher) politicians or military leaders.
- Loyalties, beliefs, rumors, and fears of the local populace.
- Secret alleyways, doors, hideouts, or storefronts.

Once you use this Exploit to survey a settlement you must finish a long rest before you can use it in that location again.

4TH-DEGREE EXPLOITS

Exploits of this degree are masterful skills that can only be learned by Rogues of 13th level or higher, and each of these Exploits can only be used once per short or long rest.

AGONIZING STRIKE

Prerequisites: 13th level, Dexterity of 17

When you hit a creature with a melee weapon attack, you can expend one Exploit Die to strike with extreme precision as to inflict crippling pain in place of dealing damage. While it is affected by this crippling pain it suffers the following effects:

- Any speed it has can be no higher than 10 feet.
- It has disadvantage on attack rolls and ability checks.
- It has disadvantage on all saving throws other than Constitution saving throws.
- If it attempts to cast a spell, it must first succeed on a Constitution saving throw against your Exploit save DC, or the casting fails and the spell slot is wasted.

It can make a Constitution saving throw at the end of each of its turns, ending this crippling pain on a successful save.

CRAFT ADVANCED POISON

Prerequisites: 13th level, proficiency with poisoner's kit

As an action, you can expend Exploit Dice (up to your proficiency bonus) and use a poisoner's kit to craft a vial of Advanced Poison, which retains its potency until the end of your next long rest. However, you can't regain the Exploit Dice you spent in its creation until you expend this poison.

A creature can take the Use an Object action to expend the vial and apply it to one weapon or piece of ammunition it is holding. On its next hit, it deals additional acid damage equal to one roll of your Exploit Die for each Exploit Die you spent, and the target must succeed on a Constitution saving throw, or have disadvantage on all attack rolls and ability checks for 1 hour. If it fails by 5 or more, it is blinded for the duration.

As an action, the creature can repeat this saving throw. On a successful save, the effects end, but on a failed save, it takes additional acid damage equal to one roll of your Exploit Die.

EXPERT DETERMINATION

Prerequisites: 13th level

As an action, you can expend one Exploit Die to focus your mind and temporarily sharpen one of your skills. Choose a skill or tool that you are proficient in. For the next hour, you can add one roll of your Exploit Die to any check you make that uses that skill, without expending an Exploit Die.





FLUID MOVEMENTS

Prerequisites: 13th level, Dexterity of 17

As a bonus action, you can expend one Exploit Die to enter a heightened state of movement which you must concentrate on as if you were concentrating on a spell. For 1 minute, or until you lose concentration, you gain the following benefits:

- Your movement is unaffected by difficult terrain.
- You can use a bonus action on your turn to gain the benefits of both the Dash and Disengage action.
- Spells and other magical effects can neither reduce your speed nor cause you to be paralyzed or restrained.
- You can spend 5 feet of movement to instantly escape from nonmagical restraints like manacles or a grapple.
- Swimming or being underwater imposes no penalties on your movements or your attack rolls.

5TH-DEGREE EXPLOITS

Exploits of the 5th-degree are devious feats that rival those of the most cunning archfey. These Exploits can only be learned by Rogues of 17th level or higher, and each Exploit of this level can only be used once per short or long rest.

CRAFT MASTERWORK POISON

Prerequisites: 17th level, proficiency with poisoner's kit

As an action, you can expend Exploit Dice (up to your proficiency bonus) and use a poisoner's kit to craft a vial of Masterwork Poison, which retains its potency until the end of your next long rest. However, you can't regain the Exploit Dice you spent in its creation until you expend this poison.

A creature can take the Use an Object action to expend the vial and apply it to one weapon or piece of ammunition it is holding. On its next hit, it deals additional necrotic damage equal to two rolls of your Exploit Die for each Exploit Die you spent, and the target must make a Constitution saving throw. On a failed save, it has disadvantage on all attack rolls and ability checks until a spell of 5th-level or higher is used to neutralize the poison (such as *greater restoration*).

If the creature fails by 5 or more, it is incapacitated, and it cannot move or speak until it is cured of this poison.

INCONCEIVABLE DODGE

Prerequisites: 17th level, Dexterity of 19

When you take damage, you can use your reaction to expend one Exploit Die and move with supernatural agility and speed to an unoccupied space within 10 feet, *somehow* avoiding the triggering damaging effect as if it never affected you at all.

MORTAL BLOW

Prerequisites: 17th level

When you hit a creature with a melee weapon attack, you can expend Exploit Dice (up to your proficiency bonus) and strike at its most vulnerable point. The creature must succeed on a Constitution saving throw or gain vulnerability to the damage of your attack. If you had advantage on your attack roll, the creature makes this saving throw with disadvantage.

Regardless if the creature succeeds or fails on this saving throw, it takes additional damage of your weapon's type equal to two rolls of your Exploit Die for each Exploit Die spent.

If this damage reduces it to 100 hit points or fewer, it falls prone and is stunned until the beginning of its next turn. A creature can use a Legendary Resistance to avoid this effect.

TRICKSTER'S BLESSING

Prerequisites: 17th level, Dexterity of 19

When you take the Hide action, you can expend one Exploit Die to hide with inconceivable and supernatural skill. So long as there is a place to hide within 60 feet, you instantly appear in one such hidden location of your choice within 60 feet, and are automatically considered to be hidden from all spells and creatures, no matter what senses or magic they might have.

ADDITIONAL DEVIOUS EXPLOITS?

Looking for more Exploits for your Rogue? Check out the [Alternate Rogue: Expanded](#) for a multitude of additional Exploits, including options that are more fantastical in nature and mimic spell effects.



ADDITIONAL ARCHETYPES

Also included here are alternate Roguish Archetypes based on the official Archetypes for Rogues found in *Xanathar's Guide to Everything* and in *Tasha's Cauldron of Everything*:

| | |
|-------------|-----------|
| Inquisitive | Scout |
| Mastermind | Soulknife |
| Phantom | — |

INQUISITIVE

When there are secrets to be uncovered or a mystery to be solved, there are none more adept than the Rogues known as Inquisitives. These experts hone their skills of observation and deduction to heights that rival the most potent of divination spells. For an Inquisitive, the only thing that stands between them and the truth is time.

EYE FOR DETAIL

3rd-level Inquisitive Archetype feature

Your perceptive abilities are a finely honed tool. When you make a Wisdom (Insight) or a Wisdom (Perception) check you can use your Intelligence in place of Wisdom.

In addition, you can use your Cunning Action to take the Search action as a bonus action on your turn. Whenever you take the Search action, you gain information as if you spent 10 minutes searching.

INQUISITIVE EXPLOITS

3rd-level Inquisitive Archetype feature

You learn certain Exploits at the Rogue levels noted in the table below. They don't count against your number of Exploits Known and can't be switched upon gaining a level.

| Rogue Level | Exploit |
|-------------|--|
| 3rd | <i>inquisitive eye, precision strike</i> |
| 5th | <i>exposing strike, survey dungeon</i> |
| 9th | <i>survey settlement</i> |

PREDICTIVE FIGHTING

3rd-level Inquisitive Archetype feature

You are able to observe a creature's fighting style to better predict openings in its defenses. As a bonus action, you can observe a creature within 30 feet. Make a Wisdom (Insight) check contested by its Charisma (Deception) check. On a success, you can add your Sneak Attack bonus to weapon attacks against that creature for 1 minute, so long as you don't have disadvantage on your attack roll.

The effect ends if you use this feature on another target.

INSIGHTFUL STRIKE

7th-level Inquisitive Archetype feature

Your predictive capabilities in combat have increased. When you hit a creature with an attack that adds your Sneak Attack bonus, you can use your Cunning Strike feature to reduce the bonus by 1d6 to learn one of the following about the target: its highest or lowest ability score, Armor Class, or speed.

Once you use this feature on a creature you cannot use it on that same creature again until you finish a long rest.



ADEPT INVESTIGATOR

13th-level Inquisitive Archetype feature

Your investigative process leaves no stone unturned. It only takes you 1 minute to use *survey dungeon* and 10 minutes to use *survey settlement*, and whenever you use these Exploits you learn a number of additional pieces of information equal to your Intelligence modifier (minimum of 1).

Finally, you can use these Exploits without expending an Exploit Die a total number of times equal to your Intelligence modifier (minimum of once). You regain all expended uses of this feature when you finish a long rest.

UNERRING SIGHT

13th-level Inquisitive Archetype feature

Your perceptive abilities rival those of supernatural creatures. You gain Truesight to a 10-foot radius, and when observing anything within that radius you have advantage on Wisdom (Insight) and Intelligence (Investigation) checks.

The radius of your Truesight becomes 20 feet at 14th level, and increases again to 30 feet when you reach 20th level.

EXPLOIT WEAKNESS

17th-level Inquisitive Archetype feature

You can perfectly predict your foe's movements to strike at its most vulnerable points. While Predictive Fighting applies to a creature you roll d8s in place of d6s for your Sneak Attack.



MASTERMIND

You have put your considerable skill to work in mastering the art of manipulation. With a whisper and suggestion, you have a way of getting others to do what you want, even if it may not be in their best interest. Whether directing political gambits or allies in combat, you move others like pieces in a game.

MASTERMIND EXPLOITS

3rd-level Mastermind Archetype feature

You learn certain Exploits at the Rogue levels noted in the table below. These don't count against your total number of Exploits Known and can't be switched upon gaining a level.

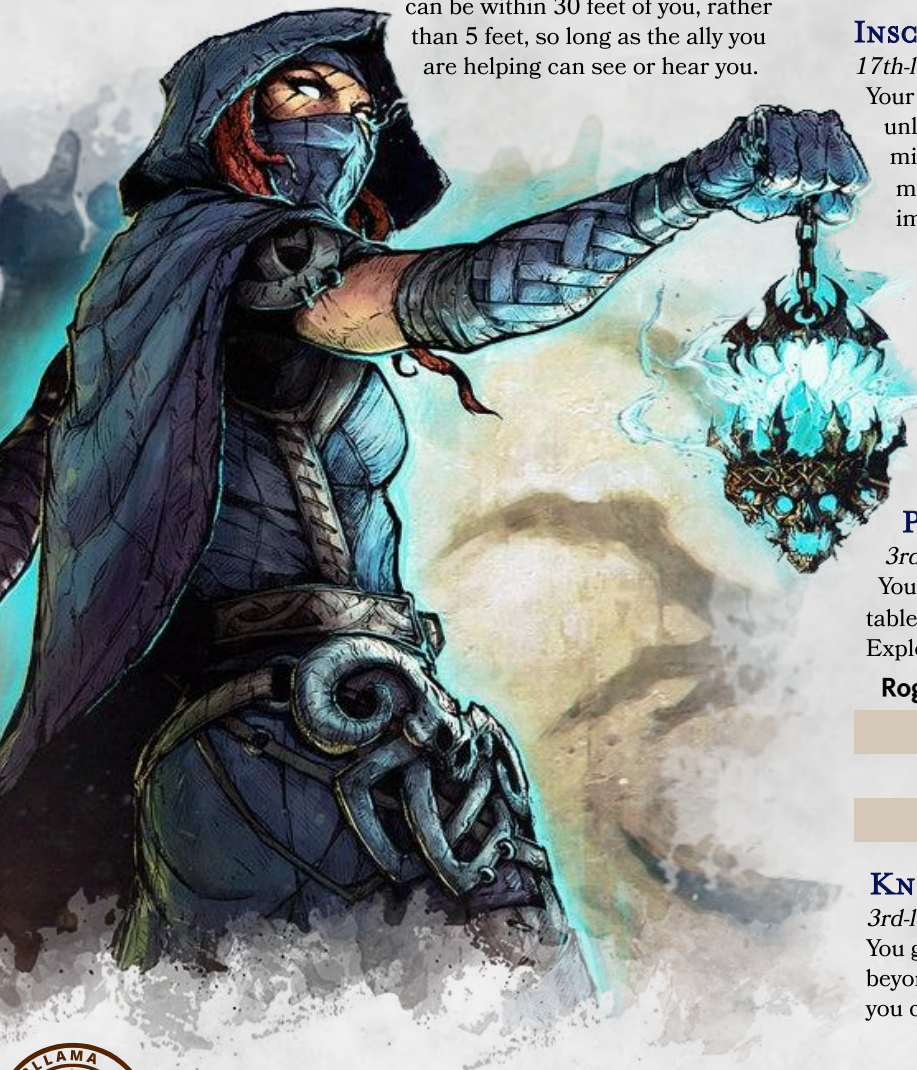
| Rogue Level | Exploit |
|-------------|---|
| 3rd | <i>roguish charm, scholarly recall</i> |
| 5th | <i>exposing strike, soothing speech</i> |
| 9th | <i>recruit informant</i> |

MASTER OF MACHINATIONS

3rd-level Mastermind Archetype feature

You have gathered a set of skills to aid in your machinations. You learn to speak, read, and write two additional languages, and you gain proficiency with the disguise and forgery kits.

You wield allies as others wield a weapon. You can use the Help action as a bonus action. When you use the Help action to aid an ally in attacking a creature, the target of that attack can be within 30 feet of you, rather than 5 feet, so long as the ally you are helping can see or hear you.



MANIPULATIVE INTUITION

7th-level Mastermind Archetype feature

You are adept at reading the motivations and mental abilities of others. When you spent a least 1 minute interacting with or observing a creature outside of combat, you learn one of the following pieces of information of your choice:

- One of its ideals, bonds, flaws, motivations, or alignment.
- It's true attitude toward you, or another creature that you observe it interacting with for the same duration.

Once you use this feature on a creature you cannot use it on that same creature again until you finish a long rest.

POTENT INSIGHT

7th-level Mastermind Archetype feature

When you use the Help action to aid an ally in attacking a creature, and their attack hits, you can use your reaction to add your Sneak Attack bonus to its damage roll. However, if you do so, you cannot use Sneak Attack on your next turn.

DEVIUS TACTICS

13th-level Mastermind Archetype feature

You have no qualms about leaving others in danger. When a creature you can see targets you with an attack, you can use your reaction to force a creature within 5 feet of you to make a Dexterity saving throw against your Exploit Save DC. On a failure, you switch places with the creature and it becomes the target of the attack. A creature can willingly fail this save.

INSCRUTABLE MIND

17th-level Mastermind Archetype feature

Your thoughts and dreams can't be read by magical means, unless you allow it. When a creature attempts to read your mind you can present false thoughts and motivations by making a Charisma (Deception) check. Finally, you gain immunity to both the charmed and frightened conditions.

PHANTOM

You have formed a mystical connection with the border between life and death, and serve as a gateway to the afterlife. You have learned to draw upon this special connection to gain knowledge from the dead, and by immersing yourself in the mystical power of death you gain strange abilities normally associated with spirits.

PHANTOM EXPLOITS

3rd-level Phantom Archetype feature

You learn certain Exploits at the Rogue levels noted in the table below. These don't count against your total number of Exploits Known and can't be switched upon gaining a level.

| Rogue Level | Exploit |
|-------------|--|
| 3rd | <i>feint, reliable skill</i> |
| 5th | <i>exposing strike, grasp of night</i> |
| 9th | <i>forgotten knowledge</i> |

KNOWLEDGE OF THE GRAVE

3rd-level Phantom Archetype feature

You gain one skill or tool proficiency of your choice from beyond the grave, and when you finish a short or long rest you can replace this proficiency with another of your choice.





GRAVE BOLT

3rd-level Phantom Archetype feature

You channel the pain and death of others into sinister magic. When you hit a creature with an attack that adds your Sneak Attack bonus, you can force another creature that you can see within 30 feet of your target to make a Wisdom saving throw against your Exploit save DC. On a failed save, roll half the number of dice you would roll for your Sneak Attack bonus (rounded up), and it takes necrotic damage equal to the roll.

SOUL TRINKETS

7th-level Phantom Archetype feature

You have gained the ability to siphon the energy of a departed soul. When a creature with an Intelligence of 5 or higher dies within 30 feet of you, you can use your reaction to capture a fraction of its power in a free hand, forming a Soul Trinket.

The DM determines the appearance of the Trinket, but it almost always reflects the true nature and values of the soul.

You can have a maximum number of Soul Trinkets equal to your Charisma modifier (minimum of 1), and you can't create a new Trinket while at your maximum number of Trinkets.

Having a Soul Trinket grants you the following benefits:

- While one is on your person, you have advantage on both death saving throws and Constitution saving throws.
- When you hit with an attack that adds your Sneak Attack bonus, you can destroy a Soul Trinket to cause that attack to deal necrotic damage in place of its normal damage.
- When a creature fails its saving throw against Grave Bolt you can destroy a Soul Trinket and cause the creature to be frightened of you until the beginning of your next turn.
- As an action, you can destroy a Soul Trinket to ask the soul within one question as if you'd cast *Speak with Dead*.

GHASTLY WALK

13th-level Phantom Archetype feature

You can temporarily step into the realm of the dead. When you take the Dash action you can become incorporeal until the end of your current turn. While incorporeal you can move through creatures and objects as if they were difficult terrain, and you gain a flying speed equal to your walking speed.

If you end your turn inside a solid object or creature you are instantly shunted to the nearest unoccupied space taking 1d10 force damage for every 5 feet you were forced to travel.

DEATH KNELL

17th-level Phantom Archetype feature

You have become so acquainted with death that you can draw upon its power with ease. When you use Grave Bolt, you can force all creatures of your choice within 30 feet to make the Wisdom saving throw, and on a failed save, they take necrotic damage equal to your Sneak Attack bonus.

Once you use this feature you must finish a short or long rest before you can empower Grave Bolt in this way again.

SCOUT

Unlike most Rogues, your skills have been honed in the wild. You are adept at remaining unseen, scouting ahead of allies, stalking your prey, or hunting bounties. While you are most skilled in the wilderness, you can still hold your own in the back alleys of cities and deadly dungeons like most Rogues.

SCOUT EXPLOITS

3rd-level Scout Archetype feature

You learn certain Exploits at the Rogue levels noted in the table below. These don't count against your total number of Exploits Known and can't be switched upon gaining a level.

| Rogue Level | Exploit |
|-------------|---|
| 3rd | <i>arresting strike, rustic intuition</i> |
| 5th | <i>craft minor poison, trick shot</i> |
| 9th | <i>craft greater poison</i> |

SKIRMISHER

3rd-level Scout Archetype feature

You are always on the move, never to be caught flat-footed by your foes. When a creature ends its turn within 5 feet of you, you can use your reaction to move up to half your movement speed without provoking opportunity attacks.

SURVIVALIST

3rd-level Scout Archetype feature

You have learned to survive, and thrive, in the wild places of the world. You gain proficiency in both Nature and Survival if you do not have it already, and whenever you make a Wisdom (Survival) or an Intelligence (Nature) check you add double your proficiency bonus to your roll.



WILDERNESS ADEPT

7th-level Scout Archetype feature

Your walking speed increases by 10 feet, and you gain both a climbing and swimming speed equal to your walking speed.

AMBUSH MASTER

13th-level Scout Archetype feature

You can add your proficiency bonus to your initiative rolls, and when you roll for initiative you can expend an Exploit Die, roll it, and add the result to your initiative roll.

Also, the first creature you hit during the first round of a combat is marked for death. Attack rolls against this target have advantage until the beginning of your next turn.

SUDDEN STRIKE

17th-level Scout Archetype feature

You strike with quiet, deadly speed. When you take the Attack action on your turn you can make one additional attack as a bonus action. You can add Sneak Attack bonus to this attack even if you have already used Sneak Attack, but you can't use Sneak Attack against the same target more than once a turn.

SOULKNIFE

Rare amongst those who practice the roguish arts is one who has true psionic potential. When trained to unlock the psionic power within themselves, these Rogues can train to become Soulknives. Using their wondrous abilities they can manifest blades of pure mental power, communicate telepathically, and augment their considerable skills with psionic enhancement.

PSIONIC AWAKENING

3rd-level Soulknife Archetype feature

You have unlocked the wondrous potential of your mind and gained psionic abilities. Your psionic power is represented by a pool of Psi Points. You have a number of Psi Points equal to 1 + your Intelligence modifier (minimum of 2), and you regain all expended Psi Points when you finish a short or long rest. You also unlock the following wondrous psionic abilities:

Mystical Skill When you fail an ability check you can expend 1 Psi Point to add one roll of your Exploit Die to your roll, possibly turning a failure into a success.

Telepathic Link As an action, you can expend 1 Psi Point to form a telepathic link with a number of creatures equal to your Intelligence modifier (minimum of 1) for 1 hour. The creatures don't need to share a language, but they must be able to speak one language to communicate telepathically. At the end of the hour, you can spend 1 Psi Point to extend the duration of your telepathic link for 1 additional hour.

PSIONIC BLADE

3rd-level Soulknife Archetype feature

You can manifest Psionic Blades of pure mental energy in a free hand (no action required). Your Psionic Blades use the statistics of a dagger, but they deal psychic damage in place of piercing. You can cause your Psionic Blades to vanish at will, and when thrown, they vanish after they hit or miss. When they deal damage, Psionic Blades leave no marks.

As you gain Rogue levels, the damage die of your Psionic Blades increases to match the size of your Exploit Die.

METAPHYSICAL SHIFT

7th-level Soulknife Archetype feature

You can shift your place in reality with the mystic power of your mind. As a bonus action on your turn, you can expend Psi Points to teleport 20 feet per Psi Point you expended to an unoccupied space that you can see within range.

SOUL STRIKE

7th-level Soulknife Archetype feature

Your mind guides your blades. Whenever you make an attack with a Psionic Blade and miss, you can expend 1 Psi Point to add one roll of your Exploit Die to your attack roll.

Moreover, when you hit a creature with a Psionic Blade attack that adds your Sneak Attack bonus, you can use your Cunning Strike feature to reduce the bonus by 3d6 and force the creature to make an Intelligence saving throw. On a failed save, it cannot take reactions until the start of its next turn, and can only do one of the following on its next turn: move up to its full speed, use one action, or use one bonus action.

SHIMMER

13th-level Soulknife Archetype feature

You can erase your presence from the minds of others. As an action, you can veil yourself with psionic energy as if you had cast the *invisibility* spell on yourself. However, unlike the spell, this feature does not require your concentration.

Once you use this feature to turn invisible, you can't do so again until you finish a long rest. When you have no uses left you can expend 1 Psi Point to use this feature again.

MENTAL SCOURGE

17th-level Soulknife Archetype feature

You can focus the power of your Psionic Blade to strike directly at your foe's mind. When you use Soul Strike to force a creature to make an Intelligence saving throw, you can reduce your Sneak Attack bonus by an additional 3d6 (for a total of 6d6) to empower the strike further. On a failed save, the creature is stunned until the beginning of your next turn.





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