The Complete Alternate 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	2	d4	2
5th	+3	Cunning Strike, Uncanny Dodge	3d6	3	d6	3
6th	+3	Cunning Action Improvement, Expertise	3d6	3	d6	3
7th	+3	Archetype Feature	4d6	4	d6	3
8th	+3	Ability Score Improvement	4d6	4	d6	3
9th	+4	Evasion	5d6	5	d6	3
10th	+4	Reliable Talent	5d6	5	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
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

Expertise
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 add double your proficiency bonus to checks you make with them.

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 Sneak Attack increases as you gain Rogue levels as shown in the Sneak Attack column of the Rogue table.

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.

Devious 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 the number of Exploit Dice you have to perform any Exploits you know. Most Exploits require you to expend these Dice in order to use them. You can only use one Exploit per attack, ability check, or saving throw, and you regain all 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:

Exploit save DC = 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice)

Roguish Archetype

At 3rd level, you choose one of the following Roguish Archetypes that best represents the skills and training of your Rogue:

Arcane Trickster	Gambler	Seeker
Assassin	Inquisitive	Skinchanger
Avenger	Mastermind	Soulknife
Bloodknife	Phantom	Surgeon
Daredevil	Ruffian	Swashbuckler
Edgelord	Saboteur	Thief
Falconer	Scout	Troubadour

The Roguish Archetype you choose grants you features at 3rd level and again when you reach 7th, 13th, and 17th level.

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 add your Sneak Attack bonus to a damage roll, you can forgo some of the bonus 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 the degree of the Exploit
- 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 2d6 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 a dragon's fire breath or or a *lightning bolt*. When an effect allows you to make a Dexterity saving throw to take only half damage, you take no damage on a success, and half damage on a failure.

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

Beginning at 11th level, you can use Cunning Strike to reduce your Sneak Attack bonus damage by an additional number of d6s equal to the degree of the Exploit you are using and force your target to make its saving throw with disadvantage.

For example, if you used Cunning Strike to use *dirty hit*, you would reduce your Sneak Attack bonus by an additional 2d6 to impose disadvantage on the Constitution saving throw.

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.

Roguish Archetypes

Choose the Archetype that best reflects the skill set of your Rogue:

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.

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 combined level 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 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

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	*precision strike, subtle con*
5th	*craft minor poison, crippling strike*
9th	*craft greater poison*

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.

Avenger

Most adventurers who serve the gods do so openly as priests, Clerics, and Paladins. However, some dark and ruthless gods bestow divine power upon Avengers. These zealous servants work tirelessly to impose the will of their god upon the world and resort to whatever means they deem necessary to fulfill their goal. Operating from the shadows, Avengers are driven by faith alone, and they answer to no mortal creature.

Anointed Magic

3rd-level Avenger Archetype feature

Because of your fervent devotion to your god you have gained the ability to channel their Divine Favor to cast holy spells:

Divine Favor. The blessings of your god are represented by a pool of Divine Favor. The Anointed Magic table on the next page shows how much Divine Favor you have to cast Avenger spells of 1st-level and higher. To cast a spell, you must expend Divine Favor equal to the spell's level, and you regain all your expended Divine Favor when you finish a short or long rest.

Divine Limit. Your Rogue level limits the amount of Divine Favor that you can channel at one time. This limit is reflected in the Divine Limit column of the Anointed Magic Table.

Spells Known of 1st-Level and Higher. You learn two 1st-level spells of your choice from the Avenger spell list on the next page. The Spells Known column of the Anointed Magic table shows when you learn more Avenger spells of 1st-level or higher. Spells you learn must be of a level equal to, or lower than, the Divine Limit for your Rogue level.

Whenever you gain a level, you can choose one Avenger spell you know and replace it with another Avenger spell of your choice of a level equal to your Divine Limit or lower.

Spellcasting Ability. Charisma is your spellcasting ability for your Avenger spells, so you use your Charisma whenever a spell refers to your spellcasting ability, when you set a spell saving throw DC, or when you make a spell attack roll.

$$\text{Spell save DC} = 8 + \text{your proficiency bonus} + \text{your Charisma modifier}$$

$$\text{Spell attack modifier} = \text{your proficiency bonus} + \text{your Charisma modifier}$$

Channel Divinity

3rd-level Avenger Archetype feature

You draw on the power of your god to produce miraculous effects. You know one effect: Divine Awareness, and you gain more at certain Rogue levels. Once you Channel Divinity you must finish a short or long rest before you can do so again.

Channel Divinity: Divine Awareness

As a bonus action, you can grasp a holy symbol of your god and open your senses to the presence of both powerful good and sinister evil. For 1 minute, you know the exact location and creature type of any celestial, fiend, or undead within 60 feet that is not shielded from divination magic.

Consecrated Blade

3rd-level Avenger Archetype feature

Your weapons are blessed by the heavens to smite enemies and blasphemers. Over the course of 1 hour, which can be during a short or long rest, you can touch a melee weapon that you are proficient with and perform a special ritual to Consecrate it to your god and their divine purpose.

This Consecrated weapon becomes a holy symbol of your god and can be used as a spellcasting focus for your Avenger spells. You can also add your Sneak Attack bonus to attacks with it even if it does not have the finesse property. However, all other rules of for Sneak Attack bonus still apply.

You can have only one Consecrated weapon at a time.

Avenging Strike

7th-level Avenger Archetype feature

As a bonus action, you can expend 1 Divine Favor to infuse a Consecrated weapon you are holding with divine power. For the next minute, your attacks with that weapon deal radiant damage in place of its normal damage type.

Moreover, your attacks with a Consecrated weapon score a critical hit on a roll of 19-20 on the d20. The critical hit range for your Consecrated weapon increases by 1 again at certain Rogue levels: at 13th level (18-20) and at 17th level (17-20).

Channel Divinity: Vow of Enmity

7th-level Avenger Archetype feature

As a bonus action, you can hold aloft a holy symbol of your god and utter a vow of enmity against one creature that you can see within 10 feet. For 1 minute, or until that creature is slain, you have advantage on all attack rolls against it.

Divine Step

13th-level Avenger Archetype feature

Nothing can stand between you and those you have marked for divine justice. As a bonus action, you can expend 2 Divine Favor to instantly teleport to an unoccupied space you can see within 5 feet of a hostile creature. When you appear you can make one weapon attack against it with advantage.

Hand of the Gods

17th-level Avenger Archetype feature

You stand among the most loyal and trusted mortal servants of your god. If you roll initiative with no uses of your Channel Divinity remaining you instantly regain one expended use.

Also, whenever you reduce a creature marked by Vow of Enmity to 0 hit points, you can either mark another creature within range, or regain expended Divine Favor equal to your Charisma modifier (minimum of 1 Divine Favor).

Anointed Magic

Rogue Level	Spells Known	Divine Favor	Divine Limit
3rd	2	2	1
4th	2	3	1
5th	3	3	1
6th	3	4	1
7th	4	4	2
8th	4	4	2
9th	5	5	2
10th	5	5	2
11th	5	5	2
12th	5	6	2
13th	6	6	3
14th	6	6	3
15th	6	7	3
16th	6	7	3
17th	7	7	3
18th	7	7	3
19th	7	8	4
20th	7	8	4

Avenger Spell List

Here's the list of spells you consult when learning an Avenger spell. It is organized by spell level, not by character level. The spells below are from the *Player's Handbook*, *Xanathar's Guide to Everything**, and *Tasha's Cauldron of Everything***.

1st-Level
bane
bless
cause fear*
charm person
command
compelled duel
comprehend languages
divine favor
expeditious retreat
guiding bolt
heroism
inflict wounds
sanctuary
searing smite
shield of faith
thunderous smite
unseen servant
wrathful smite

invisibility
mind spike*
misty step
shadow blade*
silence
suggestion
zone of truth

2nd-Level
aid
augury
blindness/deafness
branding smite
darkness

3rd-Level
bestow curse
blinding smite
clairvoyance
daylight
enemies abound*
fear
speak with dead
spirit shroud**
vampiric touch

4th-Level
banishment
blight
death ward
divination
locate creature
staggering smite

Bloodknife

The Infernal Legions have many soldiers, but none are more deadly than those known as Bloodknives. The elite warriors of Hell's armies, Bloodknives enhance their significant skills with infernal blood magic. By sacrificing their own vitality, they gain access to sinister abilities beyond the skill of other mortal warriors. Experts at sowing chaos and death among, their foes, Bloodknives are dispatched by the Lords of Hell only when an especially powerful foe needs to be dealt with.

Bloodknife Exploits
3rd-level Bloodknife 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	*commanding presence, precision strike*
5th	*crippling strike, martial focus*
9th	*incite violence*

Dread Strike
3rd-level Bloodknife Archetype feature
You can sacrifice your own vitality to empower your attacks with infernal magic. When you hit a creature with a melee weapon attack, you can expend one of your own Hit Dice to empower your attack with the following benefits:

- You do not need advantage on your attack roll to qualify for Sneak Attack. All other Sneak Attack rules still apply.
- You can choose for the attack's damage to be necrotic.
- If the attack reduces a hostile target to 0 hit points, you regain the Hit Die you expended to use this feature, and you gain temporary hit points equal to your Rogue level.

> ### Reminder: Hit Dice & Long Rests
> When playing with mechanics that expend Hit Dice remember that you only gain half of your maximum Hit Dice back each time you complete a long rest!

Forked Tongue
3rd-level Bloodknife Archetype feature
You learn to speak, read, and write either Abyssal or Infernal. Depending on your choice, you gain the benefits below:

    Abyssal. You gain proficiency in Intimidation. Whenever you make a Charisma (Intimidation) check while speaking Abyssal, you treat a roll of 7 or lower on the d20 as an 8.

    Infernal. You gain proficiency in Persuasion. When you make a Charisma (Persuasion) check to convince a creature to agree to a bargain, contract, or an agreement of any kind, you can treat a roll of 7 or lower on the d20 as an 8.

Hellish Curse
7th-level Bloodknife Archetype feature
You infuse your blade with sinister magic to strike at body and soul. When you hit a creature with a melee attack that adds your Sneak Attack bonus, you can use Cunning Strike to reduce the bonus by 1d6 and force the target to make a Charisma saving throw against your Exploit save DC.

    On a failed save, it cannot regain hit points for the next minute. The creature can make a Charisma saving throw at the end of each of its turns, ending this effect on a success.

Siphon Vitality
7th-level Bloodknife Archetype feature
You can draw life from the pain you inflict. When you score a critical hit with a weapon attack against a hostile creature or reduce a hostile creature to 0 hit points you can use your reaction to regain one expended Hit Die.

Vile Curse
13th-level Bloodknife Archetype feature
You can empower your sinister magic with your own vitality. When you use Hellish Curse or Cunning Strike as part of a Dread Strike attack, the target automatically fails the initial saving throw against Hellish Curse or the Exploit you used.

Touch of Death
17th-level Bloodknife Archetype feature
You wield infernal magic comparable to the most powerful servants of the Lords of Hell. Each time a creature fails its Charisma saving throw against your Hellish Curse feature it gains one level of exhaustion.

Daredevil

Daredevils are acrobatic Rogues who seek out danger, living for the adrenaline rush of near-death experiences. Daredevils would rather leap across rooftops than walk the streets, and in turn, they develop a knack for avoiding certain death.

Daredevil Exploits

3rd-level Daredevil 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	*aerial maneuver, lightstep*
5th	*dirty hit, trick shot*
9th	*survey settlement*

Flying Strike

3rd-level Daredevil Archetype feature
You use the momentum of your airborne body as a weapon. If you move at least 10 feet through the air and land within 5 feet of a Large or smaller creature, you can use your action to force the target to make a Strength saving throw against your Exploit Save DC. On a failure, it takes bludgeoning damage equal to two rolls of your Exploit Die and falls prone. On a success, it takes half as much damage and remains upright.

If you are hidden from this creature when you force it to make this saving throw, or if an enemy of your target (other than you) is within 5 feet of it and isn't unconscious, you add your Sneak Attack bonus damage to the damage roll.

Nimble

3rd-level Daredevil 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.

In addition, you can use your Dexterity score, in place of your Strength, when calculating the distance of your long jump or high jump.

Death From Above

7th-level Daredevil Archetype feature
You can strike at your foes from unorthodox airborne positions. Whenever you make a weapon attack while you are at least 10 feet off the ground and airborne you have advantage on your attack roll.

You also add your Dexterity modifier to the damage dealt by your Flying Strike.

Slow Fall

7th-level Daredevil Archetype feature
Your experience falling from great heights has made you an expert at landing without hurting yourself. You can use *aerial maneuver* at-will, without expending an Exploit Die.

When you manage to land on something soft that breaks your fall, like a wagon full of hay or a deep body of water, you take no damage from the fall.

Defy Death

13th-level Daredevil Archetype feature
Your many close brushes with death have made you adept at escaping it. You add your proficiency bonus to death saving throws. When you make a death saving throw and roll above a 20, it has the same effect as if you rolled a 20 on the d20.

Masterful Aerialist

17th-level Daredevil Archetype feature
You are unparalleled in your ability to maneuver your body. Whenever you make a Dexterity ability check or a Dexterity saving throw and the total result is lower than your Dexterity score, you can use your Dexterity score in place of your roll.

Edgelord

Some people find themselves in darkness, but you were born in it. Maybe you were orphaned at a young age and spent your childhood on the streets. Or, maybe you were born in a family that just didn't *get* you, like not at *all*. No matter your tragic past, you have weaponized that unique suffering that nobody could possibly understand to become a vicious Edgelord.

Now, you stalk the darkness and impart your pain onto those unfortunate enough to meet your inky black gaze.

Dramatic Retort
3rd-level Edgelord Archetype feature
It would be impossible for someone to fully understand your pain, but you can give them a glimpse of the suffering within your soul. As bonus action, you can direct a scathing quip at a creature that can hear you within 30 feet, forcing it to make a Wisdom saving throw against your Exploit Save DC.

On a failed save, the creature takes psychic damage equal to one roll of your Exploit Die, and you can add your Sneak Attack bonus to attacks against it until the start of your next turn, so long as you don't have disadvantage on your attack. On a success, it takes no damage, but it feels bad for you.

Edgelord Exploits
3rd-level Edgelord 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	*streetwise, smoke bomb*
5th	*dirty hit, grasp of night*
9th	*incite violence*

Tragic Backstory
3rd-level Edgelord Archetype feature
Your upbringing was traumatic beyond what any other mortal has experienced, though it has granted you certain skills. You gain proficiency in Performance and in two of the following tool kit: the disguise kit, forgery kit, or poisoner's kit.

Moreover, whenever you make an ability check that uses one of the proficiencies you gained from this feature you gain a bonus to your roll equal to one roll of your Exploit Die.

One with Shadows
7th-level Edgelord Archetype feature
Your soul is so dark that you emanate darkness itself. When a creature attempts to perceive you, it does so as if you were in one level of darkness greater then usual. If you are in normal light, it perceives you in dim light, and if you are in dim light, it perceives you as if you were in darkness.

In addition, you can draw upon this shadow and magically manifest it. As an action, you can expend one Exploit Die to cast *darkness* at a point that you can see within 30 feet.

Finally, you can see normally in both normal darkness and in magical darkness that you create (such as by *darkness*).

Fade to Black
13th-level Edgelord Archetype feature
You care so little about your own life that you can fade into nothingness. As a bonus action, you can expend an Exploit Die to disappear and instantly reappear in an area of darkness that you can see within 30 feet.

If you are within an area of darkness when you use this feature you can do so without expending an Exploit Die.

Lord of the Edge
17th-level Edgelord Archetype feature
The darkness within your soul surpasses that of Chaos Lords and Archdevils. When you use your Dramatic Retort, you can choose to empower it with primordial darkness and suffering. Creatures of your choice that can hear you within range must make a Wisdom saving throw against your Exploit Save DC.

They take psychic damage equal to five rolls of your Exploit Die on a failed save, and half as much damage on a success.

Once you empower Dramatic Retort in this way you must finish a short or long rest before you can do so again.

Falconer

You have dedicated your life to training an elegant and deadly Bird of Prey. With your winged partner at your side, there is no mission or foe that the two of you cannot take on together. With your Bird of Prey watching from the skies above, there is little that can escape the wrath of your talons and blade.

Bird of Prey
3rd-level Falconer Archetype feature

You complete the training of a Bird of Prey to adventure by your side. You determine its appearance, but this choice has no effect on its game statistics. Common Birds of Prey are hawks, falcons, eagles, and vultures. It is friendly to you and your allies and obeys your commands. It uses the Bird of Prey stat block on this page, which uses your proficiency bonus (PB) and Exploit save DC in several places.

In combat, the Bird acts during your turn. It can move and use its reaction on its own, but it only takes the Dodge action unless you use your bonus action to command it to take an action from its stat block, or another combat action.

When you take the Attack action, you can command your Bird to take the Attack action in place of one of your attacks. If you are incapacitated, your Bird of Prey can act on its own.

If your Bird falls to 0 hit points it makes death saving throws like a player character would. Should your Bird of Prey die, you can spend time during a long rest to seek out a worthy bird from the wild to serve as your Companion, so long as such a bird exists. Once you bond with such a bird, it uses the Bird of Prey stat block.

Falconer Exploits
3rd-level Falconer 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	*aerial maneuver, cunning instinct*
5th	*exposing strike, trick shot*
9th	*survey settlement*

Falconer's Training
3rd-level Falconer Archetype feature

You have dedicated many days to the art of falconry. You gain proficiency in both Animal Handling and Nature if you do not have it already. Whenever you make an Intelligence (Nature) or a Wisdom (Animal Handling) check related to flying birds, beasts, or monstrosities of any kind, you gain a bonus to your roll equal to one roll of your Exploit Die.

Avian Bond
7th-level Falconer Archetype feature

Your connection with your Bird of Prey has grown. You and your Bird of Prey can use whistles, chirps, and gestures to share simple ideas and convey information to each other.

Bird of Prey
Tiny Beast, Neutral

Armor Class 13 + PB (natural armor)
Hit Points 4 + five times your Rogue level.
Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	13 (+1)	6 (-2)	16 (+3)	6 (-2)

Senses darkvision 60 ft., passive Perception 18
Languages understands one language you speak

Falconer's Bond You add your PB to any ability check or saving throw the Bird of Prey makes.

Flyby. The Bird of Prey doesn't provoke opportunity attacks when it flies out of an enemies reach.

Hit Dice. The Bird of Prey has a total number of d6 Hit Dice equal to your Rogue level. It also gains all the normal benefits of both short and long rests.

Keen Sight. The Bird of Prey has advantage on any ability check that relies on its sense of sight.

Actions

Talons. *Melee Weapon Attack:* +3 +PB to hit, reach 5 ft., one target. *Hit:* 1d4 +3 +PB slashing damage.

Primal Hunter
7th-level Falconer Archetype feature

Through dedicated training you have honed the natural skills of your Bird of Prey. Whenever an effect allows your Bird of Prey to make a Dexterity saving throw to take half damage, it takes no damage on a success, and half damage on a failure.

Also, when your Bird of Prey hits a creature with a Talon attack that would meet the requirements for Sneak Attack, it can forgo the damage of its attack to force the target to make a Dexterity saving throw against your Exploit save DC. On a failed save, it is blinded until the start of your next turn.

Harrying Strikes
13th-level Falconer Archetype feature

When a creature within 10 feet of your Bird of Prey makes an attack, your Bird can use its reaction to impose disadvantage on their attack roll.

Falconer of Legend
17th-level Falconer Archetype feature

Your Bird of Prey rivals the great winged beasts of legends. Once per turn when your Bird of Prey hits with a Talon attack that meets the requirements for Sneak Attack, it can add your Sneak Attack bonus to its damage roll. Though, your Bird of Prey rolls d4s in place of the normal d6s for Sneak Attack.

Gambler

While all Rogues excel at risky behavior, the life of a Gambler revolves around ever-increasing risk. Gamblers enjoy nothing more than high-stakes situations where they'll put everything on the line. Usually found in dank taverns and gambling dens, these Rogues can't help but gamble any gold or treasure they gain adventuring at a possible chance for more wealth.

Gambler Exploits
3rd-level Gambler 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	*quick quip, subtle con*
5th	*soothing speech, trick shot*
9th	*incite violence*

Pick a Card
3rd-level Gambler Archetype feature
Decks of cards count as improvised weapons for you. When you use them as a weapon, playing cards have the finesse and thrown (30/60) properties, and on hit, your playing cards deal slashing damage equal to 1d4 + your Dexterity modifier.

Once per turn, when you hit with a playing card attack the number rolled on the d4 grants your attack a bonus effect:

Roll	Bonus Effect
1	The target's speed is reduced by a number of feet equal to five times your Dexterity modifier until the start of your next turn.
2	You add your Sneak Attack bonus to this attack even if it doesn't meet the normal requirements.
3	You gain temporary hit points equal to one roll of your Exploit Die.
4	You can choose to switch places in initiative order with the target, starting at the top of the initiative order in the next round of combat.

> ### Variant Rule: Deck of Playing Cards
> Instead of using the d4 roll to determine the effect of your Pick a Card feature, you can use a standard deck of playing cards. On hit, draw a random card from the deck and its suit determines the effect: Clubs (1), Diamonds (2), Hearts (3), or Spades (4).

Gambler's Knack
3rd-level Gambler Archetype feature
In life's games, sometimes you win, and sometimes you need to improvise. You gain proficiency with improvised weapons, playing cards, and one gaming set of your choice. Whenever you make an ability check that incorporates a gaming set you gain a bonus to your roll equal to one roll of your Exploit Die.

Finally, if you spend at least 1 minute observing or playing a game you aren't familiar with, you can add your proficiency bonus to any ability check related to the game. However, only one game or gaming set can benefit from this feature. Using it to learn a new game causes you to lose previous benefits.

Strange Luck
7th-level Gambler Archetype feature
You are blessed with an entertaining, yet strange, luck. Your weapon attack rolls score a critical hit on a roll of 7 or 20 on the d20, but your weapon attack rolls of 13 or 1 on the d20 are both considered critical failures. Good luck!

Quickdraw
13th-level Gambler Archetype feature
You always make the first move. You have advantage on your initiative rolls, and if you make a playing card attack during your first turn, you can choose the effect of Pick a Card.

You also learn the *quick draw* Exploit, but it doesn't count against your total number of Exploits Known. When you use this Exploit it also works for your thrown weapon attacks.

Jackpot
17th-level Gambler Archetype feature
Your good fortune is another's bad luck. Whenever you roll a 6 on a d6 for one your Sneak Attack bonus dice, you can roll one additional d6 and add the result to your damage roll.

In addition, the damage dealt by your playing card attacks increases to 2d4, and you choose which d4 result you use to determine the effect of Pick a Card for that attack.

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	*inquisitive eye, precision strike*
5th	*exposing strike, survey dungeon*
9th	*survey settlement*

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 do not need advantage on your attack rolls to add your Sneak Attack bonus to weapon attacks against it for the next minute. All other Sneak Attack rules still apply.

If you attempt to use this feature on another creature, this bonus immediately ends for any previous targets.

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 2d6 to learn one of the following about the target: its highest ability score, its lowest ability score, Armor Class, one of its movement speeds, or one of its special senses.

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 you observe 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 perfectly exploit your foe's most vulnerable points. While Predictive Fighting applies to a creature you roll d8s in place of d6s for your Sneak Attack bonus against that creature.

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	*eloquent speech, roguish charm*
5th	*exposing strike, soothing speech*
9th	*recruit informant*

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 of others. When you spend at least 1 minute talking with or observing a creature outside of combat, you learn one of the following facts:

- 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 creature again until you finish a long rest. Creatures with Legendary Resistances are immune to this feature.

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.

Devious 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	*feint, reliable skill*
5th	*exposing strike, grasp of night*
9th	*forgotten knowledge*

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 temporary flying speed of 15 feet.

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.

Ruffian

Not all Rogues rely on cunning and subterfuge to thwart their foes. Ruffians prefer to face enemies directly with devastating blows and their ruthless style of combat. Often employed as hired muscle for thieves' guilds, gangs, and other groups that don't shy away from the use of violence, Ruffian Rogues can be found in any settlement or city where crime holds sway.

Ruffian Exploits

3rd-level Ruffian 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	*streetwise, sweeping strike*
5th	*dirty hit, grasp of night*
9th	*recruit informant*

Enforcer

3rd-level Ruffian Archetype feature
You use brute force not often employed by Rogues in combat. Your unorthodox fighting style grants you the benefits below:

- You gain proficiency with improvised weapons.
- Your unarmed strikes deal bludgeoning damage equal to one roll of your Exploit Die + your Strength modifier.
- You can apply your Sneak Attack bonus to your attacks with improvised weapons, unarmed strikes, and simple melee weapons. All other Sneak Attack rules still apply.
- You can use the bonus action granted by your Cunning Action to attempt a grapple or shove attack.
- You can use your Constitution, instead of Dexterity, to calculate your Armor Class in light and medium armor.

Shake Down

3rd-level Ruffian Archetype feature
Your work requires skills that you have become particularly reliable in employing. You gain proficiency in Intimidation, and whenever you make a Strength (Athletics), or a Strength (Intimidation) check, you can treat a roll of 7 or lower on the d20 as an 8.

Intimidating Blow

7th-level Ruffian Archetype feature
Your ruthless style of fighting inspires fear in your enemies. When you hit a creature with a melee attack that adds your Sneak Attack bonus, you can use Cunning Strike to reduce the bonus by 2d6 and force the target of your attack or one creature that can see you within 30 feet to make a Wisdom saving throw against your Exploit save DC. On a failed save, it is frightened of you until the end of your next turn.

Nerves of Steel

7th-level Ruffian Archetype feature
Fear is a weapon that only works against cowards and the weak-willed. You gain immunity to the frightened condition.

In addition, you have advantage on any weapon attacks you make against a creature that is currently frightened of you.

Criminal Connections

13th-level Ruffian Archetype feature
You have a knack for finding criminal connections in any city. You learn the *Clandestine Source* Exploit, but it doesn't count against your total number of Exploits Known.

Dodge & Counter

13th-level Ruffian Archetype feature
You can use your enemies' momentum against them. When a creature that is one size larger than you or smaller misses you with a melee attack, you can use your reaction to force it to make a Dexterity saving throw against your Exploit Save DC. On a failed save, it suffers one of the following effects:

- It falls prone and its speed is 0 for the rest of that turn.
- If you have a free hand, you can automatically grapple it.
- You can make one unarmed strike attack against it.

Ruthless Strike

17th-level Ruffian Archetype feature
You strike with at those who fear you with ruthless intent. When you add your Sneak Attack bonus to a melee weapon attack against a creature that is frightened of you, you can choose for your 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.

Saboteur

Some Rogues combine their various skills with an interest in alchemy to produce explosive effects. Known as Saboteurs, these strange alchemists have many specialties; demolition, siege warfare, and entertainment. No matter their focus, they all delight in violent destruction, and due to the rarity of their talents, Saboteurs are invaluable allies and dangerous foes.

Saboteur Exploits
3rd-level Saboteur 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	*alchemical adept, smoke bomb*
5th	*alchemical oil, flash bomb*
9th	*bewildering blow*

Destructive Strikes
3rd-level Saboteur Archetype feature
Your work has given you a knack for identifying structural weak points. When you hit a non-magical structure with a melee weapon attack or damage it with a Devious Exploit or an Explosive, it is considered an automatic critical hit.

Moreover, when you attack a construct, your attacks score a critical hit on an attack roll of 19 or 20 on the d20.

Explosives
3rd-level Saboteur Archetype feature
You gain proficiency in alchemist's supplies, along with the knowledge of synthesizing the powerful Explosives below:

Explosives Known You learn to craft two Explosives, a *Hand Bomb* and one other Explosive of your choice from the list of Saboteur Explosives as the end of this Archetype. In order to learn an Explosive you must meet any prerequisites it may have. You can learn an Explosive at the same time you meet its Rogue level prerequisite.

You learn one additional Explosive of your choice when you reach 7th, 13th, and 17th level in this class.

Finally, whenever you would learn a new Devious Exploit you can choose to learn a new Explosive instead.

Crafting Explosives. At the end of each long rest, you can use alchemist's supplies to craft individual Tiny objects that contain one copy of each Saboteur Explosive you know, without expending an Exploit Die. Any Explosives you craft lose their potency and become unusable at the end of your next long rest.

As an action, you can use your alchemist's supplies to craft another copy of a Saboteur Explosive you know by expending the number of Exploit Dice listed in its description.

Using Explosives. A creature can take the Use an Object action to throw one of your Saboteur Explosives at a point it can see within 60 feet of it. It explodes on impact, generating the effects in its description centered on the point of impact.

Explosive save DC. When an Explosive forces a target to make a saving throw, it does so against your Exploit Save DC.

Advanced Alchemy
7th-level Saboteur Archetype feature
Your increased knowledge and mastery of alchemy allows you to alter the Explosives you make in the following ways:

Appearance. You can alter the outward appearance of an explosive. When they are unlit, creatures must succeed on an Intelligence (Investigation) check against your Exploit Save DC in order to recognize the object as an unlit Explosive.

Color. You alter the color of the Explosive itself, the color of the explosion, and the color of the smoke it produces.

Damage Type. You alter the damage type of any Explosive you craft to deal magical bludgeoning, piercing, fire, thunder, or lightning damage in place of its normal damage type.

Quick Chemistry
7th-level Saboteur Archetype feature
Your skill allows you to formulate and use your Explosives quickly. You can use a bonus action on your turn to expend Exploit Dice to craft a Saboteur Explosive you know.

Sabotage
13th-level Saboteur Archetype feature
You are adept at exploiting creatures who are unaware. Any creature that is surprised or has not yet acted during the first round of combat has disadvantage on its initial saving throw against any Saboteur Explosives thrown by you.

In addition, whenever you roll initiative, you can craft a *Hand Bomb* without expending an Exploit Die, or craft one Explosive you know, expending Exploit Dice as normal.

Hair Trigger
17th-level Saboteur Archetype feature
You have modified your Explosives so you can detonate them from afar. When you craft an Explosive, you can incorporate a rudimentary arcane remote to trigger the Explosive from afar.

As an action, you can trigger one Explosive that is crafted with a remote trigger, so long as you are within 200 feet of it.

Saboteur Explosives

Here is the list of Explosives available for Saboteurs to learn. If a Saboteur Explosive has a prerequisite level, you can learn it at the same time that you meet its prerequisite level.

Glittering Dust
Prerequisite: 3rd-level Rogue, Cost: 1 Exploit Die
On impact, reflective particles cover a 20-foot cube, forcing creatures in that area to make a Dexterity saving throw. On a failed save, creatures are covered in these particles, and any attack roll made against them is made with advantage.

A creature can use its action to scrape all these reflective particles off of it, ending the effects of this Explosive.

Hand Bomb
Prerequisite: 3rd-level Rogue, Cost: 1 Exploit Die
On impact, this simple, yet effective explosive detonates and forces targets within 5 feet to make a Dexterity saving throw. They take fire damage equal to your Sneak Attack bonus on a failed save, and half as much fire damage on a success.

Seismic Charge

Prerequisite: 3rd-level Rogue, Cost: 1 Exploit Die

On impact, this bomb disrupts the earth, forcing creatures within 10 feet to make a Strength saving throw. On a failure, they take thunder damage equal to half your Sneak Attack bonus, and any Large or smaller creatures fall prone. On a success, they take half as much damage and don't fall.

Any non-magical structure crafted from wood, earth, or stone takes the maximum damage from this Explosive.

If the area within this explosion is loose dirt or stone it becomes difficult terrain. A creature can use an action on its turn to clear a 5-foot square of this difficult terrain.

Tangleroot

Prerequisite: 3rd-level Rogue, Cost: 1 Exploit Die

On impact, synthetic vines burst forth, and creatures within 5 feet must make a Dexterity saving throw. On a failure, they are restrained by the vines for up to 1 minute. As an action, a restrained creature can make a Strength or Dexterity check (its choice) against your Exploit save DC. On a success, they escape from the effect of the restraining vines.

Thunder Pulse

Prerequisite: 3rd-level Rogue, Cost: 1 Exploit Die

On impact, a wave of thunderous force bursts forth, audible out to a distance of 300 feet, forcing creatures in a 15-foot cube to make a Constitution saving throw. On a failure, they take thunder damage equal to half your Sneak Attack bonus and are pushed 10 feet away from the point of impact. On a success, they take half as much damage and are not moved.

Any unsecured objects within the area are automatically pushed 10 feet away from the Explosive's point of impact.

Alchemical Webbing

Prerequisite: 7th-level Rogue, Cost: 2 Exploit Dice

On impact, sticky alchemical webbing covers a 20-foot cube creating difficult terrain and lightly obscuring the area of the cube. If there aren't any vertical surfaces, walls, or ceilings to support the webbing, it collapses and instantly dissolves.

Any creature that starts its turn in the webbing, or enters the area during its turn must succeed on a Dexterity saving throw or become restrained by the webbing.

As an action, a restrained creature can make a Strength or Dexterity check (its choice) against your Exploit save DC. On a success, it is no longer restrained by the webbing.

The alchemical webbing remains for 1 minute. If it takes any fire damage all the webbing is instantly dissolved.

Incendiary Bomb

Prerequisite: 7th-level Rogue, Cost: 2 Exploit Dice

On impact, a ball of fire rushes outward in a 30-foot radius, forcing creatures within the area to make a Dexterity saving throw. Creatures take fire damage equal to your Sneak Attack bonus on a failed save, and half as much on a success.

Moreover, any flammable objects in this area are ignited.

Noxious Gas

Prerequisite: 7th-level Rogue, Cost: 2 Exploit Dice

On impact, a cloud of putrid yellow gas spreads outward in a 20-foot radius sphere. It spreads around corners and heavily obscures the area for 1 minute. Any creature that starts its turn within the cloud must succeed on a Constitution saving throw or spend its turn gagging a reeling from the gas. Any creature that is immune to poison or doesn't need to breathe automatically succeeds on its Constitution saving throw.

Greater Seismic Charge

Prerequisite: 13th-level Rogue, Cost: 3 Exploit Die

On impact, this bomb disrupts the earth, forcing creatures within 30 feet to make a Strength saving throw. On a failure, they take thunder damage equal to your Sneak Attack bonus and any Huge or smaller creatures fall prone. On a success, they take half as much damage and do not fall prone.

Any non-magical structure crafted from wood, earth, or stone takes the maximum damage from this Explosive.

If the area within this explosion is loose dirt or stone it becomes difficult terrain. A creature can use an action on its turn to clear a 5-foot square of this difficult terrain.

Vitriolic Charge

Prerequisite: 13th-level Rogue, Cost: 3 Exploit Dice

On impact, a wave of acidic chemicals explodes outward in a 30-foot radius forcing any creatures in that area to make a Dexterity saving throw. On a failure, they take acid damage equal to your Sneak Attack bonus, and acid damage equal to half your Sneak Attack bonus at the start of their next turn.

Astral Vortex

Prerequisite: 17th-level Rogue, Cost: 4 Exploit Dice

On impact, a rift to the Astral Plane opens and creatures within 5 feet must succeed on a Charisma saving throw or be sucked through the rift and remain there for 1 minute. After which, the rift to the Astral Plan disappears.

At the end of each of its turns, any creature that has been banished through the rift to the Astral Plan can repeat this saving throw, returning to its original space on a success.

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	*arresting strike, rustic intuition*
5th	*craft minor poison, trick shot*
9th	*craft greater poison*

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.

Seeker

Many Rogues use their larcenous talents to plunder forgotten temples and dusty tombs, and sometimes they uncover elder magic. Known as Seekers, these arcane explorers are known for collecting ancient secrets and fragments of eldritch power to augment their considerable skills with strange abilities.

Relic Hunter
3rd-level Seeker Archetype feature
You have spent many long nights learning about civilizations long forgotten by most mortals. You learn to speak, read, and write two additional languages of your choice. Often, Seekers choose to learn archaic, ancient, or exotic languages.

   You also gain proficiency in History, and if you spend at least 10 minutes touching and examining an object, you can ascertain its civilization of origin and its approximate age.

Relic Magic
3rd-level Seeker Archetype feature
You have cobbled together an eclectic assortment of magical objects and trinkets that grant you the following benefits:

   Relics. Relics are Tiny objects imbued with strange and ancient magics, and they often resemble the origin or type of magic within them. You have a number of Relics equal to 1 + your Intelligence modifier. When your Intelligence modifier increases, you gain additional Relics of your choice. These may be Relics that you already had in your possession, but had yet to unlock the arcane secrets they contained.

   Relic Spells. Each of your Relics is imbued with a single Relic Spell that cannot be changed. A Relic Spell is a cantrip or ritual spell of 2nd-level or lower, from any spell list. While you have a Relic on your person, you can cast the cantrip or the ritual version of the spell imbued within it.

   Saving Throws. Your ability to use the magic of Relics is based on your understanding of their ancient workings. If a Relic requires a spellcasting modifier you use Intelligence:

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

Spell attack modifier = your proficiency bonus + your Intelligence modifier

Seeker Exploits
3rd-level Seeker 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	*modify device, scholarly recall*
5th	*exposing strike, survey dungeon*
9th	*forgotten knowledge*

Elder Relics
7th-level Seeker Archetype feature
In your strange travels and adventures you have unearthed, bartered for, or cobbled together Elder Relics which contain esoteric, eldritch, and even divine powers. You gain an Elder Relic, which contains one of the following spells or abilities:

   Channel Divinity. This Elder Relic contains the rites and prayers for a Channel Divinity from a Cleric Divine Domain of your choice. If the Channel Divinity requires a Cleric level or spellcasting modifier, you use your Rogue level and Relic spellcasting modifier. Once you use the Channel Divinity you must finish a short or long rest before you can use it again.

   Eldritch Invocation. This Elder Relic contains sinister or forgotten eldritch power. You learn one Eldritch Invocation of your choice from those available to the Warlock class. If the Invocation has a prerequisite Warlock level, you can learn it if your Rogue level meets that level prerequisite.

   Greater Ritual. This Elder Relic contains one ritual spell of your choice of 5th-level or lower from any class spell list. Like the other Relic Spells, you can cast this spell as a ritual as long as you have this Elder Relic on your person.

Expert Archaeologist
7th-level Seeker Archetype feature
Your time in deadly tombs and dungeons has given you an uncanny ability to avoid traps and the other dangers within. You gain the following benefits:

- You have advantage on any saving throw you are forced to make against traps of any kind.
- You can use *modify device* at will, without spending an Exploit Die, so long as you have the correct tools.
- You have advantage on thieves' tools or tinker's tools checks you make to investigate or disarm a trap.

Greater Lore
13th-level Seeker Archetype feature
You have added many esoteric and forgotten secrets to your collection. You gain three additional Elder Relics of your choice. Or, you can choose to gain two Relics in place of one or more of the Elder Relics you would gain.

   When you cast a Relic cantrip you add your Intelligence modifier to the damage roll, so long as you do not already add your spellcasting modifier to the damage roll.

Ancient Lore
17th-level Seeker Archetype feature
You understand the magic of the ancient world in a way that few living mortals do. You have advantage on saving throws you make to resist the effects of spells.

   Finally, over the course of 1 hour, which can be during a short or long rest, you can perform a special ritual on one of your Relics or Elder Relics, changing its effect out for another possible Relic or Elder Relic effect of your choice.

> **Optional Rule: Elder Relics**
> Talk to your DM about using Relics that can mimic the effects of <u>Totems,</u> <u>Talents</u>, or <u>Blood Curses</u>!

Skinchanger

The ancient magics of Druidic Circles are jealously guarded secrets, only taught to those deemed worthy. Skinchangers are Rogues that have been granted (or have stolen), a portion of this ancient magic, and use this primal power to enhance their other skills. Often found in the service of powerful Fey or Archdruids, Skinchangers take on the shapes of animals to infiltrate places that no other Rogue could possibly go.

Skinchanger Exploits

3rd-level Skinchanger 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	*aerial maneuver, cunning instinct*
5th	*crippling strike, improvised skill*
9th	*survey settlement*

Druidic Secrets

3rd-level Skinchanger Archetype feature
You learn to speak, read, and write Druidic, the language of Druids. You can use this language to leave hidden messages. Those who know Druidic always notice such messages, but others must succeed on an Intelligence (Investigation) check against your Exploit save DC to decipher it without magic.

You also count as a Rogue and a Druid for the purposes of attuning to magic items and using spell scrolls.

Limited Wild Shape

3rd-level Skinchanger Archetype feature
The druidic magic you have acquired allows you to steal the forms of beasts. You start with knowledge of three different Beast Forms of CR 1/4 or lower that do not have a flying or swimming speed. You can learn additional Beast Forms by touching a living Beast within the restrictions for your Rogue level on the Skinchanger Beast Forms table below.

At certain Rogue levels, you are able to learn Beast Forms of a higher CR or Forms with swimming or flying speeds, as indicated in the Skinchanger Beast Forms table below.

As a bonus action, you can magically transform into the shape of one Beast Form you know, following all the rules of Wild Shape found with the Druid in the *Player's Handbook*.

You can stay in Beast Form for up to one hour, at which point you revert to your normal form. You can revert to your normal form earlier if you use a bonus action to do so, if you fall unconscious, if you drop to 0 hit points, or if you die.

Once you use your Wild Shape feature you must finish a short or long rest before you can Wild Shape again.

Finally, you can add your Sneak Attack bonus to natural weapon attacks while you are in Beast Form. However, all other rules of your Sneak Attack feature still apply.

Skinchanger Beast Forms

Level	Max CR	Limitations	Example
3rd	1/4	No Flying or Swimming Speed	Panther
7th	1/2	No Flying Speed	Reef Shark
13th	1	—	Giant Eagle
17th	2	—	Cave Bear

Instinctual Strikes

7th-level Skinchanger Archetype feature
Druidic magic suffuses your Wild Shapes. While you are in Beast Form your attacks count as magical for the purposes of overcoming resistance and immunity to nonmagical attacks.

In addition, you can use Wild Shape to transform into one of your Beast Forms twice between each short or long rest.

Bestial Physique

13th-level Skinchanger Archetype feature
Your time spent in Beast Shapes has enhanced the abilities of your normal form. When you make an ability check based on your sense of sight, hearing, or smell, you gain a bonus to your roll equal to one roll of your Exploit Die.

Also, your unarmed strikes gain the finesse property and deal slashing damage equal to one roll of your Exploit Die.

Druidic Mastery

17th-level Skinchanger Archetype feature
You have mastered the primal magic of the Druids. You can remain in your Beast Form transformations indefinitely. Also, when you have no uses of your Wild Shape remaining, you can expend one Exploit Die to use Wild Shape again.

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) that you can see for 1 hour. 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 by 1 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.

Surgeon

When an adventurer is maimed by a monster or a soldier is wounded in battle, and the luxury of magical healing is not an option, Surgeons step in to fill the void. Using their intimate understanding of anatomy and biology, Surgeons can analyze any ailment, and, when pressed, they can turn their medical knowledge onto their foes, crippling them with precise cuts.

Anatomical Studies

3rd-level Surgeon Archetype feature
You have spent years studying the science of medicine in order to improve your surgical skills. You gain proficiency in both Medicine and Nature, and whenever you make a Wisdom (Medicine) check you can add your Intelligence modifier (minimum of +1) to your roll.

Finally, you can use the bonus action granted by your Cunning Action to use a Healer's Kit, make a Wisdom (Medicine) check, or to administer a potion to a creature.

Surgeon Exploits

3rd-level Surgeon 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	*arresting strike, first aid*
5th	*crippling strike, ringing strike*
9th	*craft greater poison*

Surgical Skill

3rd-level Surgeon Archetype feature
You weaponize your knowledge of anatomy to cripple your foes in combat. Your weapon attack rolls against humanoids, beasts, giants, monstrosities, and undead creatures score a critical hit on a roll of 19 or 20 on the d20.

Also, you can use each Surgeon Exploit you know once between short or long rest without spending Exploit Dice.

Cultivated Immunity

7th-level Surgeon Archetype feature
Your time as a Surgeon has improved your immune system. Whenever you take acid, necrotic, or poison damage, you can reduce the damage you take by an amount equal to one roll of your Exploit Die + your Intelligence modifier (minimum of 1).

Additionally, you have advantage on saving throws to resist the effects of poisons, diseases, and any other toxins.

Surgical Strikes

13th-level Surgeon Archetype feature
You have learned much about the anatomy of the creatures of the multiverse. Your weapon attack rolls against all creatures except for constructs, oozes, and plants score a critical hit on a roll of 18 through 20 on the d20.

Expert Surgeon

17th-level Surgeon Archetype feature
Whenever you make a Wisdom (Medicine) check, you can choose to use your Rogue level in place of your d20 roll.

Your surgical abilities also rival the most powerful healing magic. As an action, you can touch a creature and impart the effects of either the *contagion* or *regenerate* spell as if your Intelligence were your spellcasting ability. Once you recreate the effect of either of these spells you must finish a short or long rest before you can recreate either spell 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. If you make a melee attack against a creature, 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 also don't need advantage on your attack roll to use your Sneak Attack bonus against a creature so long as you are within 5 feet of it, no other creatures are within 5 feet of you, and you don't have disadvantage on your attack roll. All the other rules for using Sneak Attack still apply to you.

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	*disarm, commanding presence*
5th	*glancing blow, soothing speech*
9th	*recruit informant*

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

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 your Strength, when you calculate your long or high jump distance.

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	*lightstep, modify device*
5th	*dirty hit, survey dungeon*
9th	*forgotten knowledge*

Supreme Sneak

7th-level Thief Archetype feature

You have advantage on Dexterity (Stealth) checks while moving at half your speed, and you can attempt to Hide even when you are only lightly obscured.

Also, when you hit a target with an attack that adds your Sneak Attack bonus, you can use Cunning Strike to reduce the bonus by 1d6 to take the Hide action before the end of your turn, no action required.

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.

Troubadour

While most Rogues prefer to remain hidden in the shadows, those known as Troubadours can't help but be drawn to the spotlight. Troubadours are marked by their great skill in the performing arts, ad their relentless pursuit of romantic love.

Romantic Artistry
3rd-level Troubadour Archetype feature
You have mastered many art forms in your pursuit of love. When you adopt this Archetype, you gain proficiency in Performance, and with two instruments of your choice.

When you make a Charisma (Performance) check, or a check with either musical instrument proficiency from this feature, you treat a roll of 7 or lower on the d20 as an 8.

Spellcasting
3rd-level Troubadour Archetype feature
Your talent in poetry and music allows you to produce spells, much like the **Bard** does. You gain the following benefits:

Cantrips. You learn three cantrips: *vicious mockery* and two other cantrips of your choice from the Bard Spell List. You learn another Bard cantrip at 10th level in this class.

Spell Slots. The Troubadour 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 expended spell slots when you finish a long rest. For example, if you know the *charm person* spell and have both a 1st and a 2nd-level spell slot, you can cast *charm person* using either spell slot.

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

When you gain a level, you can replace one of your Spells Known with another spell from the Bard Spell List. The spell must also be of a level for which you have spell slots.

Spellcasting Focus. You can use any musical instrument you are proficient in as a spellcasting focus for your spells.

Spellcasting Ability. Charisma is your spellcasting ability for Bard spells, as your magic is fueled by poetry and song. You use Charisma when a spell refers to your spellcasting ability. You also use your Charisma modifier when setting the saving throw DC or making a spell attack roll for a bard spell.

$$\text{Spell save DC} = 8 + \text{your proficiency bonus} + \text{your Charisma modifier}$$

$$\text{Spell attack modifier} = \text{your proficiency bonus} + \text{your Charisma modifier}$$

Poetic Inspiration
3rd-level Troubadour Archetype feature
You inspire others with poetic verse. When a creature that can hear you within 60 feet makes an ability check, attack roll, or saving throw, you can use your reaction to add one roll of your Exploit Die to its roll. You can use this reaction after the creature rolls, but before you know if it succeeds or fails.

You can use this reaction a number of times equal to your Charisma modifier (minimum of once). You regain all uses when you finish a long rest. If you have no uses left, you can expend an Exploit Die to use this feature again.

Soothing Performance
7th-level Troubadour Archetype feature
Your poetry and song assuages the wounds and worries of your allies. When a creature spends one or more Hit Dice to recover hit points during a short rest with you, they regain additional hit points equal to one roll of your Exploit Die.

Hopeless Romantic
13th-level Troubadour Archetype feature
Your poetic verse inspire the best in others through your undying love and affection. You regain all expended uses of Poetic Inspiration each time you finish a short or long rest.

Poetic Assault
17th-level Troubadour Archetype feature
Your verses cut to the emotional heart of your foes. When you damage a creature with a Bard spell of 1st-level or higher, you can add your Sneak Attack bonus to one target of the spell.

Troubadour Spellcasting

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

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.

Counter
Prerequisites: Dexterity of 11
When a creature you can see misses you with a melee attack, you can use your reaction to expend an Exploit Die and make a single melee weapon attack against your attacker. On hit, you add one roll of your Exploit Die to your damage roll.

Cunning Instinct
Prerequisites: Wisdom of 11
Whenever you make a Wisdom (Perception) or a 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 if you succeed or fail.

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

Eloquent Speech
Prerequisites: Intelligence of 11
Whenever you would normally make a Charisma (Deception) or Charisma (Persuasion) check, you can choose to use your Intelligence in place of Charisma for that ability check.

Also, whenever you make an Intelligence (Deception) or Intelligence (Persuasion) check you can expend one 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.

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 regains a number of 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.

Lunge
As part of a melee weapon attack, you can expend an Exploit Die to increase the range of that attack by 5 feet. On hit, you deal bonus damage equal to one roll of your Exploit Die.

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 Device
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 or lock that you can touch. The DC of that trap or lock changes to equal your Exploit save DC, or increases by 5 (your choice).

To use this Exploit, the trap or lock must be deactivated or unlocked, and you must have access to its inner mechanisms. You cannot use this Exploit to modify a trap or lock that can't be reset, or one that has been destroyed beyond repair.

Oil Bomb

Prerequisites: proficiency with alchemist's supplies

As an action, you can expend one Exploit Die and use your alchemist's supplies to craft an Oil Bomb, which retains its potency until the end of your next long rest. However, you cannot regain this Exploit Die until you use the Oil Bomb.

A creature can take the Use an Object action to throw this Oil Bomb at a point it can see within 60 feet. It explodes on impact, covering a 10-foot square centered on that point with alchemical oil, turning it into difficult terrain. Any creatures in that area upon impact, and any creature that enters the area must succeed on a Dexterity saving throw or fall prone.

The Oil retains its potency on the ground for 1 minute.

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.

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.

Smoke Bomb

Prerequisites: proficiency with alchemist's supplies

As an action, you can expend one Exploit Die and use your alchemist's supplies to craft a Smoke Bomb, which retains its potency until the end of your next long rest. However, you can't regain this Exploit Die until you use the Smoke Bomb

A creature can take the Use an Object action to throw this Smoke Bomb at a point it can see within 60 feet. It explodes on impact, creating a 20-foot-radius sphere of smoke, which spreads around corners, centered on the impact. The smoke heavily obscures the area and lasts for 10 minutes. It can be dispersed by a moderate wind of at least 10 miles per hour.

Streetwise

Prerequisite: Charisma of 11

If you are in a settlement, you can make Charisma (History) and Charisma (Investigation) checks instead of the normal Intelligence (History) or Intelligence (Investigation) checks.

Also, when you make a Charisma (History) or a Charisma (Investigation) 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.

Subtle Con

Prerequisite: Dexterity or Charisma of 11

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.

Flash Bomb

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 Flash Bomb, which retains its potency until the end of your next long rest. However, you can't regain this Exploit Die until you use the Flash Bomb.

   A creature can take the Use an Object action to throw this Flash Bomb at a point it can see within 60 feet. It explodes on impact, and any creature within 20 feet of the impact that can see must succeed on a Constitution saving throw or be blinded for 1 minute. A creature with the *sunlight sensitivity* trait makes its initial saving throw with disadvantage.

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

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.

Heroic Will

Prerequisites: 5th level
Whenever you are forced to make an Intelligence, Wisdom, or Charisma saving throw you can expend an Exploit Die, roll it, and add the result to your saving throw. You can do so after you roll the d20, but before you know if you succeed or fail.

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.

Martial Focus

Prerequisites: 5th level
As part of a weapon attack you can expend an Exploit Die to grant yourself advantage on your attack roll. You can use this Exploit after you roll, but before you know if you hit or miss.

Redirect

Prerequisites: 5th level

When a creature you can see misses you with a melee attack, you can use your reaction to expend an Exploit Die and force it to attack another creature of your choice within range of its attack, adding one roll of your Exploit Die to its attack roll.

Ringing Strike

Prerequisites: 5th level, Strength of 13

When you hit a creature with a melee weapon attack, you can expend an Exploit Die to send it reeling. It must succeed on a Wisdom saving throw or it must subtract 1d4 from all ability checks, attack rolls, and saving throws it makes for 1 minute.

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

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.

Bewildering Blow

Prerequisites: 9th level, Strength or Dexterity of 15

When you hit a creature with a melee weapon attack, you can expend an Exploit Die and strike with extreme force, dealing bonus damage equal to two rolls of your Exploit Die and forcing it to make a Wisdom saving throw. On a failed save, it cannot take reactions and must roll a d10 at the beginning of each of its turns to determine its behavior, using the table below:

d10	Behavior
1	It uses all its movement to move in a random direction. To determine the direction, roll a d8 and assign a direction to each die face. It does not take an action this turn.
2-5	It does not move or take actions this turn.
6-7	It uses its action to make a melee attack against a randomly determined creature within its reach. If there is no creature in its reach, It does nothing this turn.
8-9	It can act and move normally.
10	It lays prone on the ground and takes no further actions or movement this turn.

This effect lasts for 1 minute, but the creature can make a Wisdom saving throw at the end of each of its turns, instantly ending the effects of this Exploit on a successful save.

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.

Incite Violence

Prerequisites: 9th level, Intelligence or Charisma of 15

As an action, you can expend an Exploit Die and whisper violent words to a creature that can understand you within 5 feet. It must succeed on a Wisdom saving throw or take psychic damage equal to two rolls of your Exploit Die and instantly use its reaction to make a melee attack against a creature of your choice within its reach. If no other creature is within its reach, the target has disadvantage on the next attack roll it makes before the start of your next turn.

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 rapscallions 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 precision to inflict pain instead of dealing damage. It must succeed on a Constitution saving throw or suffer the following effects for 1 minute:

- 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.

Clandestine Source

Prerequisites: 13th level, Intelligence or Charisma of 17

While in a settlement of sufficient size, you can expend one Exploit Die and spend 1 hour using the Thieves' Cant found throughout the settlement to track down a significant figure of the criminal underworld to ask questions of.

Should the DM decide that such a figure exists within the settlement, you must approach them alone, and must make a DC 15 Intelligence or Charisma saving throw (your choice) to convince them to grant you an audience. On a failed save, you are reduced to 0 hit points, and your body is left unconscious in an alleyway or gutter somewhere in that settlement.

On a successful save, you have 2 minutes to ask the figure up to five questions. The figure answers each question with one word, such as "yes," "no," "maybe," "never," "irrelevant," or "unclear" (if they do not know the answer). If a one-word answer would be misleading, the figure might instead offer a short phrase as an answer to that question.

Once you use this Exploit in a settlement (successfully or unsuccessfully), you cannot use it there again for 7 full days.

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.

Quick Draw

Prerequisites: 13th level, Dexterity of 17

As a bonus action, you can expend one Exploit Die and enter into a heightened state of focus which you must concentrate on as if concentrating on a spell. For 1 minute, or until you lose concentration, you can use your bonus action, including the bonus action that you used this Exploit, to make two ranged weapon attacks, so long as you have ammunition.

The effects of this Exploit do not stack with *swift quiver*.

5th-Degree Exploits

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

Contingency Plan
Prerequisites: 17th level, Intelligence of 19
At the end of a long rest, you can expend one of your Exploit Dice to put an undisclosed contingency plan into place. Until you activate this Exploit again you cannot regain this Exploit Die. You can only have one contingency plan at a time.

   As an action, you can reveal your previously undisclosed plan (which you make up at the time of its reveal) and make a DC 20 Intelligence check. You may add a skill the DM deems appropriate to your plan. On a success, your secret plans and preparations take effect perfectly as you described them.

   The cost to execute your plan cannot exceed the equivalent of 5,000 gp, and the effects cannot exceed a 7th-level spell.

   For example, you may reveal that you secretly purchased the perfect spell scroll last time you were in a town, or that you paid a mercenary band or airship to come to your rescue.

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 failure, it has disadvantage on all ability checks, attack rolls, and saving throws 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 an Exploit Die to strike with supernatural accuracy at its most vulnerable point. It must succeed on a Constitution saving throw or it is considered vulnerable to the damage of this attack. If you had advantage on your attack roll, it makes this Constitution save with disadvantage.

   Regardless if the creature succeeds or fails on this saving throw, it takes additional damage of your weapon's type equal to four rolls of your Exploit Die. Finally, if the damage of this attack reduces the creature to 50 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.

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