**Class Features**

Rogue Class

|  |  |  |  |
| --- | --- | --- | --- |
| Level | Proficiency Bonus | Sneak Attack | Features |
| 1st | +2 | 1d6 | Sneak Attack, Expertise, Thieves Cant |
| 2nd | +2 | 1d6 | Cunning Action |
| 3rd | +2 | 2d6 | Roguish Archetype |
| 4th | +2 | 2d6 | Feat, Reliable Skill (1) |
| 5th | +3 | 3d6 | Uncanny Dodge, Cunning action Improvement |
| 6th | +3 | 3d6 | Expertise |
| 7th | +3 | 4d6 | Evasion |
| 8th | +3 | 4d6 | Feat |
| 9th | +4 | 5d6 | Roguish Archetype Feature |
| 10th | +4 | 5d6 | Feat |
| 11th | +4 | 6d6 | Reliable Talent |
| 12th | +4 | 6d6 | Feat, Reliable Skill (2) |
| 13th | +5 | 7d6 | Roguish Archetype Feature |
| 14th | +5 | 7d6 | Blind Sense |
| 15th | +5 | 8d6 | Slippery Mind |
| 16th | +5 | 8d6 | Feat |
| 17th | +6 | 9d6 | Roguish Archetype Feature |
| 18th | +6 | 9d6 | Elusive |
| 19th | +6 | 10d6 | Feat, Reliable Skill (3) |
| 20th | +7 | 10d6 | Perfected Expert |

As a rogue, you have the following class features.

**Hit Points**

* Hit Points at 1st Level: 8 + your Constitution modifier
* Hit Points at Higher Levels: Roll 1d8 (**minimum roll of 5**) + your Constitution modifier per rouge level after 1st

**Proficiencies**Class type: Expert, this tag allows this character to gain certain feats at this classes Feat levels.

* Armor: Light armor
* Weapons: Simple weapons, martial ranged weapons, rapiers, shortswords, scimitars.
* Tools: Thieves’ tools

**Saving Throws**: Dexterity, Intelligence

**Skills:**

Choose any four

**Equipment**

You start with the following equipment, in addition to the equipment granted by your background:

1. 5 daggers
2. one melee weapon of your choice (that you are proficient with)
3. one ranged weapon of your choice
4. (a) a burglar’s pack, (b) a dungeoneer’s pack, or (c) an explorer’s pack
5. a set of light armor and thieves’ tools

**Expertise**

At 1st level, choose three of your skill proficiencies, or two of your skill proficiencies and your proficiency with thieves’ tools. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.

At 6th level, you can choose two more of your proficiencies (in skills or with thieves’ tools) to gain this benefit.

**Sneak Attack**

Beginning at 1st level, you know how to strike subtly and exploit a foe’s distraction. Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse, a ranged weapon or an unarmed strike.

You don’t need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn’t incapacitated, and you don’t have disadvantage on the attack roll.

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

**Thieves’ Cant**

During your rogue training you learned thieves’ cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves’ cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly.

In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves’ guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.

**Cunning Action**

Starting at 2nd level, your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.  
  
This ability improves again at level 5.

**Roguish Archetype**

At 3rd level, you choose an archetype that you emulate in the exercise of your rogue abilities: Thief, detailed at the end of the class description, or one from another source. Your archetype choice grants you features at 3rd level and then again at 9th, 13th, and 17th level. (*See Subclass Guide*)

**Feat**

When you reach 4th level, and again at 8th, 10th, 12th, 16th, and 19th level, you gain a feat.  
  
**Reliable Skill**  
  
At 4th and 12th and 19th you are versed and practiced enough to master one skill. Select a skill you have expertise in. Whenever you make an ability check with that skill, you can treat a d20 roll of 9 or lower as a 10.  
 **Uncanny Dodge**

Starting at 5th level, when an attacker that you can see hits you with an attack, you can use your reaction to halve the attack’s damage against you.

**Cunning Action Improvement**  
  
At 5th level choose and improvement to your cunning action ability. Select one of the following abilities from Steady Aim, Mastermind, One with Shadows, Gang Up, Focused Dodge and gain that ability:

* Steady Aim

As a bonus action, you give yourself advantage on your next ranged attack roll on the current turn. You can use this bonus action only if you haven’t moved during this turn, and after you use the bonus action, your speed is 0 until the end of the current turn.

* Mastermind  
  As a bonus action you can use the Help 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 within 5 feet of you, if the target can see or hear you.
* One With shadows  
  You can try to hide even when you are only lightly obscured from the creature from which you are hiding. Creatures with Darkvision have the same ability to see you when hiding in dim light or darkness as though they didn't have the ability, this does not affect creatures who can see in magical darkness.
* Gang Up  
  As a bonus action you gain advantage on your next melee attack on a creature that is within 5ft of another creature hostile to it, but that’s not within 5ft a creature that is friendly to it.
* Focused Dodge  
  As a bonus action select one creature that you can see. You gain the effects of the dodge condition against all attacks, spells, and mundane and magical effects from that creature.

**Expertise**

At 6th level, choose two more of your skill proficiencies, or one more of your skill proficiencies and your proficiency with thieves’ tools. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.

**Evasion**

Beginning at 7th level, you can nimbly dodge out of the way of certain area effects, such as an ancient red dragon’s fiery breath or an ice storm spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

**Reliable Talent**

By 11th level, you have refined your chosen skills until they approach perfection. Whenever you make an ability check that lets you add your proficiency bonus, you can treat a d20 roll of 9 or lower as a 10.  
  
If you roll a skill that you have improved with your reliable skill feature roll that skill with advantage whenever you perform a skill check with that skill.

**Blind sense**

Starting at 14th level, if you are able to hear, you are aware of the location of any hidden or invisible creature within 10 feet of you.

**Slippery Mind**

By 15th level, you have acquired greater mental strength. You gain proficiency in Wisdom saving throws.

**Elusive**

Beginning at 18th level, you are so evasive that attackers rarely gain the upper hand against you. No attack roll has advantage against you while you aren’t incapacitated.

**Perfected Expert**

At 20th level, you have an uncanny knack for succeeding when you need to. If your attack misses a target within range, you can turn the miss into a hit.   
  
Alternatively, if you fail an ability check, you can treat the d20 roll as a 20.

Once you use this feature, you can’t use it again until you finish a short or long rest.  
  
Additionally, your Proficiency Bonus increases from +6 to +7.

Arcane Scoundrel

Features

|  |  |
| --- | --- |
| **Rouge Level** | **Feature** |
| 3rd | Mage Hand Legerdemain, Spellcasting |
| 9th | Magical Ambush |
| 13th | Versatile Trickster |
| 17th | Arcane Shift, Spell Thief |

#### Mage Hand Legerdemain

Starting at 3rd level, you learn the mage hand spell and it counts as an arcane scoundrel spell for you. It does not count against the number of cantrips prepared and cannot be unprepared.

When you cast mage hand, you can make the spectral hand invisible, and you can perform the following additional tasks with it:

* You can stow one object the hand is holding in a container worn or carried by another creature.
* You can retrieve an object in a container worn or carried by another creature.
* You can use thieves’ tools to pick locks and disarm traps at range.

You can perform one of these tasks without being noticed by a creature if you succeed on a Dexterity (Sleight of Hand) check contested by the creature’s Wisdom (Perception) check.

In addition, you can use the bonus action granted by your Cunning Action to control the hand.

#### Spellcasting

When you reach 3rd level, you augment your roguish prowess with the ability to cast spells. See spell rules for the general rules of spellcasting and the spell listing for the wizard spell list.

**Cantrips**

You prepare two cantrips of your choice from the wizard spell list. You prepare an additional wizard cantrip of your choice at 10th level.

**Spell Slots**

The Arcane Scoundrel Spellcasting table shows how many spell points you have to cast your Arcane Scoundrel spells of 1st level and higher. To cast one of these spells, you must expend a number of spell points equal to the spell level, you cannot upcast your spells. You regain all expended spell points when you finish a long rest.

**Spells Known**

You know three 1st-level wizard spells of your choice.

The Spells Known column of the Arcane Scoundrel Spellcasting table shows when you learn more wizard spells of 1st level or higher. Each of these spells you learn must be of a level equal to what is shown in the table for your level or lower. For instance, when you reach 5th level in this class, you can learn one new spell of 1st or 2nd level.

Whenever you gain a level in this class, you can replace one of the Arcane Scoundrel spells you know with another spell of your choice from the wizard spell list. The new spell must be of a level equal to what is shown in the table for your rouge level or lower

**Spellcasting Ability**

Intelligence is your spellcasting ability for your Arcane Scoundrel spells, since you learn your spells through study and memorization. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for an Arcane Scoundrel spell you cast and when making an attack roll with one.

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

**Spell attack modifier** = your proficiency bonus + your Intelligence modifier

#### Magical Ambush

Arcane Scoundrel

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Fighter Level | Spell Points | Cantrips Prepared | Spells Learned | Maximum Spell Level |
| 3rd | 2 | 2 | 3 | 1st |
| 4th | 3 | 2 | 4 | 1st |
| 5th | 5 | 2 | 5 | 2nd |
| 6th | 8 | 2 | 5 | 2nd |
| 7th | 8 | 2 | 6 | 2nd |
| 8th | 8 | 2 | 6 | 2nd |
| 9th | 9 | 2 | 7 | 3rd |
| 10th | 10 | 3 | 7 | 3rd |
| 11th | 10 | 3 | 8 | 3rd |
| 12th | 10 | 3 | 8 | 3rd |
| 13th | 16 | 3 | 9 | 4th |
| 14th | 16 | 3 | 10 | 4th |
| 15th | 16 | 3 | 10 | 4th |
| 16th | 19 | 3 | 11 | 4th |
| 17th | 19 | 3 | 11 | 4th |
| 18th | 19 | 3 | 11 | 4th |
| 19th | 20 | 3 | 12 | 4th |
| 20th | 20 | 3 | 13 | 5th |

Starting at 9th level, if you are hidden from a creature when you cast a spell on it, the creature has disadvantage on any saving throw it makes against the spell this turn.

#### Versatile Trickster

At 13th level, you gain the ability to distract targets with your mage hand. As a bonus action on your turn, you can designate a creature within 5 feet of the spectral hand created by the spell. Doing so gives you advantage on attack rolls against that creature until the end of the turn.

You may cast your mage hand spell as a bonus action. You can use it as a distraction in this way the same turn you summon it as a bonus action.

#### Arcane shift

Starting at 17th level, you can cast misty step at will. You learn the misty step spell if you do not already know it and it doesn’t count toward the number of spells learned. If you already know the misty step spell, choose another 2nd level spell and add it to your spells learned.

#### Spell Thief

At 17th level, you gain the ability to magically steal a spell used against you.

Immediately after a creature casts a spell that targets you or includes you in its area of effect, you can use your reaction to force the creature to make a saving throw with its spellcasting ability modifier. The DC equals your spell save DC. On a failed save, you negate the spell’s effect against you.   
In addition to negating the spell, if the spell is of at least 1st level and no greater than 7th level you steal the knowledge of the spell (it doesn’t need to be a wizard spell). For the next 8 hours, you know the spell and can cast it using your spell points. The creature can’t cast that spell until the 8 hours have passed. (For example, if you steal a 6th level spell it will cost you 6 spell points to cast it).  
Once you use this feature, you can’t use it again until you finish a long rest.

## Assassin

Features

|  |  |
| --- | --- |
| **Rouge Level** | **Feature** |
| 3rd | Bonus Proficiencies, Assassinate, Kiss of Death |
| 9th | Infiltration Expertise, Imposter |
| 13th | Fear in the Heart |
| 17th | Death Strike |

#### Bonus Proficiencies

Starting at 3rd level, you gain proficiency with the disguise kit and the poisoner’s kit.

#### Assassinate

Starting at 3rd level, you are at your deadliest when you get the drop on your enemies. During your first turn in combat, the first hit you score against a creature is a critical hit.

You have advantage on attack rolls against any creature that hasn’t taken a turn in the combat yet.

#### Kiss of Death

Starting at 3rd level, whenever a poison you apply or create deals damage and that damage was not be a result caused by an attack roll you add your sneak attack dice to the damages total.  
 *(for example if you mix poison into an apple and a creature eats the apple you add your sneak attack dice to the damage. The same would be true if you slipped poison into the mouth of a sleeping noble.)*

#### Infiltration Expertise

Starting at 9th level, double your proficiency bonus with your disguise kit. You also gain proficiency with a forgery kits.

#### Impostor

At 9th level, you gain the ability to unerringly mimic another person’s speech, writing, and behavior. You must spend at least three hours studying these three components of the person’s behavior, listening to speech, examining handwriting, and observing mannerisms.

Your ruse is indiscernible to the casual observer. If a wary creature suspects something is amiss, you have advantage on any Charisma (Deception) check you make to avoid detection.

#### Mortal Reminder

Starting at 13th level, your critical strike range is increased by 1 (you now critically strike on a 19 and 20).

When you critically strike with a weapon attack a creature hit by that attack must make a wisdom saving throw (DC 8 + your dexterity modifier + your proficiency bonus). On a failed save, that creature becomes afraid of you until the end of your next turn.

#### Death Strike

Starting at 17th level, you become a master of instant death. During the first round of combat when you attack and hit a creature that is surprised, it must make a constitution saving throw (DC 8 + your Dexterity modifier + your proficiency bonus). On a failed save, double the damage of your attack against the creature.

Any creature you damage with your sneak attack during the first round of combat suffers disadvantage on all attack rolls, disadvantage on all ability checks, and any saving throws they force other creatures to make are made with advantage; until the end of their next turn.

## brawler

Features

|  |  |
| --- | --- |
| **Rouge Level** | **Feature** |
| 3rd | Haymakers, Theives-CAN!, Second Skin |
| 9th | Dirty Fighting |
| 13th | Looming Presence, Hard as Nails |
| 17th | Shrug it Off |

#### Haymakers

Starting at 3rd level, you can sneak attack with non-finesse weapons. You gain proficiency with all improvised melee and martial melee weapons.

You gain the fighting style feat. You can only choose the unarmed fighting; fighting style.

#### Thieves’-CAN!

Starting at 3rd level, you know how to get into places with your guile or sheer force in some cases. You gain proficiency in either intimidation or persuasion. (As usual if you are skilled in both of these skills select another skill and become proficient in that skill.)

#### Second Skin

Starting at 3rd level, you are proficient with all armor that does not give disadvantage on stealth checks. You gain proficiency with shields.

#### Dirty Fighting

Starting at 9th level, whenever you sneak attack a creature that creature has disadvantage on all attack rolls targeting you until the start of your next turn.

Melee attacks you make that are not at disadvantage can still trigger your sneak attack even if you don’t have advantage or another hostile creature within 5ft of your target.

#### Looming Prescence

Starting at 13th level, you add your strength or dexterity (your choice) to score to all your intimidation and persuasion checks.

You may add this bonus to the roll of any creature the you provide the help action to when they make a persuasion or Intimidation check.

#### Hard as Nails

Starting at 13th level, you gain +1 max hp per rouge level, this applies retroactively (you will gain 13 max hp when you gain this feature)

#### Shrug it off

Starting at 17th level, when you use your uncanny dodge to avoid damage, reduce any remaining damage you would take equal to your rouge level, minimum of 1 damage.

Additionally, if you can see a creature cast a spell that would force you to make a saving thrown, you can use your uncanny dodge to reduce the damage you would take from that spell. (treat the other effects normally)

## Phantom

Features

|  |  |
| --- | --- |
| **Rouge Level** | **Feature** |
| 3rd | Whispers of the Dead, Wails from the Grave |
| 9th | Tokens of the Departed |
| 13th | Ghost Walk |
| 17th | Deaths Friend |

#### Whispers of the Dead

Starting at 3rd level, echoes of those who have died cling to you. Whenever you finish a short or long rest, you can choose one skill or tool proficiency that you lack and gain it, as a ghostly presence shares its knowledge with you. You lose this proficiency when you use this feature to choose a different proficiency that you lack.

#### Wails from the Grave

Starting at 3rd level, as you nudge someone closer to the grave, you can channel the power of death to harm someone else as well. Immediately after you deal your Sneak Attack damage to a creature on your turn, you can target a second creature that you can see within 30 feet of the first creature. Roll half the number of Sneak Attack dice for your level (round up), and the second creature takes necrotic damage equal to the roll’s total, as wails of the dead sound around them for a moment.

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

#### Tokens of the Departed

Starting at 9th level, When a life ends in your presence, you’re able to snatch a token from the departing soul, a sliver of its life essence that takes physical form: as a reaction when a creature you can see dies within 30 feet of you, you can open your free hand and cause a Tiny trinket to appear there, a soul trinket. The DM determines the trinket’s form or has you roll on the Trinkets table in the Player’s Handbook to generate it.

You can have a maximum number of soul trinkets equal to your proficiency bonus, and you can’t create one while at your maximum. You can use soul trinkets in the following ways:

* While a soul trinket is on your person, you have advantage on death saving throws and Constitution saving throws, for your vitality is enhanced by the life essence within the object.
* When you deal Sneak Attack damage on your turn, you can destroy one of your soul trinkets that’s on your person and then immediately use Wails from the Grave, without expending a use of that feature.
* As an action, you can destroy one of your soul trinkets, no matter where it’s located. When you do so, you can ask the spirit associated with the trinket one question. The spirit appears to you and answers in a language it knew in life. It’s under no obligation to be truthful, and it answers as concisely as possible, eager to be free. The spirit knows only what it knew in life, as determined by the DM.

#### Ghost Walk

Starting at 13th level, you can phase partially into the realm of the dead, becoming like a ghost. As a bonus action, you assume a spectral form. While in this form, you have a flying speed of 10 feet, you can hover, and attack rolls have disadvantage against you. You can also move through creatures and objects as if they were difficult terrain, but you take 1d10 force damage if you end your turn inside a creature or an object.

You stay in this form for 10 minutes or until you end it as a bonus action. To use this feature again, you must finish a long rest or destroy one of your soul trinkets as part of the bonus action you use to activate Ghost Walk.

#### Death’s Friend

Starting at 17th level, your association with death has become so close that you gain the following benefits:

* When you use your Wails from the Grave, you can deal the necrotic damage to both the first and the second creature.
* At the end of a short or long rest, a soul trinket appears in your hand as long as you are not at your soul trinket maximum, as the spirits of the dead are drawn to you.

## Scout

Features

|  |  |
| --- | --- |
| **Rouge Level** | **Feature** |
| 3rd | Skirmisher, Survivalist |
| 9th | Superior Mobility |
| 13th | Ambush Master |
| 17th | Sudden Strike |

#### Skirmisher

Starting at 3rd level, you are difficult to pin down during a fight. You can move up to half your speed as a reaction when an enemy ends its turn within 5ft of you. This movement doesn’t provoke opportunity attacks.

#### Survivalist

When you choose this archetype at 3rd level, you gain proficiency in the nature and survival skills if you don’t already have it. Your proficiency bonus is doubled for any ability check you make that uses either of those proficiencies. (as usual if you already have proficiency or expertise in these skills select another skill and gain proficiency and expertise in that skill)

#### Superior Mobility

At 9th level, your walking speed increases by 10 feet. You gain a climbing speed equal to your walking speed. If you have a swimming speed, this increase applies to that speed as well.

When you use your uncanny dodge against an attack roll, if the creature that attacked you ends its turn within 5ft of you, you may use your skirmisher class feature without needing to use a reaction. This feature cannot be used again until the start of your next turn.

#### Ambush Master

Starting at 13th level, you excel at leading ambushes and acting first in a fight.

You have advantage on initiative rolls. In addition, the first creature you make an attack roll against in the first round of combat becomes easier for you and others to strike; attack rolls against that target have advantage until the start of your next turn. *(This affect applies even if you miss that attack)*

#### Sudden Strike

Starting at 17th level, you can strike with deadly speed. If you take the attack action on your turn, you can make one additional weapon attack (no action required). This attack can benefit from your Sneak Attack even if you have already used it this turn; but you can’t use your Sneak Attack against the same target more than once in a turn.

## Soul-Knife

Features

|  |  |
| --- | --- |
| **Rouge Level** | **Feature** |
| 3rd | Psionic Power, Psychic Blades |
| 9th | Soul Blades |
| 13th | Psychic Veil |
| 17th | Rend Mind |

#### Psionic Power

Starting at 3rd level, you harbor a wellspring of psionic energy within yourself. This energy is represented by your Psionic Energy dice, which are each a d6. You have a number of these dice equal to twice your proficiency bonus, and they fuel various psionic powers you have, which are detailed below.

Some of your powers expend the Psionic Energy die they use, as specified in a power’s description, and you can’t use a power if it requires you to use a die when your dice are all expended. You regain all your expended Psionic Energy dice when you finish a long rest. In addition, as a bonus action, you can regain one expended Psionic Energy die, but you can’t do so again until you finish a short or long rest.

When you reach certain levels in this class, the size of your Psionic Energy dice increases: at 5th level (d8), 11th level (d10), and 17th level (d12). The powers below use your Psionic Energy dice.

***Psi-Bolstered Knack.*** When your non-psionic training comes up short you, your psionic power can help: when you make an ability check using a skill or tool with which you have proficiency, you can roll one Psionic Energy die and add the number rolled to the check.

***Psychic Whispers.*** You can establish telepathic communication between yourself and others—perfect for quiet infiltration. As an action, choose one or more creatures you can see, up to a number of creatures equal to your proficiency bonus, and then roll one Psionic Energy die. For a number of hours equal to the number rolled, the chosen creatures can speak telepathically with you, and you can speak telepathically with them. To send or receive a message (no action required), you and the other creature must be within 1 mile of each other. A creature can’t use this telepathy if it can’t speak any languages, and a creature can end the telepathic connection at any time (no action required). You and the creature don’t need to speak a common language to understand each other.

The first time you use this power after each long rest, you don’t expend the Psionic Energy die. All other times you use the power, you expend the die.

#### Psychic Blades

Starting at 3rd level, you can manifest your psionic power as shimmering blades of psychic energy. Whenever you take the attack action, you can manifest a psychic blade from your free hand and make the attack with that blade. This magic blade counts as a dagger for all its properties, though they all share the same rest restrictions on their combat skill between them. The daggers normal range is increased to 60 feet and has a long range of 80ft, and on a hit, it deals psychic damage instead of slashing damage. The blade vanishes immediately after it hits or misses its target, and it leaves no mark on its target if it deals damage.

You can dual-wield (two weapon fighting) the psi blades provided you have an open hand.

#### Soul Blades

Starting at 9th level, your Psychic Blades are now an expression of your psi-suffused soul, giving you these powers that use your Psionic Energy dice:

***Homing Strikes.*** If you make an attack roll with your Psychic Blades and miss the target, you can roll one Psionic Energy die and add the number rolled to the attack roll. If this causes the attack to hit, you expend the Psionic Energy die.

***Psychic Teleportation.*** As a bonus action, you manifest one of your Psychic Blades, expend one Psionic Energy die and roll it, and throw the blade at an unoccupied space you can see, up to a number of feet away equal to 10 times the number rolled. You then teleport to that space, and the blade vanishes.

***Quick Blade.*** As a bonus action, you can expend one Psionic Energy die and make a ranged attack with a Psychic Blade. If you hit, add the Psionic Energy die to the weapon’s damage roll.

#### Psychic Veil

Starting at 13th level, you can weave a veil of psychic static to mask yourself. As an action, you can magically become invisible, along with anything you are wearing or carrying, for 1 hour or until you dismiss this effect (no action required). This invisibility ends early immediately after you deal damage to a creature or you force a creature to make a saving throw. If you end the invisibility early it fades at the end of your turn.

Once you use this feature, you can’t do so again until you finish a long rest, unless you expend a Psionic Energy die to use this feature again.

#### Rend Mind

Starting at 17th level, you can sweep your Psychic Blades directly through a creature’s mind. When you use your Psychic Blades to deal Sneak Attack damage to a creature, you can force that target to make a wisdom saving throw (DC equal to 8 + your proficiency bonus + your Dexterity modifier). If the save fails, the target is stunned for 1 minute. The stunned target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Once you use this feature, you can’t do so again until you finish a long rest, unless you expend three Psionic Energy dice to use it again.

## Swashbuckler

Features

|  |  |
| --- | --- |
| **Rouge Level** | **Feature** |
| 3rd | Fansy Footwork, Rakish Audacity |
| 9th | Panache |
| 13th | Elegant Maneuver |
| 17th | Master Duelist |

#### Fancy Footwork

When you choose this archetype at 3rd level, you learn how to land a strike and then slip away without reprisal. During your turn, if you make an attack against a creature, that creature can’t make opportunity attacks against you for the rest of your turn.

#### Rakish Audacity

Starting at 3rd level, your confidence propels you into battle. You can give yourself a bonus to your initiative rolls equal to your Charisma modifier.

You also gain an additional way to use your Sneak Attack; you don’t need advantage on the attack roll to use your Sneak Attack against a creature if you are within 5 feet of it, no other creatures are within 5 feet of you, and you don’t have disadvantage on the attack roll. All the other rules for Sneak Attack still apply to you.

#### Panache

Starting at 9th level, your charm becomes extraordinarily beguiling. As an action, you can make a Charisma (Persuasion) check contested by a creature’s Wisdom (Insight) check. The creature must be able to hear you, and the two of you must share a language.

If you succeed on the check and the creature is hostile to you, it has disadvantage on attack rolls against targets other than you and can’t make opportunity attacks against targets other than you. This effect lasts for 1 minute, until one of your companions attacks the target or affects it with a spell, or until you and the target are more than 60 feet apart.

If you succeed on the check and the creature isn’t hostile to you, it is charmed by you for 1 minute. While charmed, it regards you as a friendly acquaintance. This effect ends immediately if you or your companions do anything harmful to it.

#### Elegant Maneuver

Starting at 13th level, you can use a bonus action on your turn to gain advantage on the next Dexterity (Acrobatics), Strength (Athletics) or Charisma (Performance) check you make during the same turn.

#### Master Duelist

Beginning at 17th level, your mastery duels’ lets you turn failure into success in combat. If you miss with an attack roll, you can roll it again with advantage. Once you use this feature against a creature, you cannot use it again against that creature until you finish a short or long rest.

## thief

Features

|  |  |
| --- | --- |
| **Rouge Level** | **Feature** |
| 3rd | Fast Hands, Second-Story Work |
| 9th | Supreme Sneak |
| 13th | Use Magic Device |
| 17th | Thief’s Reflexes |

#### Fast Hands

Starting at 3rd level, you can use the bonus action granted by your Cunning Action to make a Dexterity (Sleight of Hand) check, use your thieves’ tools to disarm a trap or open a lock, use a potion or poison, or take the Use an Object action. *(reminder: the Use an Object action cannot be use as the Activate Magical Item action requirements of magical items)*

You gain an additional bonus action on each of your turns, this action can only be used to activate your cunning action feature (and any features added to it).

#### Second-Story Work

Starting at 3rd level, you gain the ability to climb faster than normal; climbing no longer costs you extra movement.

In addition, when calculating the distance you cover when jumping, you may use your dexterity in place of your strength to calculate those distances.

#### Supreme Sneak

Starting at 9th level, you are always under the effects of pass without a trace spell.

#### Use Magic Device

By 13th level, you have learned enough about the workings of magic that you can improvise the use of items even when they are not intended for you. You ignore all class, race, and level requirements on the use of magic items.

#### Thief’s Reflexes

Starting at 17th level, you have become adept at laying ambushes and quickly escaping danger. You can take two turns during the first round of any combat. You take your first turn at your normal initiative and your second turn at your initiative minus 10. You can’t use this feature when you are surprised.