

The Scrolls of Forgotten Warriors

Roguish Archetype

At 3rd level, a rogue gains the Roguish Archetype feature. Here is a special homebrew option for that feature: Master Thrower.

Master Thrower

You have honed your skills to become a master all thrown weapons. You spent your years before adventuring learning pub tricks to con other patrons out of gold, were raised by the circus, or any other experiences that honed your skills.

Fighting Style

3rd-level Master Thrower feature

You gain the Thrown Weapon fighting style.

Quick Toss

3rd-level Master Thrower feature

As a bonus action, you can make a ranged attack with a weapon that has the thrown property. You can draw the weapon as part of this attack. You can do so Proficiency Bonus times per long rest.

Extra Attack

9th-level Master Thrower feature

You can attack twice, instead of once, whenever you take the Attack action on your turn.

Subtle Toss

9th-level Master Thrower feature

You can trigger Sneak Attack when you hit with any weapon with the Thrown property. You can throw makeshift weapons, when you do so they do 1d4 + dexterity modifier damage.

Thrown Weapon Master

13th-level Master Thrower feature

You can apply the Thrown property to any weapon that lacks the Heavy or Two-Handed property.

Return Toss

13th-level Master Thrower feature

You can use your reaction to deflect or catch the missile when you are hit by a ranged weapon attack. When you do so, the damage you take from the attack is reduced by 1d10 + your Dexterity modifier + your rogue level.

If you reduce the damage to 0, you can catch the missile if it is small enough for you to hold in one hand and you have at least one hand free. If you catch a missile in this way, you can make a ranged attack with the weapon or piece of ammunition you just caught, as part of the same reaction. You make this attack with proficiency, regardless of your weapon proficiencies, and the missile counts as a Thrown weapon for the attack, which has a normal range of 20 feet and a long range of 60 feet.

Tumbling Toss

17th-level Master Thrower feature

Well unarmed or wearing light armor, you can hurl a single thrown weapon at the start of a Dash action or bonus action. If you hit, the target cannot take an attack of opportunity against you until the start of their next turn.

Two with One Blow

17th-level Master Thrower feature

You can use a thrown weapon to attack two opponents that are within 5ft of each other, you can attempt to hit both opponents at once.

- This counts a single attack for the purposes of the Extra Attack feature.
- The feature can be used once per turn.
- Damage for each target is resolved separately.
- Sneak Attack can apply to both targets.