



thieves are the worst. I hate anyone that handles my stuff when I'm not looking, especially if they don't put it back where they found it.



## ROGUE

PEOPLE FORGET THAT THE ENTIRE POINT OF VENTURING down into a dusty tomb is to bring back the prizes hidden away there. Fighting is for fools. Dead men can't spend their fortunes.

—Barnabas Bladecutter

When brute force won't get the job done, or when magic isn't available or appropriate, the rogue rises to the fore. With skills tied to stealth, subterfuge, and trickery, rogues can get into and out of trouble in ways that few other characters can emulate.

Some rogues who turn to adventuring are former criminals who have decided that dodging monsters is preferable to remaining one step ahead of the law. Others are professional killers in search of a profitable application of their talents between contracts. Some simply love the thrill of overcoming any challenge that stands in their way.

On adventures, a rogue is likely to mix an outwardly cautious approach—few rogues enjoy combat—with a ravenous hunger for loot. Most of the time, in a rogue's mind, taking up arms against a creature is not about killing the creature but about becoming the new owner of its treasure.

The following sections explore certain facets of what it means to be a rogue, which you can use to add depth to your character.

### GUILTY PLEASURE

Most of what rogues do revolves around obtaining treasure and preventing others from doing the same. Little gets in the way of attaining those goals, except that many rogues are enticed away from that path by a compulsion that clouds their thinking—an irresistible need that must be satisfied, even if doing so is risky.

A rogue's guilty pleasure could be the acquisition of a physical item, something to be experienced, or a way of conducting oneself at certain times. One rogue might not be able to pass up any loot made of silver, for instance, even if said loot is hanging around the neck of a castle guard. Another one can't go through a day in the city without lifting a purse or two, just to keep in practice.

What's the one form of temptation that your rogue character can't resist when the opportunity presents itself, even if giving into it might mean trouble for you and your companions?

### GUILTY PLEASURES

d6	Pleasure
1	Large gems
2	A smile from a pretty face
3	A new ring for your finger
4	The chance to deflate someone's ego
5	The finest food and drink
6	Adding to your collection of exotic coins

### ADVERSARY

Naturally, those who enforce the law are bound to come up against those who break it, and it's the rare rogue who isn't featured on at least one wanted poster. Beyond that, it's in the nature of their profession that rogues often come into contact with criminal elements, whether out of choice or necessity. Some of those people can be adversaries too, and they're likely to be harder to deal with than the average member of the city watch.

If your character's backstory doesn't already include a personage of this sort, you could work with your DM to come up with a reason why an adversary has appeared in your life. Perhaps you've been the subject of scrutiny for a while from someone who wants to use you for nefarious purposes and has just now become known to you. Such an incident could be the basis for an upcoming adventure.

Does your rogue character have an adversary who also happens to be a criminal? If so, how is this relationship affecting your life?

### ADVERSARIES

d6	Adversary
1	The pirate captain on whose ship you once served; what you call moving on, the captain calls mutiny
2	A master spy to whom you unwittingly fed bad information, which led to the assassination of the wrong target
3	The master of the local thieves' guild, who wants you to join the organization or leave town
4	An art collector who uses illegal means to acquire masterpieces
5	A fence who uses you as a messenger to set up illicit meetings
6	The proprietor of an illegal pit fighting arena where you once took bets





LEFT TO RIGHT: SWASHBUCKLER, MASTERMIND, INQUISITIVE, AND SCOUT

## BENEFACTOR

Few rogues make it far in life before needing someone's help, which means thereafter owing that benefactor a significant debt.

If your character's backstory doesn't already include a personage of this sort, you could work with your DM to determine why a benefactor has appeared in your life. Perhaps you benefited from something your benefactor did for you without realizing who was responsible, and that person has now just become known to you. Who helped you in the past, whether or not you knew it at the time, and what do you owe that person as recompense?

### BENEFACTORS

d6	Benefactor
1	A smuggler kept you from getting caught but lost a valuable shipment in doing so. Now you owe that person an equally valuable favor.
2	The Beggar King has hidden you from your pursuers many times, in return for future considerations.
3	A magistrate once kept you out of jail in return for information on a powerful crime lord.
4	Your parents used their savings to bail you out of trouble in your younger days and are now destitute.
5	A dragon didn't eat you when it had a chance, and in return you promised to set aside choice pieces of treasure for it.
6	A druid once helped you out of a tight spot; now any random animal you see could be that benefactor, perhaps come to claim a return favor.

## ROGUSH ARCHETYPES

At 3rd level, a rogue gains the Roguish Archetype feature. The following options are available to a rogue, in addition to those offered in the *Player's Handbook*: the Inquisitive, the Mastermind, the Scout, and the Swashbuckler.

### INQUISITIVE

As an archetypal Inquisitive, you excel at rooting out secrets and unraveling mysteries. You rely on your sharp eye for detail, but also on your finely honed ability to read the words and deeds of other creatures to determine their true intent. You excel at defeating creatures that hide among and prey upon ordinary folk, and your mastery of lore and your keen deductions make you well equipped to expose and end hidden evils.

#### INQUISITIVE FEATURES

Rogue Level	Feature
3rd	Ear for Deceit, Eye for Detail, Insightful Fighting
9th	Steady Eye
13th	Unerring Eye
17th	Eye for Weakness

#### EAR FOR DECEIT

When you choose this archetype at 3rd level, you develop a talent for picking out lies. Whenever you make a Wisdom (Insight) check to determine whether a creature is lying, treat a roll of 7 or lower on the d20 as an 8.



### EYE FOR DETAIL

Starting at 3rd level, you can use a bonus action to make a Wisdom (Perception) check to spot a hidden creature or object or to make an Intelligence (Investigation) check to uncover or decipher clues.

### INSIGHTFUL FIGHTING

At 3rd level, you gain the ability to decipher an opponent's tactics and develop a counter to them. As a bonus action, you can make a Wisdom (Insight) check against a creature you can see that isn't incapacitated, contested by the target's Charisma (Deception) check. If you succeed, you can use your Sneak Attack against that target even if you don't have advantage on the attack roll, but not if you have disadvantage on it.

This benefit lasts for 1 minute or until you successfully use this feature against a different target.

### STEADY EYE

Starting at 9th level, you have advantage on any Wisdom (Perception) or Intelligence (Investigation) check if you move no more than half your speed on the same turn.

### UNERRING EYE

Beginning at 13th level, your senses are almost impossible to foil. As an action, you sense the presence of illusions, shapechangers not in their original form, and other magic designed to deceive the senses within 30 feet of you, provided you aren't blinded or deafened. You sense that an effect is attempting to trick you, but you gain no insight into what is hidden or into its true nature.

You can use this feature a number of times equal to your Wisdom modifier (minimum of once), and you regain all expended uses of it when you finish a long rest.

### EYE FOR WEAKNESS

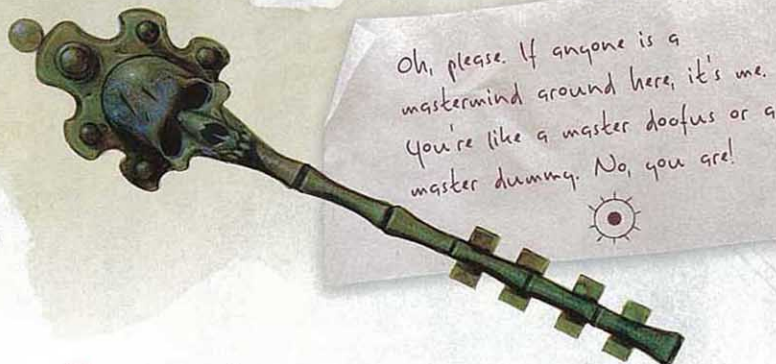
At 17th level, you learn to exploit a creature's weaknesses by carefully studying its tactics and movement. While your Insightful Fighting feature applies to a creature, your Sneak Attack damage against that creature increases by 3d6.

## MASTERMIND

Your focus is on people and on the influence and secrets they have. Many spies, courtiers, and schemers follow this archetype, leading lives of intrigue. Words are your weapons as often as knives or poison, and secrets and favors are some of your favorite treasures.

### MASTERMIND FEATURES

Rogue Level	Feature
3rd	Master of Intrigue, Master of Tactics
9th	Insightful Manipulator
13th	Misdirection
17th	Soul of Deceit



### MASTER OF INTRIGUE

When you choose this archetype at 3rd level, you gain proficiency with the disguise kit, the forgery kit, and one gaming set of your choice. You also learn two languages of your choice.

Additionally, you can unerringly mimic the speech patterns and accent of a creature that you hear speak for at least 1 minute, enabling you to pass yourself off as a native speaker of a particular land, provided that you know the language.

### MASTER OF TACTICS

Starting at 3rd level, you can use the Help action as a bonus action. Additionally, 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.

### INSIGHTFUL MANIPULATOR

Starting at 9th level, if you spend at least 1 minute observing or interacting with another creature outside combat, you can learn certain information about its capabilities compared to your own. The DM tells you if the creature is your equal, superior, or inferior in regard to two of the following characteristics of your choice:

- Intelligence score
- Wisdom score
- Charisma score
- Class levels (if any)

At the DM's option, you might also realize you know a piece of the creature's history or one of its personality traits, if it has any.

### MISDIRECTION

Beginning at 13th level, you can sometimes cause another creature to suffer an attack meant for you. When you are targeted by an attack while a creature within 5 feet of you is granting you cover against that attack, you can use your reaction to have the attack target that creature instead of you.

### SOUL OF DECEIT

Starting at 17th level, your thoughts can't be read by telepathy or other means, unless you allow it. You can present false thoughts by succeeding on a Charisma (Deception) check contested by the mind reader's Wisdom (Insight) check.

Additionally, no matter what you say, magic that would determine if you are telling the truth indicates you are being truthful if you so choose, and you can't be compelled to tell the truth by magic.



## SCOUT

You are skilled in stealth and surviving far from the streets of a city, allowing you to scout ahead of your companions during expeditions. Rogues who embrace this archetype are at home in the wilderness and among barbarians and rangers, and many Scouts serve as the eyes and ears of war bands. Ambusher, spy, bounty hunter—these are just a few of the roles that Scouts assume as they range the world.

### SCOUT FEATURES

Rogue 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 5 feet 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.

#### SUPERIOR MOBILITY

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

#### 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 hit during the first round of a combat becomes easier for you and others to strike; attack rolls against that target have advantage until the start of your next turn.

#### 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 attack as a bonus action. 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.

## SWASHBUCKLER

You focus your training on the art of the blade, relying on speed, elegance, and charm in equal parts. While some warriors are brutes clad in heavy armor, your method of fighting looks almost like a performance. Duellists and pirates typically belong to this archetype.

A Swashbuckler excels in single combat, and can fight with two weapons while safely darting away from an opponent.

## SWASHBUCKLER FEATURES

Rogue Level	Feature
3rd	Fancy 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 a melee 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

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) or Strength (Athletics) check you make during the same turn.

#### MASTER DUELIST

Beginning at 17th level, your mastery of the blade lets you turn failure into success in combat. If you miss with an attack roll, you can roll it again with advantage. Once you do so, you can't use this feature again until you finish a short or long rest.

What's a swashbuckler? Do you swash buckles or buckle swashes? You can't tell me you don't think that word is funny.

