

# Roguish Archetype:

## Pactrascal

In the vast variety of rogues, only few have access to arcane abilities. While most peruse a studious route to further their magical talents, some choose a more precarious means by forming a minor pact with an otherworldly entity. The Pactrascal are rogues who use their supernatural sponsorship to further their abilities.

### Rogue Level Feature

3rd	Pact Magic, Soulmark
9th	Spellstep
13th	Eldritch Grasp
17th	Heartpiercer

### Pact Magic

When you reach 3rd level, you can augment your combat techniques with the ability to cast spells. See chapter 10 of the PHB for the general rules of spellcasting and chapter 11 of the Player's Handbook for the Warlock spell list.

**Cantrips.** You learn two cantrips of your choice from the warlock spell list. You learn an additional cantrip at 9th level. Additionally, you can change one of your chosen cantrips when you level up.

**Spell Slots.** The Pactrascal Spellcasting table shows how many spells you have.

**Spells Known of 1st Level and Higher.** At 3rd level, you know two 1st-level spells of your choice from the warlock spell list.

The Spells Known column of the Pactrascal table shows when you learn more warlock spells of your choice of 1st level and higher. A spell you choose must be of a level no higher than what's shown in the table's Slot Level column for your level. When you reach 11th level, for example, you learn a new warlock spell, which can be 1st, 2nd, or 3rd level.

Additionally, when you gain a level in this class and order, you can choose one of the warlock spells you know and replace it with another spell from the warlock spell list, which also must be of a level for which you have spell slots. The table also shows what the level of those slots is; all of your spell slots are the same level. To cast one of your warlock spells of 1st level or higher, you must expend a spell slot. You regain all expended spell slots when you finish a short or long rest.

For example, when you are 8th level, you have two 2nd-level spell slots. To cast the 1st-level spell witch bolt, you must spend one of those slots, and you cast it as a 2nd-level spell.

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column for your level. When you reach 11th level, for example, you learn a new warlock spell, which can be 1st, 2nd, or 3rd level.

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**Spellcasting Ability.** Charisma is your spellcasting ability for your warlock spells, so you use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a warlock spell you cast and when making an attack roll with one. C Spell save DC = 8 + your proficiency bonus + your Charisma modifier

Spell attack modifier = your proficiency bonus + your Charisma modifier

### Pactrascal Spellcasting

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

### Pactweapon

You can use your action to create a pact weapon in your empty hand. You can choose the form that this weapon takes each time you create it (see the Weapons section for weapon options). You are proficient with it while you wield it. This weapon counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Your pact weapon disappears if it is more than 5 feet away from you for 1 minute or more. It also disappears if you use this feature again, if you dismiss the weapon (no action required), or if you die.

You can transform one magic weapon into your pact weapon by performing a special ritual while you hold the weapon. You perform the ritual over the course of 1 hour, which can be done during a short rest. You can then dismiss the weapon, shunting it into an extradimensional space, and it appears whenever you create your pact weapon thereafter. You can't affect an artifact or a sentient weapon in this way. The weapon ceases being your pact weapon if you die, if you perform the 1-hour ritual on a different weapon, or if you use a 1-hour ritual to

break your bond to it. The weapon appears at your feet if it is in the extradimensional space when the bond breaks.

## **Soulmark**

Starting at 3rd level, you gain the ability to supernaturally mark enemies for death. Once per day as a bonus action, you can Soulmark a creature within 30 feet of you, granting you enhanced abilities when fighting them.

When you attack your Soulmark, you don't need advantage on the attack roll to use your Sneak Attack. Additionally, you are aware of the presence of your Soulmark if they are within 1 mile of you and whether they are alive or not.

Once a creature is Soulmarked, the Soulmark cannot be removed until a long rest or the creature dies, which allows you to Soulmark a different creature within range with a bonus action. A creature previously Soulmarked cannot be Soulmarked again until a long rest.

## **Spelljump**

When you reach 9th level, you gain the ability to instantly travel to your Soulmark. As a bonus action, you expend a spell slot to teleport within 10 feet of your Soulmark as long as they are within eyesight.

## **Eldritch Grasp**

Beginning at 13th level, your Soulmark has disadvantage on saving throws against spells you cast.

## **Heartpiercer**

At 17th level, you gain the ability to use the last remnants of your Soulmark to amplify a final attack. When you hit an attack against your Soulmark, you can choose to end your Soulmark on them early to deal maximum damage, instead of rolling.

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