

THE ROGUE

Level	Proficiency Bonus	Sneak Attack Damage	Features
1st	+2	1d6	Expertise, Sneak Attack, Thieves Cant, Concealed Weapon
2nd	+2	2d6	Cunning Action
3rd	+2	2d6	Roguish Archetype
4th	+3	3d6	Feat, Weapon Proficiency
5th	+3	3d6	Uncanny Dodge, Sniper
6th	+3	4d6	Expertise (2), Roguish Archetype Feature
7th	+4	4d6	Evasion
8th	+4	5d6	Feat, Roguish Archetype Feature, Weapon Proficiency (2)
9th	+4	5d6	Reliable Talent, Elusive
10th	+5	6d6	Stroke of Luck, Sniper (2)

ROGUE

[Insert Class Description Here]

HIT POINTS

Hit Dice: d8

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 4) + your Constitution modifier per Rogue level after 1st

PROFICIENCIES

Armor: light armor

Weapons Training

Proficiencies: All simple weapons and choose two of the following martial weapons: hand crossbow, rapier, shortbow, and short sword and long sword.

Specialization: Choose one weapon in which you are proficient.

Tools: Thieves tools

Saving Throws: Dexterity, Intelligence

Skills (choose four): Acrobatics, Athletics, Culture, Deception, Engineering, Insight, Intimidation, Investigation, Perception, Persuasion, Sleight of Hand, and Stealth.

Skills Specialties: Choose one Skill Specialty from one of four skill proficiencies you picked.

STARTING EQUIPMENT

- (a) a rapier or (b) a shortsword
- (a) a shortbow and quiver of 20 arrows or (b) a light crossbow and a case of 20 bolts
- (a) a burglar's pack, (b) a dungeoneer's pack, or (c) an explorer's pack
- Leather armor, two daggers, and thieves' tools

Alternatively, you may start with 4d4 × 10 gp to buy your own equipment.

MULTICLASSING

Ability Score Minimum: Dexterity 13

When you gain a level in rogue for the first time after already having another class, you gain only some of that class's starting proficiencies and none of its starting equipment.

Armor: Light armor

Tools: Thieves tools

Skills: (Choose one): Acrobatics, Athletics, Culture, Deception, Engineering, Insight, Intimidation, Investigation, Perception, Performance, Persuasion, Sleight of Hand, and Stealth.

CLASS FEATURES

EXPERTISE

At 1st level, choose one skill specialty from two of your skill proficiencies, or one from your chosen skills proficiency and gain an expertise die with your thieves' tools. These cannot be in the same skill specialty you get to choose at default as a first level character. At 6th level, you can choose two more of your proficiencies (in skills or with thieves' tools) to gain this benefit.

CONCEALED WEAPON

Rogues have perfected the art of secreting certain kinds of tools and weapons on their person. You may hide a dagger or knife and your thieves tools on your person. They take up no encumbrance slots. Noticing them requires a DC 25 Wisdom (Perception) check or a DC 13 Intelligence (investigation) check, the latter of which requires actually frisking you.

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 or a ranged weapon (used from within 30 feet). 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 use a Bonus Action to take the Dash, Disengage, or Hide action. You can only use these actions once per turn.

ROGUISH ARCHETYPE

At 3rd level you choose a rogue subclass: thief, arcane trickster, or swashbuckler. You gain additional features based on your choice at 6th, 8th and 10th level.

FEAT

When your character level reaches 4th gain a feat (regardless of which classes make up that total, if you are multiclassed). Choose a feat from the available feat list for which you meet the prerequisites. The most common feat to choose is Ability Score Improvement, which provides an ability score improvement.

You gain this benefit again at 8th level.

WEAPON PROFICIENCY

At 4th level, you gain an additional weapon proficiency. You may use this to choose one martial weapon in which to be trained, or to specialize in a weapon in which you are already proficient. You gain another weapon proficiency to use in the same way at 8th level.

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.

SNIPER

At 5th level, the range with which you can use sneak attack with a ranged weapon is increased to 60 feet. This increases to 90 feet at 10th level.

EVASION

Beginning at 7th level, you can nimbly dodge out of the way of certain area effects, such as a 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. You cannot use this ability if you are grappled, incapacitated, restrained, or stunned. As a Reaction, to successfully saving, you can move up to half your speed out of the area of effect.

RELIABLE TALENT

By 8th 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.

ELUSIVE

Starting at 9th level, your deft moves make you difficult to flank. No enemy with a CR (or level) below your Rogue level can successfully flank you.

STROKE OF LUCK

At 10th level, you have an uncanny knack for succeeding when you need to. If your attack misses a target, 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

ROGUISH ARCHETYPES

THIEF

You hone your skills in the larcenous arts. Burglars, bandits, cutpurses, and other criminals typically follow this archetype, but so do rogues who prefer to think of themselves as professional treasure seekers, explorers, delvers, and investigators. In addition to improving your agility and stealth, you learn skills useful for delving into ancient ruins, reading unfamiliar languages, and using magic items you normally couldn't employ.

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 to pick a pocket, palm an object, or similar larcenous surreptitious action. Similarly, you may use mundane objects that typically require an Action to use (like turning a crank, or turning a key) only take a Bonus Action. Lastly, you may also use your thieves' tools to disarm a trap or open a lock as an action, but your skill check is made at Disadvantage and a roll of natural '1' on either die results in a mishap.

SECOND-STORY WORK

When you choose this archetype at 3rd level, you gain the climbing skill specialization if you are proficient in Athletics. You also gain the ability to climb faster than normal; climbing no longer costs you extra movement.

In addition, when you make a running jump, the distance you cover increases by a number of feet equal to your Dexterity modifier.

SUPREME SNEAK

Starting at 6th level, you can move your full speed while using the Stealth action to move silently.

PACK RAT

Also at 6th level, you have become an expert in stowing gear and maximizing the efficiency of containers. You can carry an additional number of gear slots worth of treasure equal to your Dexterity modifier.

USE MAGIC DEVICE

By 8th 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 or lineage requirements on the use of magic items and may attempt to cast spells from scrolls as if a caster of half your Rogue level. You use Charisma as you spellcasting ability score.

THIEF'S REFLEXES

When you reach 10th 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, nor can you use it again until after a Short Rest.

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. Duelists 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. Nevertheless, trouble has a way of finding them.

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 successful melee attack against a creature while using a weapon with the Finesse property, that creature can't make opportunity attacks against you for the rest of your turn.

WEAPON MASTER

You may use the weapon proficiencies you gain at 4th and 8th level, to unlock the weapon mastery quality of a melee weapon you are already specialized in, as long as that weapon has either the Light or Finesse properties.

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 your attack roll to use Sneak Attack against a creature if you are adjacent to it, no other creatures are adjacent to you, and you don't have Disadvantage on the attack roll. All the other rules for Sneak Attack still apply to you.

PANACHE

At 6th 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 the creature can't attack you or target you with harmful abilities or magical effects. You have advantage on any ability check to interact socially with the creature. This is not a magical effect.

ELEGANT MANEUVER

At 8th 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

At 10th 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.

ARCANE TRICKSTER

Some rogues enhance their fine-honed skills of stealth and agility with magic, learning tricks of enchantment and illusion. These rogues include pickpockets and burglars, but also pranksters, mischief-makers, and a

significant number of adventurers. They are sometimes also known as “Spell Thieves.” Unlike wizards who keep well-organized spellbooks, arcane trickster tend to have snippets of magical spells scrawled in journals, scraps of paper, the margins of other books, written on their skin (in tattoo or eyeliner), committing to memory what has faded or smudged, leading to occasional arcane mishaps when trying to cast their spells.

SPELLCASTING

When you reach 3rd level, you gain the ability to cast mage spells. Whenever you cast a spell that uses a spell slot of 1st level or higher, roll 1d20. If the result matches or is lower than the spell’s level, roll on the Wild Surge Result table [see *Sorcerer Arcane Tradition*]

CANTRIPS

You learn three cantrips: *mage hand* and two other cantrips of your choice from the mage spell list. You learn another mage cantrip of your choice at 6th level.

While cantrips are a potentially limitless resource, casting the same cantrip over and over grows increasingly difficult. Every time you cast a bard cantrip make an Intelligence-based spell check against DC 11. While the cantrip is still cast successfully if you fail, it is no longer available to you to cast until after a long rest. Finally, while cantrips cannot be upcast, if you spend a spell slot to cast a cantrip you can forgo the spellcheck (though the cantrip is still unavailable if you failed a check with it previously).

ESCHEW FOCUS

Arcane Tricksters improvisational spellcasting does not use an arcane focus. Ignore the focus component requirement for any spell learned through being an arcane trickster.

ARCANE TRICKSTER SPELLCASTING

Level	Cantrips Known	Spells Known	— Spells Slots per Spell Level —		
			1st	2nd	3rd
3rd	3	3	2	—	—
4th	3	4	3	—	—
5th	3	4	3	—	—
6th	4	4	4	—	—
7th	4	5	4	2	—
8th	4	6	4	2	—
9th	4	6	5	3	—
10th	4	7	5	3	1

SPELL SLOTS

The Arcane Trickster table shows how many spell slots you have to cast your mage 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 1st-level spell *magic missile* and have a 1st-level and a 2nd-level spell slot available, you can cast it using either slot.

SPELLS KNOWN OF 1ST-LEVEL AND HIGHER

You know three 1st-level mage spells of your choice, two of which you must choose from the enchantment and illusion spells on the mage spell list.

The Spells Known column of the Arcane Trickster Spellcasting table shows when you learn more mage spells of 1st level or higher. Each of these spells must be an enchantment or illusion spell of your choice, and must be of a level for which you have spell slots. For instance, when you reach 7th level in this class, you can learn one new spell of 1st or 2nd level. When you gain 3rd level spells, you must choose it from the Wizard spell list.

Whenever you gain a level in this class, you can replace one of the mage spells you know with another spell which you have learned through your Spell Thief feature or an enchantment or illusion spell.

SPELLCASTING ABILITY

Intelligence is your spellcasting ability for your mage spells, since you learn your spells through haphazard study and faulty 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 a mage spell you cast and when making an attack roll with one. This also applies when called upon to make a Spell check as when you cast a cantrip.

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

Spell attack/Spell check modifier = your proficiency bonus + your Intelligence modifier

In order to cast a spell of any level, your Intelligence score must be equal to or greater than 10 + the spell level. Thus, for example, in order to cast 2nd level mage spells, your Intelligence score must be at least a 12.

MAGE HAND LEGERDEMAIN

Starting at 3rd level, 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 a Bonus Action granted to control the hand.

SPELL THIEF

Starting at 6th level, as a Reaction to spell of 3rd level or lower being cast within 30 feet of you where you or an ally within 15 feet of you is the target, you can attempt to steal the spell. Expend a spell slot and make an opposed spell check with the caster. You add the level of the spell slot you spent to your check. The caster gets to add the level of the spell being cast. If the spell is not of the enchantment or illusion schools or not cast as a mage or warlock spell, you roll with Disadvantage.

If you lose the opposed roll, nothing happens, and you simply wasted your Reaction. If you win, the spell is countered and does not go off. Furthermore, if the spell is a level for which you have slots, you may, before the end of your next turn, spend a slot to cast the spell, even if it is a spell you do not know or it is not from the mage list. When you cast it, roll your wild magic check at Disadvantage. This spell is now on the list of spells you can learn whenever you advance a level.

When you attempt this ability, you must take a Long Rest before you can try it again.

USE MAGIC DEVICE

Also at 6th 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 or lineage requirements on the use of magic items and may attempt to cast spells from scrolls as if a caster two levels lower than your Rogue level. You use Intelligence as your spellcasting ability score.

VERSATILE HAND

At 8th 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 your turn.

MAGICAL AMBUSH

At 10th 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. Furthermore, if you use your Spell Thief ability from a hidden position, you roll your spell check with Advantage.