



ALTERNATE ROGUE



HOMEBREW

Become the Master of Skill & Subterfuge You Were Meant to Be!

THE ROGUE

The small urchin boy placed a stone in the pouch of his slingshot as he fled the inn he had been sent to case. Despite the dust and dirt that covered his ratty clothes he managed to infiltrate the inn and make his way to the hidden basement. What he had discovered shocked him, and he fled the scene to alert his guild. Now, the innkeeper chased him down an alley, his previously hidden snakelike eyes and fangs glinting in the moonlight. The urchin let loose his slingshot and the monstrous innkeeper fell dead at his feet.

An aging dwarven professor surveyed the room around her as the dust cleared. After years, she had finally unearthed the lost tomb of Emperor Durin IV. Despite her age, she had overcome a number of deadly traps to finally reach the burial chamber of the long-dead dwarven Emperor. After a moment of basking in satisfaction, the treasure hunter began to assess the value of the tomb.

After a lifetime of searching, a disheveled half-elf finally stood in front of the Count that had murdered his father. For the past thirty years, the half-elf had done nothing but study swordplay, all for this moment. He drew his rapier, whispered the name of his long-dead father, and lunged forward to cross swords with the villainous Count who had ruined his life.

The three characters described above are examples of the exceptional experts known as rogues. Using nothing but their mastery of skill and subterfuge, they are able to achieve any goals, overcome any challenges, and outwit any enemies.

WONDROUS SKILL

Despite their infamous reputation, the true mark of a rogue is their finely honed skills. Whether they be a master burglar, an exceptional swordsman, or a deadly assassin, a true rogue is relentless in pursuit of perfection in their chosen field. What they lack in brute force or arcane talent they can make up for with their near-supernatural skills and signature ingenuity.

When nobles, archmages, or guilds need a job completed without fail they turn to a rogue with a suitable set of skills. The right rogue can open any lock, eliminate any target, and infiltrate any tomb, no matter how many traps are in the way.

PRECISION IN ALL THINGS

Where other warriors overwhelm their foes with brutal force or flurries of strikes, rogues leverage their cunning and exact aim to land single devastating blows on their foe. They will wait for the right moment, a foe distracted by a powerful ally or a monster caught in the throes of a spell, and when that opportunity arises, a rogue can make a single strike count.

Some rogues prefer to lurk in the shadows, stabbing their foes in the back while they are unaware, and others work to draw their adversary into single combat, deftly avoiding attacks until a deadly opportunity presents itself.

This mindset of precision carries over into all facets of a rogues life. When using their thieves' tools to disarm a trap in an ancient dungeon, they will make only the most precise movements. When stalking a mark, a rogue will often follow them for days, learning their every routine before they make their move, taking their target for all they are worth.



CREATING YOUR ROGUE

When creating your rogue, there are a few things to consider. What subset of skills has your rogue chosen to master? Are they a cunning criminal who can infiltrate the most secure vault? Are they a master manipulator with a silver tongue, able to manipulate all but those with the strongest wills? Or, have they combined mastery over minor magics with exceptional talents for subterfuge and trickery?

You should also consider how your rogue gained their exceptional skills. Were they an urchin living on the streets, forced to steal food in order to survive? Were they taken in by a thieves' guild and taught everything the guild knew? Or, are they the scion of a noble house, raised from birth to be a master of political intrigue, swordplay, and public speaking?

MULTICLASSING AND THE ROGUE

If your group uses the optional multiclassing rule, here's what you need to know if you choose to take your first level in the rogue class.

Ability Score Minimum. As a multiclass character, you must have at least a Dexterity score of 13 to take a level in this class, or to take a level in another class if you are already a rogue.

Proficiencies. If rogue isn't your initial class, here are the proficiencies you gain when you take your first level as a rogue: light armor, one skill from the rogue class skill list, and one set of tools.

Exploits. If you have another feature that allows you to learn and perform Exploits, add all of your Exploit Dice together into one pool, and they all become the size of your largest Exploit Die. You can then use any of these Exploit Dice to perform any Exploits you know from either source.



THE ROGUE

Level	PB	Features	Cunning Strike	Exploits Known	Exploit Die	Exploit Dice
1st	+2	Cunning Strike, Expertise, Thieves' Cant	1d6	—	—	—
2nd	+2	Cunning Action, Devious Exploits	1d6	2	d4	2
3rd	+2	Roguish Archetype	2d6	2	d4	2
4th	+2	Ability Score Improvement	2d6	3	d4	2
5th	+3	Uncanny Dodge	3d6	3	d6	3
6th	+3	Cunning Action Improvement, Expertise	3d6	4	d6	3
7th	+3	Archetype Feature	4d6	4	d6	3
8th	+3	Ability Score Improvement	4d6	5	d6	3
9th	+4	Evasion	5d6	5	d6	3
10th	+4	Reliable Talent	5d6	6	d6	3
11th	+4	Expertise, Improved Cunning Strike	6d6	6	d8	4
12th	+4	Ability Score Improvement	6d6	6	d8	4
13th	+5	Archetype Feature	7d6	7	d8	4
14th	+5	Blindsense (10 feet)	7d6	7	d8	4
15th	+5	Expertise, Slippery Mind	8d6	7	d8	4
16th	+5	Ability Score Improvement	8d6	7	d8	4
17th	+6	Archetype Feature	9d6	8	d10	5
18th	+6	Elusive	9d6	8	d10	5
19th	+6	Ability Score Improvement	10d6	8	d10	5
20th	+6	Blindsense (30 feet), Expertise, Stroke of Luck	10d6	8	d10	5

CLASS FEATURES

HIT POINTS

Hit Dice: 1d8 per rogue level

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

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per rogue level after 1st

PROFICIENCIES

Armor: Light armor

Weapons: Simple weapons, blowguns, hand crossbows, scimitars, shortswords, rapiers, and whips

Tools: One set of tools of your choice

Saving Throws: Dexterity, Intelligence

Skills: Choose four from Acrobatics, Athletics, Deception, Insight, Intimidation, Investigation, Perception, Performance, Persuasion, Sleight of Hand, and Stealth

EQUIPMENT

You start with the following equipment:

- (a) a rapier, (b) a scimitar, or (c) a shortsword
- (a) a shortbow and quiver of 20 arrows or (b) a shortsword
- (a) a burglar's pack or (b) a dungeoneer's pack
- Leather armor, two daggers, and a tool set of your choice

QUICK BUILD

You can make a rogue quickly by using these suggestions. First, make Dexterity your highest ability score, followed by Charisma. Second, choose the charlatan background.

CUNNING STRIKE

Beginning at 1st level, you learn to exploit the weak points of your enemies. Once per turn when you hit a creature with a finesse or ranged weapon attack, you can deal a bonus 1d6 damage, so long as one of the following conditions are met:

- You have advantage on your attack roll.
- An enemy of your target (other than you) is within 5 feet of your target, and the other enemy isn't incapacitated.

You don't gain the benefits feature if you have disadvantage on your attack roll, even if the other conditions are met.

The bonus damage of your Cunning Strike increases as you gain levels in this class, as shown in the Cunning Strike column of the Rogue table above.

EXPERTISE

You have come to master a specific set of skills and abilities. Also at 1st level, choose any two skill proficiencies, any two tool proficiencies, or one skill and one tool proficiency. If you were not already proficient, you gain proficiency with the two chosen skills or tools. If you were already proficient in those skills or tools, you can add double your proficiency bonus to any check you make with the chosen skills or tools.

As you gain levels in this class, you are able to specialize with additional skills. Another skill or tool proficiency of your choice gains this benefit at 6th, 11th, 15th, and 20th level.

If you already add double your proficiency bonus to a skill or tool, you cannot select it again for this feature.





THIEVES' CANT

In pursuit of your skills you learned to speak, understand, and leave messages in the secret code of thieves. At 1st level, you learn Thieves' Cant. You can use this secret mix of dialect, jargon, and code, that allows you to hide messages in normal conversation, that can only be understood by other thieves.

You can also use your knowledge of Thieves' Cant to write and understand secret signs and symbols that convey short, simple messages. For example, you may use these symbols to mark an area as the territory of your thieves' guild, or to mark an inn as a haven for thieves or a place to sell illegal wares.

ALTERNATE FEATURE: SECRET CIPHERS

If your rogue isn't a member of a thieves' guild or someone who associates with the criminal elements of civilization, consider replacing Thieves' Cant with the ability to create ciphers from the Linguist feat in the *Player's Handbook*.

CUNNING ACTION

Beginning at 2nd level, your reflexes allow you to move and adapt quicker than most. Choose two of the following combat actions: Dash, Disengage, Hide, or Use an Object. You can use either of these actions as a bonus action on each turn.

Upon reaching 6th level in this class, you can use any four of the actions above as a bonus action on each of your turns.

DEVIOUS EXPLOITS

At 2nd level, you learn to utilize various tricks which enhance your particular set of skills, both on and off the field of battle.

EXPLOIT DICE

The Rogue table shows how many Exploit Dice you have to perform the Exploits you know. To use an Exploit, you must expend one of these Dice. You can only use one Exploit per attack, ability check, or saving throw, and you regain your expended Exploit Dice when you finish a short or long rest.

Your Exploit Dice begin as d4s, and increase in size as you gain levels in this class, as indicated in the Rogue table.

EXPLOITS KNOWN

At 2nd level, you know two Exploits of your choice from the list at the end of this class. The Exploits Known column of the Rogue table shows when you learn more Exploits of your choice. In order to learn an Exploit you must meet any prerequisites it may have.

When you gain a rogue level, you can replace one Devious Exploit you know with another Exploit of your choice.

SAVING THROWS

If one of your Exploits requires a creature to make a saving throw, your Exploit saving throw DC is calculated as follows:

$$\text{Exploit save DC} = 8 + \text{your proficiency bonus} + \text{your Strength or Dexterity modifier (your choice)}$$

ROGUISH ARCHETYPE

At 3rd level, you choose the Archetype that best reflects your particular skills: Arcane Trickster, Assassin, Duelist, or Thief.

Your Archetype grants you features at 3rd level, and again when you reach 7th, 13th, and 17th level in this class.

ARCHETYPE EXPLOITS

Each Roguish Archetype includes a list of Exploits that all rogues of the Archetype learn at the levels in its description. These Exploits don't count against your number of Exploits Known, and they can't be replaced when you gain a level. If you don't meet the prerequisites, you learn them regardless.

USING OTHER ARCHETYPES

The Alternate Rogue grants an Archetype feature at 7th level instead of 9th level. To use an Archetype that isn't included here, move its 9th level feature to 7th level, and add a list of Archetype Exploits.



ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or two ability scores by 1. As normal, you can't increase one of your ability scores above 20 using this feature.

UNCANNY DODGE

Beginning at 5th level, your finely honed reflexes allow you to dodge, minimize, and absorb the damage of blows that would devastate a normal warrior. When a creature that you can see hits you with an attack, you can use your reaction to halve the damage you would take from that attack.

EVASION

Starting at 9th level, your instinctive agility lets you dodge out of the way of certain area effects, such as the acid breath of a black dragon or a *lightning bolt* 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

You have refined your particular set of skills so they approach perfection. Beginning at 10th level, when you make an ability check that uses a skill or tool that you are proficient with, you can treat a d20 roll of 9 or lower as a 10.

IMPROVED CUNNING STRIKE

You can exploit even the smallest weaknesses of your foes to great effect. Starting at 11th level, when you hit a creature with an attack that deals Cunning Strike bonus damage, you can reduce that bonus damage to use an Exploit you know as part of that attack, without expending an Exploit Die.

When you do so, you reduce the bonus Cunning Strike damage by a total number of d6s equal to the degree of the Exploit you wish to use as part of that attack.

For example, if you use this feature to use *dirty hit*, as part of a Cunning Strike, you would reduce the bonus damage of Cunning Strike by 2d6 since *dirty hit* is a 2nd-degree Exploit.

Whenever you use an Exploit in this way, you roll a d6 in place of any Exploit Dice you would normally roll.

BLINDSENSE

Your senses have been honed to supernatural levels. Starting at 14th level, if you can hear, you are aware of the location of any invisible or hidden creature within 10 feet of you.

At 20th level the radius of this feature becomes 30 feet.

SLIPPERY MIND

You have acquired immense mental strength, rivaling that of extraplanar beings. Starting at 15th level, whenever you are forced to make an Intelligence, Wisdom, or Charisma saving throw, you gain a bonus to your roll equal to your Exploit Die.

ELUSIVE

It is nearly impossible for your foes to gain the upper hand. Beginning at 18th level, so long as you are not incapacitated, no attack rolls against you can be made with advantage.



STROKE OF LUCK

You have a supernatural knack for finding success when you need it most. Upon reaching 20th level, when you miss with an attack roll within range of your weapon, you can turn that attack into a hit. Alternatively, if you fail an ability check you are proficient in, you can choose to treat the d20 roll as a 20.

Once you use either of these features you must finish a short or long rest before you can use either feature again.

ROGUSH ARCHETYPES

Choose the Archetype that best reflects the skill set of your rogue: Arcane Trickster, Assassin, Duelist, or Thief.

ARCANE TRICKSTER

Where most rogues rely solely on their exquisite set of skills, you have chosen to compliment yours with magic. Enhancing your skills and subterfuge with arcane spells, you are able to achieve wondrous feats of trickery. Most rogues who walk the path of the Arcane Trickster choose to become pranksters, burglars, infiltrators, pickpockets, and even adventurers.



SPELLCASTING

3rd-level Arcane Trickster feature

When you adopt the Arcane Trickster Archetype you learn to enhance your skills and talents with minor arcane spells.

Cantrips. You learn three cantrips: *mage hand* and two other cantrips of your choice from the Arcane Trickster spell list at the end of this Archetype. You learn another cantrip of your choice from this list when you reach 10th level.

Spell Slots. The Arcane Trickster Spellcasting table shows how many spell slots you have to cast your 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 of your expended spell slots each time you finish a long rest.

Spells Known of 1st-Level and Higher. You know three 1st-level Arcane Trickster spells. The Spells Known column of your Spellcasting table shows when you learn more spells of 1st-level or higher, of a level for which you have spell slots.

When you gain a level, you can replace one of your Spells Known with a spell from the Arcane Trickster spell list. The spell must be of a level for which you have spell slots.

Spellcasting Ability. Intelligence is your spellcasting ability for your Arcane Trickster spells. You use Intelligence whenever a spell refers to your spellcasting ability. You also use your Intelligence modifier when setting the saving throw DC or making a spell attack roll for an Arcane Trickster spell.

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

Spell attack modifier = your proficiency bonus
+ your Intelligence modifier

MAGE HAND ADEPT

3rd-level Arcane Trickster feature

You have mastered your limited knowledge of arcane. When you cast *mage hand*, it gains the following additional benefits:

- You can choose for the spectral *mage hand* to be invisible.
- You can control your *mage hand* as a bonus action.
- It can stow or retrieve an object from a container worn or carried by another creature within range.
- It can use any set of tools that you are proficient with.

You can perform one of these tasks without being noticed if you make a successful Dexterity (Sleight of Hand) check against your target's Wisdom (Perception) check.

TRICKSTER'S AMBUSH

7th-level Arcane Trickster feature

You can use subterfuge to enhance the power of your spells. If you are hidden from a creature when you target it with an Arcane Trickster spell, it has disadvantage on its initial saving throw to resist the effects of that spell.

ARCANE DISTRACTION

13th-level Arcane Trickster feature

As a bonus action, you can use your *mage hand* to distract a creature within 5 feet of it. For the rest of that turn, you have advantage on all attack rolls against that creature.

ARCANE TRICKSTER SPELLCASTING

Fighter Level	Spells Known	1st Level	2nd Level	3rd Level	4th Level
3rd	3	2	—	—	—
4th	4	3	—	—	—
5th	5	3	—	—	—
6th	5	3	—	—	—
7th	6	4	2	—	—
8th	6	4	2	—	—
9th	7	4	2	—	—
10th	7	4	3	—	—
11th	8	4	3	—	—
12th	8	4	3	—	—
13th	9	4	3	2	—
14th	9	4	3	2	—
15th	10	4	3	2	—
16th	10	4	3	3	—
17th	11	4	3	3	—
18th	11	4	3	3	—
19th	12	4	3	3	1
20th	12	4	3	3	1



SPELL THIEF

17th level Arcane Trickster feature

As a reaction when a creature casts a spell that targets you or includes you in its area, you can force it to make a saving throw against your Spell save DC with its spellcasting ability.

On a failure, the spell fails and you regain an expended spell slot equal to, or lower than, the level of the spell.

Once you use this feature to successfully steal a spell you can't use it again until you finish a short or long rest.

ARCANE TRICKSTER SPELL LIST

Here is the list of spells you consult when you learn an Arcane Trickster spell. The spells listed below are from the *Player's Handbook*, *Xanathar's Guide to Everything**, and *Tasha's Cauldron of Everything***.

CANTRIPS (0-LEVEL)

acid splash
booming blade**
dancing lights
fire bolt
friends
frostbite
green-flame blade**
gust*
light
mage hand
magic stone*
message
minor illusion
poison spray
prestidigitation
ray of frost
shocking grasp

1ST-LEVEL

absorb elements*
alarm
bane
catapult*
cause fear*
charm person
color spray
comprehend languages
detect magic
disguise self
dissonant whispers
expeditious retreat
faerie fire
feather fall
find familiar
floating disk
fog cloud
grease
hideous laughter
illusory script
jump
longstrider
shield
silent image
sleep
unseen servant

2ND-LEVEL

arcane lock
blindness/deafness
blur
calm emotions
crown of madness
darkness
darkvision
enlarge/reduce
hold person
invisibility
knock
levitate
magic aura
magic mouth
mirror image
misty step
phantasmal force
rope trick
see invisibility
shadow blade*
silence
spider climb
suggestion

3RD-LEVEL

blink
counterspell
dispel magic
enemies abound*
fear
hypnotic pattern
major image
nondetection
sending
tiny servant

4TH-LEVEL

charm monster*
confusion
dimension door
freedom of movement
greater invisibility
hallucinatory terrain
phantasmal killer
stone shape

A halfling Assassin
takes her payment



ASSASSIN

You have chosen to specialize in the grim art of death. As an Assassin, you make use of stealth, poisons, and disguises to attack your foe when they least expect it. For those who walk this path, they find work as killers, spies, and bounty hunters.

ASSASSIN EXPLOITS

3rd-level Assassin feature

You learn certain Exploits at the rogue levels noted in the table below. These don't count against your total number of Exploits Known and can't be switched upon gaining a level.

Rogue Level	Exploit
3rd	blinding strike, burglar's finesse
5th	craft minor poison, grasp of night
9th	craft greater poison

ASSASSIN'S STRIKE

3rd-level Assassin feature

You are at your deadliest when foes don't see you coming. When you adopt this Archetype, you gain the benefits below:

- You have advantage on any attack rolls you make against creatures that have not yet acted in combat.
- When you hit a creature that is surprised with an attack, your attack becomes an automatic critical hit.
- When you score a critical hit and roll a 1 on any of your damage dice for that attack, you can re-roll those dice. You must use the new roll, even if you roll another 1.

INFILTRATOR

3rd-level Assassin feature

You gain proficiency with the disguise kit and the poisoner's kit, and whenever you make an ability check that uses either tool you gain a bonus to your roll equal to your Exploit Die.

Moreover, when you make a Charisma (Deception) check while wearing a disguise you created with your disguise kit, you can treat a roll of 7 or lower on the d20 as an 8.



STOLEN IDENTITY

7th-level Assassin feature

Over the course of 1 hour, which can be during a short or long rest, you can craft a perfect disguise of a slain humanoid, so long as you have access to a disguise kit and its corpse.

A creature can attempt to see through your disguise by making an Intelligence (Investigation) check, contested by your Charisma (Deception) check. On a success, it realizes that you might not be who you appear to be.

Over an 8-hour period, you can use this disguise to assume the life of the slain humanoid. After which, others believe you to be that humanoid until given an obvious reason not to.

IMPOSTOR

13th-level Assassin feature

The skill with which you adopt other creatures' identities is nearly supernatural. Whenever you make a check to thwart a creature trying to see through a disguise or Stolen Identity you gain a bonus to your roll equal to your Exploit Die.

MASTER POISONER

13th-level Assassin feature

Your skill with poisons exceeds even other rogues. You can use any Exploit you know that allows you to craft a poison, and apply that poison to a weapon, as a bonus action.

You also learn *craft advanced poison*, but it doesn't count against your total number of Exploits Known.

DEATH STRIKE

17th-level Assassin feature

You have become a master of instant death. When you hit with an attack that meets the conditions for Cunning Strike, you can choose for the attack to be an automatic critical hit.

Once you use this feature you must finish a short or long rest before you can use it again.

DUELIST

You have focused your skills on mastery of the blade. Where most rogues strike from the shadows, you prefer to face your enemies head-on. Your skill in battle resembles an elegant performance that relies on your speed, grace, and skill.

DUELIST EXPLOITS

3rd-level Duelist feature

You learn certain Exploits at the rogue levels noted in the table below. These don't count against your total number of Exploits Known and can't be switched upon gaining a level.

Rogue Level	Exploit
3rd	<i>riposte, sophisticated bearing</i>
5th	<i>glancing blow, redirect</i>
9th	<i>bewildering strike</i>

CLASSICALLY TRAINED

3rd-level Duelist feature

When you adopt this Archetype you gain proficiency with medium armor, and you gain 1 additional Exploit Die.

Also, you can use a bonus action to mark a creature within 30 feet as your Adversary. While you are within 10 feet of your Adversary you gain the following benefits:

- Your attacks with finesse and ranged weapons against your Adversary qualify for Cunning Strike so long as you don't have disadvantage on your attack roll.
- Once per turn, when your Adversary targets you with an attack, you can grant yourself a bonus to your Armor Class equal to your Exploit Die.

The creature remains your Adversary for 1 minute, or until you mark another Adversary.





FIGHTING STYLE

3rd-level Duelist feature

You learn a Fighting Style of your choice from the list below. You cannot learn a Fighting Style more than once, even if another feature allows you to learn another Fighting Style.

When you gain a level in this class, you can switch your Fighting Style for another option from the list below.

CLASSICAL SWORDPLAY

While wielding a finesse weapon and no other weapons, you gain a +1 bonus to your attack rolls and a +1 to your Armor Class so long as you are not using heavy armor or a shield.

DUAL WIELDING

When you take the Attack action while two-weapon fighting, you can make a single additional attack with your off-hand weapon as part of your action instead of your bonus action, adding your ability modifier to the damage of this attack.

FEATHERWEIGHT FIGHTING

While you are wielding only light weapons, and nothing else your speed increases by 10 feet. You also gain a +1 bonus to damage rolls with light weapons, so long as you are not wearing medium or heavy armor, or wielding a shield.

THROWN WEAPON FIGHTING

You can draw a weapon that has the thrown property as part of the attack you make with the weapon. Moreover, when you hit with a ranged weapon attack using a thrown weapon, you gain a +2 bonus to the damage roll of that attack.

SHARP REFLEXES

7th-level Duelist feature

You have honed your reflexes so as to never be caught off guard in battle. You gain a bonus to your initiative rolls equal to your Exploit Die, and when you roll initiative you can mark a creature of your choice as your Adversary before combat begins.

COUNTERATTACK

13th-level Duelist feature

You have trained to go blow for blow with your opponents, never giving quarter. When a creature you can see hits you with a melee attack, you can use your reaction to make a melee weapon attack against the creature that attacked you.

When you use this reaction to attack your Adversary, you can use one Exploit you know as part of your attack, without expending an Exploit Die.

MASTER DUELIST

17th-level Duelist feature

Your mastery and dedication to the art of single combat lets you draw failure from success. Once per turn when you miss with a melee weapon attack against your Adversary, you can immediately repeat the same melee weapon attack with advantage against it.

Finally, when you roll initiative with no Exploit Dice remaining, you immediately regain one of your expended Exploit Dice.

THIEF

You have honed your skills in the larcenous arts. While not all Thieves are criminals, most find employ as burglars, bandits, cutpurses, and treasure hunters. Your set of skills grants you increased agility and stealth, but also abilities that are helpful for delving into dangerous ruins and using ancient artifacts.

THIEF EXPLOITS

3rd-level Thief feature

You learn certain Exploits at the rogue levels noted in the table below. These don't count against your total number of Exploits Known and can't be switched upon gaining a level.

Rogue Level	Exploit
3rd	<i>aerial maneuver, burglar's finesse</i>
5th	<i>reinforce lock, survey dungeon</i>
9th	<i>forgotten knowledge</i>

STICKY FINGERS

3rd-level Thief feature

You are adept at pilfering pockets, especially when your mark has its guard down. When you hit a creature with a melee weapon attack that meets the conditions for Cunning Strike, you can forgo the bonus damage to instead make a Dexterity (Sleight of Hand) check with advantage, contested by the target's Wisdom (Perception) check

On a success, you are able to remove an object of your choice from the creature's pockets, bag, pouch, belt, or any other object it has on its person that it is not holding.

You can also use a bonus action on your turn to make a Dexterity (Sleight of Hand) check, or to use a set of tools.





THIEF'S AGILITY

3rd-level Thief feature

You gain a climbing speed equal to your walking speed, and you are able to climb difficult and sheer surfaces at half your normal speed without making an ability check.

In addition, you can use your Dexterity score, in place of your Strength, when calculating how far you can jump.

SUPREME SNEAK

7th-level Thief feature

You have an almost supernatural ability to avoid being seen when necessary. You have advantage on Dexterity (Stealth) checks while moving at half your speed, and you can attempt to Hide even when you are only lightly obscured.

TREASURE LORE

7th-level Thief feature

You have a knack for uncovering useful and lost lore. Whenever you make an ability check relating to gathering information or assessing the inner workings or value of artifacts, enchanted items, treasure hoards, or traps, you gain a bonus to your roll equal to your Exploit Die.

USE MAGIC DEVICE

13th-level Thief feature

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 can ignore all class, race, alignment, and level requirements on the use of magic items.

QUICK REFLEXES

17th-level Thief feature

You have become adept at laying ambushes and quickly escaping danger. You can take two turns during the first round of any combat, so long as you are not surprised or incapacitated. You take your first turn at normal initiative and your second turn at your initiative minus 10.

DEVIIOUS EXPLOITS

Below are the Exploits available to rogues. If an Exploit has a prerequisite, like a minimum Ability Score or minimum level, you can learn it at the same time you meet the prerequisites.

1ST-DEGREE EXPLOITS

Exploits of the 1st-degree are minor techniques slightly more complicated than swinging a weapon. They can be learned by rogues with modest training and have no level prerequisite.

AERIAL MANEUVER

Prerequisites: Dexterity of 11

When you fall, you can use your reaction to expend an Exploit Die to control your descent. You reduce any falling damage you would take by an amount equal to five times your level, and when you land, you can choose to land on your feet.

BLINDING DEBRIS

As a bonus action, you can expend an Exploit Die and force a creature within 10 feet to make a Constitution saving throw. On a failure, it takes piercing damage equal to your Exploit Die and is blinded until the start of your next turn.

BURGLAR'S FINESSE

Prerequisites: Dexterity of 11

When you make a Dexterity (Acrobatics), Dexterity (Sleight of Hand), Dexterity (Stealth), or thieves' tools check, you can expend an Exploit Die and add it to the roll. You can use this Exploit after you roll, but before you know if you succeed.

CRIPPLING STRIKE

When you hit a creature with a weapon attack, you can expend an Exploit Die and force it to make a Dexterity saving throw. On a failure, it takes additional damage equal to your Exploit Die and its speed is 0 until the start of your next turn.



DISARM

When you hit a creature with a weapon attack, you can expend an Exploit Die to force it to make a Strength saving throw. On a failure, it takes additional damage equal to your Exploit Die, and it drops an item of your choice it is holding.

ENFORCER'S CUNNING

Prerequisites: Strength or Charisma of 11

When you make a Strength (Athletics), Wisdom (Perception), Charisma (Intimidation), or Poisoner's Kit check, you can expend an Exploit Die and add it to the roll. You can use this Exploit after you roll, but before you know if you succeed.

ERUDITE EDUCATION

Prerequisites: Intelligence of 11

When you make a Wisdom (Medicine), Intelligence (Arcana), Intelligence (Investigation), or alchemist's supplies check, you can expend an Exploit Die and add it to your roll. You can use this Exploit after you roll, but before you know if you succeed.

FEINT

When you make a melee weapon attack against a creature that can see you, you can expend an Exploit Die to attempt a feint as part of that attack. The target of your attack must succeed on a Wisdom saving throw, or you add your Exploit Die to both your attack roll and damage roll for that attack.

FIRST AID

As an action, you can touch a conscious and willing creature and expend an Exploit Die to heal them. As a reaction, the target can expend a Hit Die to regain hit points equal to its Hit Die + its Constitution modifier + your Exploit Die.

GAMBLER'S GUILF

Prerequisites: Charisma of 11

When you make a Wisdom (Insight), Charisma (Deception), Charisma (performance), or any Gaming Set check, you can expend an Exploit Die and add it to the roll. You can use this Exploit after you roll, but before you know if you succeed.

PRECISION STRIKE

Prerequisites: Dexterity of 11

When you make a weapon attack, you can expend an Exploit Die and add it to the attack roll. You can use this Exploit after you roll, but before you know if the attack hits or misses.

QUICK QUIP

Prerequisites: Charisma of 11

While speaking, you can expend an Exploit Die to tell a short joke, quip, or another humorous anecdote. Creatures of your choice within 10 feet that can both hear and understand you forget everything you said during the 10 seconds proceeding this Exploit, and instead only remember your quip.

Once you use this Exploit on a creature, that creature is immune to the effects of this Exploit for the next 24 hours.

Finally, any creature that is immune to the charmed condition is immune to the effects of this Exploit.

RIPOSTE

Prerequisites: Dexterity of 11

As a reaction when a creature you can see targets you with a melee attack, you can expend an Exploit Die and add it to your Armor Class against the attack. If the attack misses, you can immediately make a weapon attack against your attacker.

ROGUSH CHARM

Prerequisites: Charisma of 11

As an action, you can expend an Exploit Die and force a creature within 10 feet that can hear and understand you to make a Wisdom saving throw. On a failed save, it is charmed by you for 1 hour, and regards you as a friendly acquaintance for the duration. Though, it will not risk its life for you.

This effect immediately ends if you or your companions do anything harmful to the creature, and when the effect ends this way, the target realizes that it was deceived by you.

Once a creature succeeds on its saving throw against this Exploit it is immune to this Exploit for the next 24 hours.

SOPHISTICATED BEARING

Prerequisites: Charisma or Intelligence of 11

Whenever you make a Charisma (Persuasion), Intelligence (History), Intelligence (Religion), or Forgery Kit check, you can expend an Exploit Die and add it to your roll. You can use this Exploit after you roll, but before you know if you succeed.

WANDERER'S WISDOM

Prerequisites: Wisdom of 11

When you make an Intelligence (Nature), Wisdom (Animal Handling), Wisdom (Survival), or Herbalism Kit check, you can expend an Exploit Die and add it to the roll. You can use this Exploit after you roll, but before you know if you succeed.

SWEEPING STRIKE

When you hit a creature with a melee weapon attack, you can expend an Exploit Die to force it to make a Dexterity saving throw. On a failed save, it falls prone and takes bludgeoning damage equal to your Exploit Die. Creatures more than one size larger than you have advantage on their saving throw.

2ND-DEGREE EXPLOITS

Exploits of this degree represent the absolute peak of savage skill that is achievable without dedicated training. 2nd-degree Exploits can be learned by rogues of 5th level or higher.

ALCHEMICAL OIL

Prerequisites: 5th level, proficiency with alchemist's supplies

As an action on your turn, you can expend an Exploit Die and use your alchemist's supplies to craft a vial of Alchemical Oil, choosing acid, cold, fire, or lightning for its damage type. This Oil retains its potency until the end of your next long rest.

A creature can take the Use an Object action to expend this vial and apply its contents to a weapon they are holding. For the next 10 minutes, that weapon deals the damage type you chose for that Alchemical Oil in place of its normal damage.

A creature can use its action to remove the Alchemical Oil.

CRAFT MINOR POISON

Prerequisites: 5th level, proficiency with poisoner's kit

As an action, you can expend an Exploit Die and use your poisoner's kit to craft a vial of Minor Poison, which retains its potency until the end of your next long rest.

A creature can take the Use an Object action to expend this vial and apply it to a weapon or piece of ammunition. On its next hit, the weapon or ammunition deals poison damage in place of its normal damage, and the target must succeed on a Constitution saving throw or be poisoned for up to 1 minute.

The poisoned creature can repeat this saving throw at the end of each of its turns, ending the effect on a success.





A tiefling Assassin brandishes his poisoned blade

DIRTY HIT

Prerequisites: 5th level, Dexterity of 13

When you hit a creature with a weapon attack, you can expend an Exploit Die and force it to make a Constitution saving throw. On a failed save, it takes additional damage equal to your Exploit Die, and until the start of your next turn it cannot take reactions and its speed is halved.

EXPOSING STRIKE

Prerequisites: 5th level

When you hit a creature with a weapon attack, you can expend an Exploit Die to temporarily weaken it. The first attack made against it before the start of your next turn has advantage and deals extra damage equal to your Exploit Die.

GLANCING BLOW

Prerequisites: 5th level

When you make a melee weapon attack and miss, you can expend an Exploit Die to immediately repeat your attack against another target within the reach of your weapon.

GRASP OF NIGHT

Prerequisite: 5th level, Wisdom of 13

In place of an attack, you can expend an Exploit Die and touch a creature, attempting to knock it out. Roll your Exploit Die six times. If the creature's remaining hit points are less than or equal to the amount you rolled, they fall unconscious for 10 minutes. They wake up if they take damage or another creature uses an action to wake them.

You can expend additional Exploits Dice to increase the potency of this Exploit. For each additional Exploit Die you expend, you roll your Exploit Die three additional times to determine the total number of hit points affected.

IMPROVISED SKILL

Prerequisites: 5th level

When you make an ability check that doesn't include your proficiency bonus, you can expend an Exploit Die and add it to your roll. You can use this Exploit after you roll, but before you know if you succeed or fail.

REDIRECT

Prerequisites: 5th level

As a reaction when a creature you can see misses you with a melee attack, you can expend an Exploit Die and force it to repeat its attack against a target of your choice within reach. On hit, it deals additional damage equal to your Exploit Die.

REINFORCE LOCK

Prerequisites: 5th level, proficiency with thieves' tools

As an action, you can expend an Exploit Die and use thieves' tools to make adjustments to a lock, latch, or other locking mechanism. The DC to pick or break the lock increases by 10, or equals your Exploit save DC, whichever is higher.

SOOTHING SPEECH

Prerequisites: 5th level, Charisma of 13

As an action, you can expend an Exploit Die and attempt to soothe the emotions of any creature that can both hear and understand you within 20 feet, forcing them to make a Charisma saving throw. On a failed save, for the next 10 minutes, creatures become indifferent toward creatures of your choice they are currently hostile toward.

This indifference ends if the target is attacked or harmed by a spell or if it witnesses any of its friends being harmed. When the spell ends, the creature becomes hostile again.

SUPPRESSING STRIKE

Prerequisites: 5th level

When you hit a creature with a weapon attack, you can expend an Exploit Die and force it to make a Constitution saving throw. On a failed save, it takes additional damage equal to your Exploit Die, and it is blinded, deafened, or muted (your choice) until the start of your next turn.

SURVEY DUNGEON

Prerequisite: 5th level, Dexterity or Intelligence of 13

You can expend an Exploit Die to spend 10 minutes carefully examining a room you currently occupy. At the end of the 10 minutes, you gain knowledge about three of the following:

- One trap in the area. This includes any mechanical or natural effect that was intended to harm an intruder.
- One active spell in the area that was cast at a level equal to your proficiency bonus or lower.
- One secret compartment, door, or passageway.

Once you use this Exploit to survey a room you must finish a long rest before you can use it in that location again.

TRICK SHOT

Prerequisites: 5th level, Dexterity or Intelligence of 13

As a bonus action, you can expend an Exploit Die to make a ranged weapon attack with a finesse and thrown weapon.

This ranged attack ignores the benefits of cover, so long as it can ricochet off one surface and hit a target within range. If this attack would normally have disadvantage, it does not. On hit, you add your Exploit Die to the damage roll of the attack.



3RD-DEGREE EXPLOITS

These Exploits are masterful acts of subterfuge and skill, and can only be learned by rogues of 9th level or higher. Each of these Exploits can only be used once per short or long rest.

BEWILDERING BLOW

Prerequisites: 9th level, Dexterity of 15

When you hit a creature with a melee weapon attack, you can expend an Exploit Die and strike in such a way as to send its mind reeling. The creature takes additional damage equal to twice your Exploit Die, and for the next minute the creature cannot take reactions and must roll a d10 at the start of each of its turns to determine its behavior for that turn.

d10

Behavior

1 It uses all its movement to move in a random direction. To determine the direction, roll a d8 and assign a direction to each die face.

2-5 It does not move or take actions this turn.

6-8 It uses its action to make a melee attack against a randomly determined creature within its reach. If there is no creature within its reach, the creature does nothing this turn.

9-10 It can act and move normally.

At the end of its turns, the creature can make a Wisdom saving throw. If it succeeds, this effect immediately ends.

CRAFT GREATER POISON

Prerequisites: 9th level, proficiency with poisoner's kit

As an action, you can expend an Exploit Die and use your poisoner's kit to craft a vial of Greater Poison, which retains its potency until the end of your next long rest.

A creature can take the Use an Object action to expend this vial and apply it to a weapon or piece of ammunition. On its next hit, the weapon or ammunition deals poison damage in place of its normal damage, and the target must succeed on a Constitution saving throw or be poisoned for up to 1 minute.

While poisoned in this way, the creature's speed is halved, it cannot take reactions, and it takes poison damage equal to one roll of your Exploit Die at the end of each of its turns.

The poisoned creature can repeat this saving throw at the end of each of its turns, ending the effect on a success.

FORGOTTEN KNOWLEDGE

Prerequisite: 9th level, Intelligence or Wisdom of 15

You can expend an Exploit Die and spend the 10 minutes focused on a person you can see, an object you are holding, or a location you currently occupy. If you are uninterrupted you remember a piece of lore about the thing you focused on.

The lore might consist of current tales, forgotten stories, or even secret lore that has never been widely known. The more information you have about the thing, the more precise and detailed the information you are able to remember about it is.

RECRUIT INFORMANT

Prerequisite: 9th level, Charisma of 15

You can expend an Exploit Die and spend 1 hour to recruit a humanoid Informant from a settlement you currently occupy. For this Exploit to work, there must be a willing humanoid, such as an urchin, criminal, thief, spy, or other rapsallion in a settlement of significant size, as determined by the DM.

This Informant will not aid you in combat or risk its life for you, but it will loyally gather any information, rumors, news, and secrets from the settlement it is currently occupying.

During the course of each long rest, your Informant will seek you out and deliver this information to you.

Your Informant remains in your service until you dismiss it or it dies. However, you do not regain the Exploit Die you spent on this Exploit until you dismiss that Informant.

Having more than one Informant in a settlement increases the accuracy and secrecy of information they gather for you.

SURVEY SETTLEMENT

Prerequisite: 9th level, Dexterity or Charisma of 15

You can expend an Exploit Die and spend 1-hour gathering information on up to 1 square mile of a settlement that you currently occupy. At the end of the hour, you gain knowledge about three of the following as they relate to the area:

- Any active factions and faction outposts within the area.
- Prominent buildings, gathering places, and cultural sites.
- Powerful (CR 1 or higher) politicians or military leaders.
- Loyalties, beliefs, and fears of the local populace.
- Secret alleyways, doors, hideouts, or storefronts.

Once you use this Exploit to survey a settlement you must finish a long rest before you can use it in that location again.



4TH-DEGREE EXPLOITS

Exploits of this degree can only be learned by rogues of 13th level or higher, and each 4th-degree Exploit that you know can only be used once per short or long rest.

AGONIZING STRIKE

Prerequisites: 13th level, Dexterity of 17

When you hit a creature with a melee weapon attack, you can expend an Exploit Die to strike with extreme precision as to inflict crippling pain in place of dealing damage. While it is affected by crippling pain it suffers the following effects:

- Any speed it has can be no higher than 10 feet.
- It has disadvantage on attack rolls and ability checks.
- It has disadvantage on all saving throws other than Constitution saving throws.
- If it tries to cast a spell, it must succeed on a Constitution saving throw, or the casting fails and the spell is wasted.

It can make a Constitution saving throw at the end of each of its turns, ending this crippling pain on a successful save.

CRAFT ADVANCED POISON

Prerequisites: 13th level, proficiency with poisoner's kit

As an action, you can expend an Exploit Die and use your poisoner's kit to craft a vial of Advanced Poison, that retains its potency until the end of your next long rest.

A creature can take the Use an Object action to expend this vial and apply it to a weapon or piece of ammunition. On its next hit, the weapon or ammunition deals acid damage in place of its normal damage, and the target must succeed on a Constitution saving throw or be poisoned for up to 1 hour.

A creature that fails the Constitution saving throw against this poison by 5 or more is also blinded for the duration.

As an action on its turn, the poisoned creature can repeat this saving throw. On a success, the effects of this poison end. On a failure, it takes acid damage equal to your Exploit Die.

EXPERT DETERMINATION

Prerequisites: 13th level

As an action, you can expend an Exploit Die to focus your mind and temporarily sharpen one of your skills. Choose a skill or tool that you are proficient in. For the next hour, you can add your Exploit Die to any check you make that uses the chosen skill, without expending one of your Exploit Dice.

FLUID MOVEMENTS

Prerequisites: 13th level, Dexterity of 17

As a bonus action, you can expend an Exploit Die to enter a heightened state of movement which you must concentrate on as if you were concentrating on a spell. For 1 minute, or until you lose concentration, you gain the following benefits:

- Your movement is unaffected by difficult terrain.
- You can use a bonus action on your turn to gain the benefits of both the Dash and Disengage action.
- Spells and other magical effects can neither reduce your speed nor cause you to be paralyzed or restrained.
- You can spend 5 feet of movement to instantly escape from nonmagical restraints like manacles or a grapple.
- Swimming or being underwater imposes no penalties on your movements or your attack rolls.

5TH-DEGREE EXPLOITS

Exploits of the 5th-degree are devious feats that rival those of the most cunning archfey. These Exploits can only be learned by rogues of 17th level or higher, and each 5th-degree Exploit can only be used once per short or long rest.

CRAFT MASTERWORK POISON

Prerequisites: 17th level, proficiency with poisoner's kit

As an action, you can expend an Exploit Die and use your poisoner's kit to craft a vial of Masterwork Poison, that retains its potency until the end of your next long rest.

A creature can take the Use an Object action to expend this vial and apply it to a weapon or piece of ammunition. On its next hit, the weapon or ammunition deals necrotic damage in place of its normal damage, and the target must succeed on a Constitution saving throw or be poisoned until a spell of 5th-level or higher is used to neutralize the poison.

A creature that fails its saving throw by 5 or more is also incapacitated and cannot move or speak for the duration.

INCONCEIVABLE DODGE

Prerequisites: 17th level, Dexterity of 17

When you take damage, you can use your reaction to move with near supernatural agility to *somehow* completely avoid the triggering damaging effect as if it never affected you at all.





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