Rogue

Rogues use skill, stealth, and their foes’ vulnerabilities to get the upper hand. A rogue brings versatility and resourcefulness to an adventuring party, having the knack for finding solutions to just about any problem.

Rogues are also adept at handling traps. Their proficiency with thieves’ tools grants them a bonus to finding and disarming such hazards. Many traps are impossible to disarm without the use of thieves’ tools.

# Creating a Rogue

When you create a character whose first class is rogue, you gain these benefits. This section also includes suggestions to help make a rogue character quickly.

**Ability Adjustment:** +1 to your Strength,

Dexterity, or Intelligence score. You use Dexterity to hide, to dodge attacks, and to attack using finesse weapons and many missile weapons. Some rogues favor Strength, since it is important for melee combat. A rogue who focuses on finding traps needs a high Intelligence.

**Starting Hit Points:** 6 + your Constitution modifier

**Armor and Shield Proficiencies:** Light armor, medium armor

**Weapon Proficiencies:** Simple weapons, hand crossbow, light crossbow, long sword, rapier, short sword

**Tool Proficiencies:** Thieves’ tools

**Suggested Background:** Guild thief **Suggested Specialty:** Specialist

**Suggested Equipment:** Leather armor, rapier, 2 daggers, shortbow, quiver of 20 arrows, adventurer’s kit, climber’s kit, thieves’ tools, and 26 gp

# Class Features

A rogue gains the following class features.

**Hit Die:** 1d6 per rogue level

**Hit Points:** 1d6 (or 4) + your Constitution modifier per rogue level gained

**THE ROGUE**

**Attack**

|  |  |  |
| --- | --- | --- |
| **Level**  1 | **Bonus**  +1 | **Class Features**  Rogue Scheme, Sneak Attack (1d6) |
| 2 | +1 | Distract |
| 3 | +1 | Sneak Attack (2d6) |
| 4 | +1 | Uncanny Dodge, |
| 5 | +2 | Sneak Attack (3d6) |
| 6 | +2 | — |
| 7 | +2 | Sneak Attack (4d6) |
| 8 | +2 | Evasion |
| 9 | +2 | Deadly Strike (roll twice), Multiattack  Sneak Attack (5d6) |
| 10 | +2 | Blindsense, Defensive Roll |
| 11 | +2 | Ace in the Hole 1/day, |
|  |  | Sneak Attack (6d8) |
| 12 | +2 | — |
| 13 | +2 | Sneak Attack (7d8) |
| 14 | +2 | Ace in the Hole 2/day |
| 15 | +3 | Sneak Attack (8d8) |
| 16 | +3 | — |
| 17 | +3 | Ace in the Hole 3/day, |
|  |  | Sneak Attack (9d8) |
| 18 | +3 | — |
| 19 | +3 | Deadly Strike (roll three |
|  |  | times), Sneak Attack (10d8) |
| 20 | +3 | Ace in the Hole 4/day |

## Level 1: Attack Bonus

Your extensive training makes you deadly on the battlefield. You are also more accurate and more deadly than many other combatants.

**Benefit:** You gain a +1 bonus to your attack roll when you’re using a weapon with which you have proficiency. This bonus increases as you gain levels, as noted on the Rogue table.

## Level 1: Rogue Scheme

You have an angle, a plan to help you succeed no matter how high the odds are stacked against you. Your rogue scheme describes how you do what you do, the advantages you have, and the ways you get the better of those who stand in your way.

**Benefit:** You gain one Rogue Scheme option of your choice. Several options are presented here, from acrobat to treasure hunter.

Your scheme gives you training in certain skills, bonus expert feats, and some special benefits

when making certain kinds of checks. The scheme also grants you a way to gain advantage on attacks in combat.

### Acrobat

You have focused your training on perfecting your balance, agility, and quickness. You move with grace as you tumble and dodge. You might be a cat burglar, creeping across rooftops and scaling walls to steal valuables in hard-­‐to-­‐reach places. Or you might have been a performer in a circus, performing amazing stunts.

**Tumbling Strike:** Once on your turn when you make a melee attack, you can give yourself advantage on that attack roll if you started your turn at least 20 feet away from your target.

**Skills:** You gain the balance and tumble skills.

**Bonus Feats:** You gain the Climb Sheer Surfaces, Tumbling Movement, and Vault feats as bonus feats.

**Acrobatic Mastery:** When you make a

Dexterity check to balance or to tumble, roll an extra d6 and add the number rolled to the check.

### Assassin

You have studied the art of murder, for simple profit or perhaps to more rid the world of the wicked. You prefer not to fight your enemies in the open. Instead, you use planning, stealth, and disguises to draw close enough to them that you can eliminate them with deadly efficiency.

**Backstab:** Once on your turn when you make a melee attack, you can give yourself advantage on that attack roll if there is at least one creature hostile to your target within 5 feet of it.

**Skills:** You gain the bluff and sneak skills.

**Bonus Feats:** You gain the Hide in Shadows, Skill Focus (Bluff), and Skill Focus (Sneak) feats as bonus feats.

**Assassination Mastery:** When you make a Charisma check to bluff or a Dexterity check to sneak, roll an extra d6 and add the number rolled to the check.

### Rake

You are a duelist and swashbuckler, though you might be more concerned with looking impressive than actually practicing your combat maneuvers. Your battlefield is typically outside a tavern, preferably with an audience that can appreciate your style and elegance. After all, one must not simply win a fight; one must look good doing it.

**Isolated Strike:** Once on your turn when you

make an attack, you can give yourself advantage on that attack roll if there are no creatures hostile to your target within 5 feet of it.

**Skills:** You gain the bluff and persuade skills. **Bonus Feats:** You gain the Taunt, Tumbling Movement, and Unflappable feats as bonus feats.

**Charm Mastery:** When you make a Charisma

check to bluff or persuade, roll an extra d6 and add the number rolled to the check.

### Scout

As a scout, it is your job to enter dangerous areas, gather information, and escape without being detected. You might work as a spy for a noble house or guild, or perhaps you are an outrider for a mercenary company.

**Isolated Strike:** Once on your turn when you make an attack, you can give yourself advantage

on that attack roll if there are no creatures hostile to your target within 5 feet of it.

**Skills:** You gain the listen and spot skills.

**Bonus Feats:** You gain the Climb Sheer Surfaces, Superior Skill Training (Gather Rumors, Search), and Track feats as bonus feats.

**Scouting Mastery:** When you make a Wisdom

check to listen or spot, roll an extra d6 and add the number rolled to the check.

### Thief

You are a criminal. You might be a burglar, bandit, cutpurse, or some other form of scoundrel. Wherever your talents lie, you go your own way and often put your own interests first. You are most at home in society’s seedy underworld, rubbing elbows with others who share your dubious regard for law and order.

**Backstab:** Once on your turn when you make a melee attack, you can give yourself advantage on that attack roll if there is at least one creature hostile to your target within 5 feet of it.

**Skills:** You have the conceal an object and sneak skills.

**Bonus Feats:** You gain the Open Locks, Pick Pockets, and Skill Focus (Sneak) feats as bonus feats.

**Thieving Mastery:** When you make a

Dexterity check to conceal an object or sneak, roll an extra d6 and add the number rolled to the check.

### Treasure Hunter

You are a professional treasure hunter, combining a knowledge of ancient lore and the practical talents needed to overcome monsters and traps. Your knowledge, rather than your stealth or agility, help preserve you on adventures.

**Isolated Strike:** Once on your turn when you make an attack, you can give yourself advantage on that attack roll if there are no creatures hostile to your target within 5 feet of it.

**Skills:** You have the recall lore (forbidden lore

and magical lore) skills.

**Bonus Feats:** You gain the Disarm Traps, Trap Sense, and Use Magic Device feats as bonus feats. **Lore Mastery:** When you make an Intelligence check to recall historical lore or magical lore, roll

an extra d6 and add the number rolled to the check.

### Trickster

A cheat, opportunist, or ne’er-­‐do-­‐well, you use your skills to get the better of people you meet, whether you’re lifting a purse from a merchant in a marketplace or conning a rube out of hard-­‐ earned pay.

**Backstab:** Once on your turn when you make a melee attack, you can give yourself advantage on that attack roll if there is at least one creature hostile to your target within 5 feet of it.

**Skills:** You have the bluff and conceal an object skills.

**Bonus Feats:** You gain the Pick Pockets,

Superior Skill Training (Perform, Sneak), and Unflappable feats as bonus feats.

**Trick Mastery:** When you make a Charisma check to bluff or a Dexterity check to conceal an object, roll an extra d6 and add the number rolled to the check.

## Level 1: Sneak Attack

You have a knack for attacking where it hurts most.

**Benefit:** Once per turn, if you do not have disadvantage when making an attack, you can attempt a Sneak Attack. When you do so, you make the attack with disadvantage. If the attack hits, it deals 1d6 extra damage.

At 3rd level and every odd-­‐numbered level after that, the extra damage increases by one die, as noted in the Rogue table. Also, starting at 11th level, you roll d8s for the extra damage, instead of d6s.

## Level 2: Distract

You can create a distraction in the blink of an eye, drawing the attention of your enemies away from their targets at a crucial moment.

**Benefit:** When a creature within 5 feet of you

that can see or hear you hits with an attack, you can use your reaction to cause the damage of the attack to be halved.

You can then take no action on your next turn.

## Level 4: Uncanny Dodge

You are exceptionally nimble, which makes you especially good at avoiding traps and spells.

**Benefit:** You have advantage on Dexterity saving throws.

## Level 8: Evasion

You have a knack for avoiding harm. You can twist away from explosions, narrowly escape being crushed by falling rocks, and sidestep sprays of acid. And those are just the things at the top of your bag of tricks.

**Benefit:** When you make a Dexterity saving throw to take only half damage from an effect, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

## Level 9: Multiattack

You can strike at multiple enemies simultaneously.

**Benefit:** Choose either the Barrage or Skirmish Attack option. You gain that feature.

### Barrage

As an action, you can choose two targets within a 15-­‐foot cone originating from you and make a separate ranged attack against each of them. These attacks cannot benefit from your Deadly Strike.

At 19th level, you can attack three targets in the cone.

### Skirmish

As an action, you can move up to your speed. You can make a separate melee attack with a weapon you are holding in one hand against up to two targets during this movement. This movement does not provoke opportunity attacks. These attacks cannot benefit from your Deadly Strike.

At 19th level, you can attack three targets during this movement.

## Level 9: Deadly Strike

You are such a skilled combatant that your attacks deal more grievous wounds to your foes.

When you put all of your effort into your strikes, you can deal a devastating amount of damage.

**Benefit:** Once per turn, when you roll damage

for an attack, you can roll the weapon’s damage dice twice and add the rolls together.

You can roll the damage dice three times starting at 19th level.

## Level 10: Blindsense

Your awareness of your immediate surroundings is one of your greatest survival mechanisms.

**Benefit:** If you are conscious and not deafened, creatures cannot hide from you while they are within 25 feet of you, and you are aware of the location of invisible creatures within that radius.

## Level 10: Defensive Roll

When you dodge out of the way of a harmful spell or leap aside to avoid a trap, you can roll to a safer position.

**Benefit:** When you succeed on a Dexterity saving throw and take no damage as a result, you can use your reaction to move up to your speed. This movement does not provoke opportunity attacks.

## Level 11: Ace in the Hole

You find ways to succeed at even the most difficult tasks.

**Benefit:** Once per day, you can turn an attack of yours that misses into a hit, or you can change your roll for a failed ability check or saving throw into a 20, provided you can take actions.

At 14th, 17th, and 20th level, you gain an additional use per day of this benefit, but you can use it no more than once per turn.