

ROGUE

RULES
WERE MADE
TO BE
broken



THE ROGUE

Level	Proficiency Bonus	Sneak Attack	Features
1st	+2	1d6	Expertise, Sneak Attack
2nd	+2	1d6	Cunning Action
3rd	+2	2d6	Roguish Archetype
4th	+2	2d6	Ability Score Improvement
5th	+3	3d6	Uncanny Dodge
6th	+3	3d6	Expertise
7th	+3	4d6	Evasion
8th	+3	4d6	Ability Score Improvement
9th	+4	5d6	Roguish Archetype Feature
10th	+4	5d6	Ability Score Improvement
11th	+4	6d6	Reliable Talent
12th	+4	6d6	Ability Score Improvement
13th	+5	7d6	Roguish Archetype Feature
14th	+5	7d6	Blindsense
15th	+5	8d6	Slippery Mind
16th	+5	8d6	Ability Score Improvement
17th	+6	9d6	Roguish Archetype Feature
18th	+6	9d6	Elusive
19th	+6	10d6	Ability Score Improvement
20th	+6	10d6	Stroke Of Luck

CLASS FEATURES

As a rogue, you have the following 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, pistols, revolvers, longswords, rapiers, shortswords

Tools: Thieves' tools

Saving Throws: Dexterity, Intelligence

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

EXPERTISE

At 1st level, choose two of your skill proficiencies, or one of your skill proficiencies and your proficiency with thieves' tools. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.

At 6th level, you can choose two more of your proficiencies (in skills or with thieves' tools) to gain this benefit.

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.

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.

CUNNING ACTION

Starting at 2nd level, your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action, or to recover an expended technique.

ARCHETYPES

At 3rd level, you choose an archetype that you emulate in the exercise of your rogue abilities: Phantom, Agent, or Outlaw. Your archetype choice grants you features at 3rd level and then again at 9th, 13th, and 17th level.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 10th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

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.

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.

RELIABLE TALENT

By 11th 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.

BLINDSENSE

Starting at 14th level, if you are able to hear, you are aware of the location of any hidden or invisible creature within 10 feet of you.

SLIPPERY MIND

By 15th level, you have acquired greater mental strength. You gain proficiency in Wisdom saving throws.

ELUSIVE

Beginning at 18th level, you are so evasive that attackers rarely gain the upper hand against you. No attack roll has advantage against you while you aren't incapacitated.

STROKE OF LUCK

At 20th level, you have an uncanny knack for succeeding when you need to. If your attack misses a target within range, 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.

PHANTOM

HONOR AMONG THIEVES

At 3rd level, you commit yourself to a personal code of conduct that guides your activities as a Phantom. You will not kill. Whenever you reduce an opponent to 0 hp or less, you must always render them unconscious instead of dead. In addition, whenever you hit with a sneak attack, you may declare that you are making a trick shot. You roll damage as normal (including sneak attack), but instead of taking damage, the target must make a Wisdom save against your damage total. On a failure, the target becomes charmed or frightened of you (your choice) for 1 minute. You must complete a long rest before you can use this feature on the same creature again.

SPELLCASTING

When you reach 3rd level, you gain the ability to cast spells.

The Phantom spellcasting table shows you how much mana you have to cast spells with and the maximum level of spell you can cast. To cast a spell, you must spend the appropriate amount of mana. You regain all your mana when you finish a long rest.

SPELLS KNOWN

You automatically know all 1st level spells on the Phantom spell list. When you gain access to a new level of spells, you also automatically know all spells of that level on the Phantom spell list.

SPELLCASTING ABILITY

Intelligence is your spellcasting ability for your Phantom spells. 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 Phantom spell you cast and when making an attack roll with one.

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

Spell attack modifier = your proficiency bonus + your Intelligence modifier





Rogue Level	Mana	Maximum Spell Level
3	6	1st
4	8	1st
5	10	1st
6	12	2nd
7	14	2nd
8	16	2nd
9	18	2nd
10	20	3rd
11	22	3rd
12	24	3rd
13	26	3rd
14	28	4th
15	30	4th
16	32	4th
17	34	4th
18	36	5th
19	38	5th
20	40	5th

Spell List		
Cantrips:	2nd Level:	-Haste
-Mage Hand	-Alter Self	-Slow
-Minor Illusion	-Blindness/Deafness	-Water Walk
-Friends	-Pass Without Trace	-Water Breathing
	-Invisibility	
1st Level:	-Silence	4th Level:
-Fog Cloud	-Suggestion	-Arcane Eye
-Disguise Self	-Hold Person	-Banishment
-Silent Image	-Misty Step	-Freedom of Movement
-Charm Person	-Rope Trick	-Greater Invisibility
-Identify	-Spider Climb	-Dimension Door
-Longstrider		
-Shield	3rd Level:	5th Level:
	-Major Image	-Mislead
	-Phantom Steed	-Passwall
	-Stinking Cloud	-Telekinesis
	-Fly	-Animate Objects

PERSPICACIOUS PILFERER

At 9th level, your quick wits enable you to glean relevant information from your surroundings with but a glance, and where your eye lands, your fingers are not far behind. You gain proficiency in Perception, Investigation and Sleight of Hand. If you are already proficient in these skills, you gain expertise in them. If you already have expertise in any of these skills, you may choose other skill proficiencies to gain expertise in. Additionally, you gain darkvision out to 120 ft, and can see through magical darkness. At 12th level, you also gain the ability to see through magical effects that obscure vision (such as fog cloud).

SMOKE AND MIRRORS

At 13th level, whenever you expend mana to cast a spell that obscures vision (eg: fog cloud, darkness, etc), or creates illusions (eg: disguise self, silent image, mirror image, etc) that spell costs 1 less mana to cast.

CAMBRIOLEUR NONPAREIL

At 17th level, you are a master of subtlety and subterfuge. You may cast Phantom spells without any somatic or verbal components, disguising these as part of your normal body language and speech.

AGENT

AGENT PROVOCATEUR

At 3rd level, choose one of your skill proficiencies that uses Dexterity and one that uses Charisma. You gain expertise in these skills. You also learn two languages of your choice.

DEEP UNDERCOVER

You gain the ability to cast the disguise self spell at will, without expending mana. Your spellcasting ability for this spell is Charisma. While disguised, you may use Deception in place of Stealth to become hidden even when you are being observed. While hidden in this manner, you are not revealed by entering an enemy's vision, and attempts to detect you must be made with Insight or Investigation instead of Perception.

LICENSE TO KILL

As an action, make a weapon attack against a creature. If you hit, you deal double damage, including your sneak attack damage, even if sneak attack would not normally apply to this attack. Then, if that creature has less than half of its maximum hit points remaining, it must make a Constitution saving throw. On a failure, it dies. This effect does not work on creatures with legendary resistances, legendary actions, or lair actions. You must complete a long rest before you can use this technique on the same creature again.

DIE ANOTHER DAY

When you are brought to 0 hit points, you may instead choose to automatically stabilize at 1 hit point and end all conditions affecting you. If you do, you may take your turn immediately regardless of your place in the initiative order. After you end your turn, you gain a level of exhaustion. You must complete a long rest before you can use this feature again.

UNBREAKABLE WILL

You are continually under the effect of mind blank, and magic cannot compel you to tell the truth.

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