



THE EXPANDED ROGUE

BY THERIN CREATIVE

EXPANSION

A collection of content to expand the 5th edition D&D rogue class.

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Expanded Ranger by Therin Creative is compiled using Homebrewery (homebrewery.naturalcrit.com)

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THE ROGUE

THIS IS PLAYTEST MATERIAL

The D&D material in this document is presented for playtesting and review purposes. The game mechanics are a draft, usable in your D&D campaign, but subject to design revision and editing.

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Power Level. Material offered by Therin Creative is aimed to be on par with officially published options. I respond to feedback and test results to hone the material until it is in such shape that any D&D campaign can use it just as it could official content, with the confidence that the material is balanced and worthy.

The rogue class specializes in skills, often those most beneficial to exploring dungeons, such as stealth and lock picking. It begins play with the most skill proficiencies and the Expertise feature, allowing it to focus on aspects of the exploration and social pillars of play. This enables the player to specialize its character to best serve the concept.

The rogue also has the dubious distinction of having the most linear power progression in the game, gaining primarily with the increases sneak attack damage dice. This also leads to some disparity between subclasses, where certain subclasses build power boosts into its structure, while others offer none. This supplement aims to smooth out some of the rougher edges so that each rogue feels it contributes well to its party.

The rogue is the best class because it is the master of skills and has steady, reliable damage. It is among the most party-focused class in D&D, as it serves as a scout or face to navigate its party through a dungeon or conversation. It depends on its party to help set up its targets so it can eliminate them safely. A healthy rogue is one that trusts and has earned the trust of its party members.

OPTIONAL CLASS FEATURES

The rogue class receives new features and subclasses in this section. You gain class features in the Player's Handbook when you reach certain levels in your class. This section offers additional features you can gain as a ranger. Unlike features in the Player's Handbook, you don't gain the features here automatically. Consult with your DM on whether you gain a feature in this section if you meet the requirements. These features can be selected separately from one another; you can use some, all, or none of them.

If you take a feature that replaces another feature, you gain no benefit from the replaced feature and don't qualify for anything in the game that requires it.

EXPANDED ROGUE WEAPON TRAINING

1st-level rogue feature

You gain proficiency with kukris, parrying daggers, sabers, and scimitars. The scimitar is in the *Player's Handbook*, and the other weapons are in the Appendix.

TAXING STRIKES

6th-level rogue feature

When you take the Attack action and deal damage to a creature with your Sneak Attack feature, you can drain the target's endurance. At the start of each of its turns for one minute or until it regains hit points, the target takes 1d6 damage with a damage type identical to the damage from the sneak attack. Reapplying this effect to a target only resets the duration.

You can use this feature a number of times equal to your rogue level and regain all expended uses when you finish a long rest.

ROGUISH ADVANCE

11th-level rogue feature

Before making an attack roll with advantage, you can choose to forgo the advantage for that roll to gain advantage on the first attack roll you make during your next turn.

MOMENTUM

18th-level rogue feature

During your turn when you reduce a creature to 0 hit points as the result of a sneak attack, you can make one attack against a different target. If it was from a melee attack, the new target must be within your weapon's reach. If it was from a ranged attack, the target must be within 5 feet of the triggering target and uses the same ammunition or thrown weapon. You must make this attack before you move.

ROGUISH ARCHETYPES

The following options are available to you when you choose your Roguish Archetype: Acrobat, Devout Agent, Enforce, and Gadgeteer.

ACROBAT

Acrobats are rogues that choose to master athletics and gymnastics. These rogues tend to be more mobile, leveraging their abilities to get to spots other characters can't reach without magic. While many double as entertainers, others pursue the craft to better manage clandestine operations.

ACROBATIC FOOTWORK

3rd-level Acrobat feature

Your leaps and tumbles are amazingly adroit. You only need to move 5 feet to make a running jump. Whenever your jump causes you to contact a surface or object larger than you, you can spring from it to immediately jump again. This jump counts as a running jump.

In addition, standing up from being prone never costs you more than 5 feet of movement.

TUMBLE STRIKES

3rd-level Acrobat feature

While jumping and tumbling, you can time your strikes to bypass the guard of a foe. You have advantage on your attack roll whenever you tumble at least 10 feet and then make an attack with a weapon. Tumbling includes the following feats:

- You jump at least 10 feet. Multiple jumps from your Acrobatic Footwork feature stack to determine your jump distance.
- You move at least 5 feet away from a hostile creature that isn't incapacitated without being hit by an opportunity attack.
- You move through a hostile creature's space, provided the creature isn't incapacitated.
- You stand up from being knocked prone unless you are prone because of a fall or you chose to drop prone.

CATFALL

9th-level Acrobat feature

You can fall distances of up to 30 feet without taking damage, and you make no sound when landing from a jump or fall that doesn't deal damage to you. Moreover, moving through difficult terrain costs you no extra movement.

FLEET OF FOOT

13th-level Acrobat feature

You can move through the space of another creature without spending additional movement or provoking opportunity attacks.

In addition, you can make a running jump without needing to move first and increase the distance you can jump by 5 feet.

JUGGLER

17th-level Acrobat feature

When you take the Attack and hit a target with a weapon attack, you can draw a weapon that has the thrown property and make one attack with it as part of the Attack action, provided you throw it. You have advantage on this attack roll and score a critical hit on a 19 or 20 with it.

DEVOUT AGENT

Possessing an irrepressible zeal, these rogues act as spies, inquisitors, and executioners. While many adhere to a specific faith or religion, others swear an oath not unlike a paladin. Some among the Devout Agents gain power simply through profound conviction to the degree that the planes empower their wills. For this reason, agents are confident in their work and never stray from their pursuits.

SPELLCASTING

3rd-level Hand of Faith feature

Your resolve allows you to cast cleric spells.

Cantrips. You learn two cantrips of your choice from the cleric spell list. You learn an additional cleric cantrip of your choice at 10th level.

Spell Slots. The Hand of the Faith table shows how many slots you have to cast your cleric spells. To cast one of your cleric spells of 1st level or higher, 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 sanctuary and have a 1st-level or 2nd-level spell slot available, you can cast sanctuary using either slot.

Spells Known of 1st-Level and Higher. You know three 1st-level cleric spells of your choice, two of which you must choose from the divination and enchantment spells on the cleric spell list.

The Spells Known column of the Hand of the Faith table shows when you learn more cleric spells of 1st level or higher. Each of these spells must be a divination or enchantment 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.

The spells you learn at 8th, 14th, and 20th level can come from any school of magic.

Whenever you gain a level in this class, you can replace one of the cleric spells you know with another spell of your choice from the cleric spell list. The new spell must be of a level for which you have spell slots, and it must be a divination or enchantment spell, unless you're replacing the spell you gained at 3rd, 8th, 14th, or 20th level from any school of magic.

Spellcasting Ability. Charisma is your spellcasting ability, as your spells are empowered by the strength of your presence, whether it comes from dread or awe. 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 cleric spell you cast and when making an attack roll with one.

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

Spell attack modifier = your proficiency bonus + your Charisma modifier

Multiclassing. If you have two or more classes with the spellcasting feature, add one third your rogue level to determine how many spell slots you have. The spells you know or can prepare follow the rules for each of your classes.

DEVOUT AGENT SPELLCASTING

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

DOCTRINE

3rd-level Hand of Faith feature

You follow a religious or personal creed to a zealous degree. Whenever you make an Intelligence or Wisdom check in a skill you are proficient, you can choose to add your Charisma modifier instead of your Intelligence and Wisdom.

INQUISITION

9th-level Hand of Faith feature

When you are successful in your craft, you can shroud yourself in purpose and confidence for 10 minutes without using an action, granting you the following benefits:

- As long as you remain hidden from each creature within 60 feet of you, you have advantage on Dexterity (Stealth) checks to hide.
- Each opposed Wisdom and Charisma ability check you make has advantage until you fail one.
- When you deal damage to a target with your Sneak Attack feature, you have advantage on attack rolls against that target until the end of your next turn. If you fail to deal sneak attack damage during your turn, you lose this benefit until you activate this feature again.

You can use this feature a number of times equal to your Charisma modifier (minimum of once), and regain all expended uses when you finish a long rest.

CONSUMMATE DEVOTION

13th-level Hand of Faith feature

When you are the target of a mind-affecting effect, such as from a spell or a power, you treat a roll of 9 or less as a 10 on your saving throw.

AGENT OF SHADOW

17th-level Hand of Faith feature

While concentrating on a cleric spell you know or under the effect of your Inquisition feature, you are immune to the charmed and paralyzed conditions, and whenever you deal damage with a weapon to a creature you can see, you deal an extra 1d8 necrotic or radiant damage (your choice).

ENFORCER

Colloquially called thugs, enforcers are often found the strong arm of the criminal underworld. While they serve as guards, their primary function is dole out punishment for those who cross their bosses. Some enforcers are independent, choosing to be more direct than their peers.

OVERPOWER

3rd-level Enforcer feature

During your turn when you deal sneak attack damage with a melee weapon to a creature that is no more than one size larger than you, you can automatically attempt to shove it.

TOUGH

3rd-level Enforcer feature

You gain proficiency in medium armor, flails, and morning stars. You can also use your Sneak Attack feature with any simple melee weapon, flails, and morning stars.

VIGILANCE

9th-level Enforcer feature

You can't be surprised, and can take the Search action as a bonus action.

HARDENED

13th-level Enforcer feature

When you drop to 0 hit points on a turn in which you use your Uncanny Dodge feature, you don't fall unconscious and instead regain hit points equal to your level in this class.

After using this feature, you can't use it again until you finish a short or long rest.

CLOBBER

17th-level Enforcer feature

On your turn when you successfully shove a creature or deal sneak attack damage to an incapacitated or prone target, you can make one attack with a melee weapon against that target as part of the same action.

In addition, when you reduce a creature to 0 hit points, you can use your reaction to make one attack with a melee weapon against a target within your reach.

Each of these attacks deal 1d8 extra weapon damage on a hit.

GADGETEER

Some are content to use their gear as it is designed; gadgeteers, however, tinker and modify their gear to the point it is barely recognizable and has added functionality. You have a kind of madness to your methods that drives you to manipulate mundane items, breaking them down and rebuilding them: better than before despite what the ignorant may claim. As a gadgeteer, you likely have a number of projects tinkering with the otherwise trivial gear you acquire, and are always looking for new items, to try new things or to replace the stuff you might have broken or lost.

GADGETRY

3rd-level Gadgeteer feature

With a unique sense of ingenuity, you can modify mundane gear into special devices called gadgets. You can maintain one gadget, detailed under “Gadgets” below, provided you have an item of the appropriate type to modify. Modifying an item this way doesn’t cost you anything. If a gadget requires a saving throw, the save DC equals 8 + your proficiency bonus + your Dexterity modifier.

You can instruct another creature how to use a gadget, allowing it to use and deploy a gadget. If you abandon a gadget that you deployed, you can modify another item of the appropriate type to replace it after finishing a long rest. Gadgets that aren’t in your possession break after 24 hours, and only you can repair them, which happens automatically after you finish a long rest, unless you have already replaced that gadget.

You can maintain one additional gadget of your choice when you reach 9th level (two gadgets), 13th level (three gadgets), and 17th level (four gadgets).

Whenever you gain a level in this class, you can replace one gadget with a different gadget you meet the requirements for at no cost. Otherwise, if you have access to materials, you can replace one gadget with a different one you meet the requirements for after completing 20 hours of work on it during downtime spread across a minimum of five days.

TINKER

3rd-level Gadgeteer feature

You gain proficiency with tinker’s tools. In addition, you can use nonmagical items that create a hazard, such as ball bearings, caltrops, and hunting traps, as a bonus action.

APPRAISAL

9th-level Gadgeteer feature

You have advantage on ability checks made to determine the value of an object and how a complex object works.

In addition, you can identify whether or not a number of objects equal to your proficiency bonus are magical or under a magical effect during a short or long rest.

MECHANICAL ASSISTANCE

13th-level Gadgeteer feature

After finishing a long rest, you can prepare a special wearable gadget that grants you one of the following benefits:

- You have a swim speed equal to your walking speed.
- You can fly at will to a maximum travelled distance of 1,200 feet per day. Your fly speed is 60 feet and you can hover.
- You are immune to the effects of gases that require you to breathe them.
- Your AC increases by 1.

RAPID GADGET

17th-level Gadgeteer feature

On your first turn after rolling initiative, you can use a gadget that normally requires an action as a bonus action. You can draw the gadget as part of the same action.

GADGETS

A gadget is a specially modified piece of adventuring gear that has added parts. It can be used as a normal item as well as its gadget functions. Each gadget requires routine and careful maintenance, limiting its availability. You can only maintain one copy of a gadget unless it indicates you can maintain multiple copies, and if you replace a gadget with a new one, the old gadget can no longer be used. Gadgets and their effects are nonmagical, even if they interact with ambient magical forces.

If a gadget requires a level, you must be that level in this class to create and maintain that gadget. If a gadget can be acquired more than once, it will indicate it is repeatable. Certain gadgets require two hands to use. Each gadget also lists its weight, and a gadget that can be filled with something also indicates its weight when full.

Only you can add your sneak attack damage to a device; if another character uses the gadget, they don’t add the bonus damage.

Alerter (Fishing Tackle). You can unfurl the netting and line to cord with a length of 300 feet. As an action, you can set it to detect the presence of creatures within 15 feet of the wires, alerting you through a minor tug that can wake you. You can choose for the wires to ignore creatures of a certain size, such as insects.

Extender (Ladder, 9th Level Required). The gadget can assume the form of a 10-foot pole or ladder. As an action, you can change its form between the two or extend it up to 20 feet in ladder form or 40 feet in pole form. The gadget features supports that prevent it from toppling when set, unless a creature uses its action and succeeds on a DC 15 Strength check to force it out of position. You and creatures you instruct can reposition it without a check. While on the gadget while it is a ladder, you don’t have disadvantage on ability checks, attack rolls, and saving throws because you are on a ladder.

Fragger (Iron Pot, 13th level). You can load the gadget with rocks, nails, or other small debris. As an action, you can discharge the loaded debris in a 30-foot cone. A target takes 1d8 + your Dexterity modifier + half of your sneak attack damage, rounded up, slashing damage. A creature must make a Dexterity saving throw, and it only takes half of the damage on a success. After discharging the cannon, it must be reloaded to use it again, which takes at least 1 minute and 5 lbs. of debris.

Grappler (Grappling Hook). The gadget has a spring-loaded launcher and an anchor to hold it fast to a surface or object. You have advantage on attack rolls made to hook an object with the gadget. As an action, you can use the gadget as simple ranged weapon with a range of 30/50 feet. On a hit, the target takes 1d4 + your Dexterity modifier bludgeoning damage, and if the target is no more than one size larger than you, you can pull it up to 10 feet closer to you. After making an attack with the gadget, you must use an action to retract it before you can attack with it again.

Hydrator (Flask or Tankard, 9th Level Required). The gadget can draw water from moisture in the air. Every 4 hours, the gadget automatically creates half a gallon of clean water, provided it isn't full. In arid climates, it takes 24 hours to create a half gallon of water. You can disable or reactivate the gadget as a bonus action, allowing you to use it as an airtight and watertight container, but it won't close if a creature is inside it.

Inhibitor (Chain, 13th Level Required). As an action, you can set the gadget to spin while in your possession, protecting you from one direction of your choice. Attacks from weapons from this direction, including your own, have disadvantage on attack rolls. Once during your turn, you can change the direction of the protection without using an action.

Lamp Plus (Any Lantern). You can switch the lantern between hooded and bullseye functions as a bonus action. The gadget can also change the color of light it sheds to any color of the visible spectrum, flash at intervals of your choosing, or be deployed to shed light or stop shedding light at a point of time within 24 hours.

Noisemaker (Bell). By spending 10 minutes tuning the gadget, it can produce or duplicate most noise, but can't mimic speech, when deployed. As an action, you can deploy the gadget to make the noise audible to no more than 300 feet, you decide the distance when you deploy it. You can choose to set the gadget to emit sound at a point in time up to 4 hours after deployment. You can maintain up to four of these gadgets.

Projector (Steel Mirror). By spending 10 minutes tuning the gadget, you can generate an image of creatures and objects on your choice that fit within a 20-foot cube. As an action, you can deploy the gadget to project that image, projecting it within 20 feet of the gadget for a duration no greater than 1 hour. When you deploy the gadget, you can specify a time within the next four hours for the gadget to trigger and project the image. The image can't create sound, light, smell, or any other sensory effect. Physical interaction with the image reveals it to be a projection, because things can pass through it. You can maintain up to four of these gadgets.

Rangefinder (Magnifying Glass). When viewing through the lens, you can accurately gauge the distance of creatures, objects, and visible features within 600 feet. Moreover, as an action, you can focus it on a 20-foot sphere within range to see targets clearly as if you were within 10 feet of them.

You can also attach the gadget to a ranged weapon with the ammunition property to gain advantage on attack rolls to hit targets within the focus sphere.

Recorder (Map Case). As an action, you can take any parchment or paper and run it through the gadget to accurately record an image of the area, writing up to one page in length, or spoken dialogue for six seconds that includes notations to differentiate the speakers. The recorder is treated as having darkvision, but you can't see through its senses.

Revivifier (Healer's Kit, 13th Level Required). Capturing the breath of life, the gadget can rescue a creature from the grip of death. As an action, you can attempt to restore a dead creature to life by succeeding on a DC 20 Wisdom (Medicine) check, provided it hasn't been dead for more than one minute. A creature restored to life this way has 0 hit points and is stable. After attempting to revive a creature, you must finish a long rest before the gadget can perform this feat again.

In addition, whenever you use the healer's kit to stabilize a creature that isn't dead, the creature regains hit points equal to your Dexterity modifier (minimum of 1 hit point). The gadget automatically regains a number of uses as a healer's kit equal to half your level in this class, rounded up, when you finish a long rest.

Scanner (Abacus). The gadget features numerous wires, lenses, and rods that can be used to probe an object. When examining an object with the gadget, you count as having a tool with which you are proficient for Intelligence (Investigation) checks. Moreover, as an action, you can use the gadget to give you advantage on any ability check to interact with the object, such as finding or disabling a trap or picking a lock.

Shocker (Signet Ring). The gadget carries an electrical charge that can be released against a creature you can see within reach. The target must succeed on a Constitution saving throw or it takes 1d6 + your Dexterity modifier + your sneak attack damage lightning damage and has disadvantage on its next attack roll before the end of its next turn. After discharging the shock, it takes 1 minute for the gadget to generate a new charge.

Sprayer (Portable Ram, 9th Level Required). The gadget has a tank that can be filled with up to two gallons of oil, mud, or another nonharmful liquid. As an action, you can spray the liquid across a surface or objects within 10 feet of you. Sprayed surfaces become difficult terrain, and at the discretion of the DM make cause further hazard as appropriate for the substance sprayed, such as oil being flammable. You can coat a 10-foot square for every half gallon of liquid you spray. Alternately, you can spray one Medium or two Small unattended objects or as any number of unattended Tiny objects within a 5-foot cube.

Thunderbox (Tinderbox). As an action, you can make the gadget emit loud noise that is audible within 300 feet of you. In addition, you can choose to make this noise deal thunder damage equal to your Dexterity modifier + half of your sneak attack damage, rounded up, to creatures and unattended objects within a 20-foot cone that originates from you. A creature must make a Constitution saving throw, and it only takes half of the damage on a success. After dealing thunder damage with the gadget, it needs 1 minute to recharge to deal thunder damage again.

MAKING YOUR OWN ROGUE SUBCLASS

YOU MAY DECIDE THAT YOU WANT TO CREATE YOUR own rogue subclass that best fits your campaign. Before embarking on this task, you want to be sure that no existing rogue subclass meets your design goals. One of the greatest flexibilities offered in 5e class design is how open it is to re flavor the features. If there is a subclass that can meet your mechanical needs and stylistic vision, it is best to simply use that and save a lot of time in designing, writing, and playtesting.

If, however, you find that no existing subclass achieves the fantasy or has the mechanics to match your vision, this section will guide you toward making a ranger subclass that fits the 5e D&D model. The guidelines will help you create the features for your subclass and detail how you should balance the class to fit within the official options and those offered by Therin Creative and similar content creators.

Please note that despite the guidance offered herein, your subclass may need further tuning. Be certain to spend the time to playtest your subclass.

CLASS CHASSIS

The rogue is a class that focuses on skills and striking its foes unaware. Since its Sneak Attack feature requires a melee weapon with the finesse property or a ranged weapon and the rogue typically wears light armor, Dexterity is the favored ability score for the rogue class. Beyond Dexterity, rogues can benefit from Intelligence or Charisma to prop up their skills, and of course gain value from Constitution and Wisdom.

HIT DICE

The rogue has a d8 Hit Dice, which on its own doesn't make the rogue able to take a beating. Rather, the class is built to function more as a skirmisher with its hit points serving as a cushion for when things go wrong.

PROFICIENCIES

The rogue is the strongest class in terms of skill proficiencies, with a selection of four in addition to thieves' tools. While its class selection is limited, it is deep enough to free the character's background proficiencies to choose the desired skills not in the rogue list.

The rogue also has proficiency with light armor and just about any weapon it would desire to wield. Overall, rogue subclasses never need to provide the rogue with new proficiency, and should only do so if it is interesting. Tool proficiency can be an exception since rogues don't have options for tools without giving up a skill proficiency.

ABILITY SCORE IMPROVEMENT

The rogue class is one of two classes that grant an additional Ability Score Improvement feature, the other being fighter. This enables the rogue more flexibility in raising its ability scores or to pick up an extra feat. For this reason, rogue subclasses often choose a secondary ability to use, such as with the Arcane Trickster, Inquisitive, and Swashbuckler archetypes.

SKILL FEATURES

Rogues have a number of features that enhance their skills. The Expertise feature grants a meaningful bonus that can compensate for a low ability modifier or pairs with a high one to make the rogue likely to succeed on an ability check.

The Reliable Talent feature makes success on moderate and even difficult checks an almost certainty. Rogues are expected to be the best, overall, with skills they choose.

SNEAK ATTACK

It is through sneak attacks where the rogue's damage budget manifests. Sneak attack damage scales linearly with level and provides an acceptable floor for damage potential, but the rogue with its party have to make it work. Rogue subclasses generally don't attempt to change the damage potential until 17th level; they rather make getting a sneak attack easier or more reliable.

DEFENSES

While rogues lack AC and hit points to face off against stronger foes, they do have situational defenses and tactical options to ensure the rogue's survival. The Cunning Action feature trades a rogue's bonus action to take the Dash, Disengage, or Hide action, each of which can keep the rogue out of harm's reach. The Uncanny Dodge and Evasion feature are among its options to further mitigate harm when they rogue is caught.

When introducing new defenses to the rogue, you should account for its existing options. Also, you should aim to keep the rogue's bonus action free for its Cunning Action feat, though it is appropriate to allow the rogue to trade it for damage as the Steady Aim feature does or the Soulknife archetype's Psychic Blades.

ARCHETYPE FEATURES

Roguish archetypes grant features at 3rd, 9th, 13th, and 17th level. Be considerate of the early levels when rogues only get one feature level of their subclass before late in tier 2, after which they gain new features regularly.

BUILDING A ROGUISH ARCHETYPE

Once you understand the class chassis, you're one step closer to building a subclass. You'll also want to review existing subclasses to get a feel for their design and balance. This section will aid you in understanding what your subclass features should accomplish.

Before starting on the formal work to build your subclass, devise its theme and role. What is your subclass's purpose? What roles does it fill in an adventuring party? How are its mechanics interesting and unique? Why would a player choose your subclass?

Let's start by looking at some existing rogue subclasses.

Thief. The original rogue before it was called a rogue. The Thief archetype excels at the rogue's traditional kit: sneaking, lock picking, picking pockets, climbing walls, and disarming traps. It also gets to use magic devices normally restricted to certain classes, vastly expanding what it could do. Players choose this archetype to be the eponymous thief and to put the party's magic items to their fullest of use rather than rot in the wizard's backpack.

Assassin. While any thug can take money to kill, the Assassin is able to get close to its target and take full advantage on catching it flatfooted. This archetype has some potential burst damage above its peers, but is more focused on infiltration than simple killing. Players choose this archetype to get close to their foes and catch them in a moment of vulnerability. They want to be the one that determines with initiative is rolled — ideally with the odds stacked in their favor for a quick victory.

Arcane Trickster. The Arcane Trickster pairs two facets into one roguish archetype — arcane spellcasting and ranged tool interaction. This allows them to deal with locks and trap safer than its peers and opens the wide range of options the wizard spell list entails. Players choose this archetype to gain some wizard spells and empower the mage hand spell for safer dungeon charting or straight-up shenanigans.

Swashbuckler. While the swashbuckler isn't capable of frontline fighting like a warrior, it is an effective duelist and more than able to duck out of the fray. This archetype leans into a Charisma-focused character. Players choose this archetype because they want to be dashing and daring with a bit of panache. They can duel isolated foes to occupy or eliminate them.

Soulknife. Adopting the mantle of the soulknife class from 3rd edition, this archetype uses psychic power to make it a better rogue and fuel its core conceit: the psychic blade (originally mind blade). One advantage these rogues have is that, even if relieved of their worldly goods, they remain armed. Players choose this archetype to gain psionic powers and make weapons with the character's mind.

Enforcer. The Enforcer archetype is the thug, favoring more brutal techniques and intimidation, but remaining quite adept with traditional roguish skills and tools. Unlike other rogues, the Enforce can favor Strength over Dexterity. Players choose this archetype because they want to beat down their foes, often with a club or mace.

Each rogue subclass does something unique and pushes the rogue kit in a certain direction, but at its core, each is

a rogue, tapping the rogue's versatile toolkit and combat abilities.

BUILDING THE SUBCLASS

This guide covers building a roguish archetype consistent with official published material. Each roguish archetype has a distinct approach to its craft, adopting new techniques or enhancing existing ones beyond normal means.

Subclass features are granted at 3rd, 9th, 13th, and 17th level. Except for 3rd level, each Roguish Archetype feature should only grant one subclass feature. Consult the Rogue Subclass Features table for when you should grant features.

There are exceptions for the rule of only granting a single subclass feature:

- Ribbon features are frequently weak on their own, so in certain cases you may grant a second, minor feature, which could be another ribbon feature.
- The feature has some complex interactions that are much clearer when separated. Often this is indication that something should be cut, but in rare cases, it makes sense to split a feature for comprehension.
- You are expanding an existing feature in a minor way. Sometimes it's better to include the enhancement in the core feature, and at other times it could be a note in another feature.

ROGUE SUBCLASS FEATURES

Rogue Level	Feature
3rd	Identity Feature, Ribbon Feature
9th	Utility Feature
13th	Defensive/Traversal Feature
17th	Combat Enhancement Feature

IDENTITY FEATURE

3rd-level [Your Rogue Subclass] feature

With this feature, you want to grant the Roguish Archetype the facet of its kit that separates it from all other rogues. The Identity feature should be unique and do one of two things. One option is to grant the rogue a new way to use its Sneak Attack feature. The other option is to introduce a new mechanic that transforms how the rogue might play.

This decision is determined by your subclass's flavor. Do note that new mechanics could inadvertently increase the rogue's damage; to some degree this is okay, but be aware how much you've expanded its power budget. Look at the Assassin, Arcane Trickster, and Soulknife archetypes to get an idea for how much increased damage is reasonable. If a damage bonus is too high, you may be able to salvage the feature's concept by including a limit on how often it can be used to adjust the performance to an appropriate average across the entire adventuring day.

Your feature can focus more on utility than one direct combat value. Spells and psionic powers typically hit both points, but as long as the spells or powers compete with the rogue's Sneak Attack feature, you shouldn't experience significant power creep from your subclass (however, pairing with certain problematic spells can have undesirable impact).

RIBBON FEATURE

3rd-level [Your Rogue Subclass] feature

This is feature serves to flavor the archetype and should affect the exploration or social pillars of play. For a rogue, this is typically used to bolster a skill or grant some tactical (not necessarily combat) value.

You may prefer to grant the archetype a specific skill proficiency (generally because you plan to use it for a later feature) or one or more tool proficiencies that round out the subclass's flavor.

In certain cases, such as with the Soulknife roguish archetype, your Identity feature may function as the Ribbon feature for 3rd level. In this case, you can replace the Ribbon feature with a different type of feature that could even be offensive in nature.

UTILITY FEATURE

9th-level [Your Rogue Subclass] feature

With a Utility Feature, you want to enhance the rogue's interaction with the exploration or social pillar, or even grant it some increased traversal ability This feature should make the character feel even more roguish, as it should interface with the rogue's core kit or Identity feature.

DEFENSIVE/TRAVERSAL FEATURE

13th-level [Your Rogue Subclass] feature

You want to augment the way the rogue gets around or provide it a direct or indirect defensive interaction. This feature is pretty broad, so look at how other rogue subclasses fill this feature to get an idea for the scope it entails. You want to be cautious about being duplicative of the 9th-level feature in feel or function; players aren't going to be excited if their rogue just gets better with a skill or tool for a second consecutive feature.

Traversal and situational defenses are the more interesting options, and allow you to further carve a niche for your subclass and make it extraordinary in its field.

COMBAT ENHANCEMENT FEATURE

17th-level [Your Rogue Subclass] feature

At the end, rogues typically get a feature that enhances their combat prowess. In its simplest form, this can be extra damage, but you can also make it more indirect, such as through conditions or set ups that allow party members to exploit a target.

In any event, if your archetype hasn't received a feature that makes it more dangerous, this feature needs to deliver. You may consider tying it to the Identity feature, that certainly creates a clear fantasy for the subclass, but this feature can also stand on its own. Just be sure the feature ties into the overall subclass package in a way that is flavorful or mechanically consistent with the design vision.

THE ROGUE FEATURE POOL

If you comb through the official rogue classes, you will note that their features don't always align with the above guidelines, particularly in cases where the Identity feature provides utility throughout its advancement, such as with the Arcane Trickster's spell. In this event, you will want to round out your features to some degree. Consider replacing the 9th and /or 13th level features with a different feature type.

Combat Expansion. Grant the rogue something new it can do in combat that doesn't directly increase its damage budget.

Defensive. Grant the rogue a situational defensive option that is interesting.

Identity Enhancement. Further what the Identity Feature can accomplish, including granting it some combat value.

APPENDIX: PLAYER OPTIONS

NEW EQUIPMENT

In this section, a selection of weapons is presented.

WEAPONS

Name	Cost	Damage	Weight	Properties
<i>Simple Melee Weapons</i>				
Kukri	2 gp	1d4 slashing	1 lb.	Finesse, light, thrown (range 20/60)
<i>Martial Melee Weapons</i>				
Bladespear	15 gp	1d8 slashing	5 lb.	Reach, Two-handed
Parrying Dagger	10 gp	1d4 piercing	1 lb.	Blocking, finesse, light
Saber	20 gp	1d8 slashing	3 lb.	Finesse

NEW SPELLS

The spells are presented in alphabetical order. Other classes can use these spells if the DM chooses, as shown on the New Spells table.

Level	Spell	School	Conc.	Class
3rd	Blasphemous Accusation	Enchantment	Yes	Cleric, Warlock
3rd	Enrapturing Retort	Enchantment	No	Bard, Cleric, Paladin
3rd	Litany of Binding	Enchanting	Yes	Cleric, Paladin
3rd	Locate Traps	Divination	Yes	Cleric, Ranger
4th	Condemnation	Enchantment	Yes	Bard, Cleric, Warlock
4th	Litany of Sloth	Enchantment	Yes	Cleric
4th	Psalm of Martyrs	Enchantment	No	Cleric, Paladin

BLASPHEMOUS ACCUSATION

3rd-level enchantment

Casting Time: 1 action

Range: 90 feet

Components: V

Duration: Concentration, up to 1 minute

Magical energy blossoms within a creature, judging its worth. One creature within range must make a Charisma saving throw. On a failed save, the target takes 3d10 psychic damage and is blinded for the duration of the spell. On a successful save, it takes only half of the damage. A blinded target makes a new Charisma saving throw at the end of each of its turn, ending the spell for it on a success.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d10 for each slot level above 3rd.

CONDEMNATION

4th-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

PROPERTIES

A new property is included with the weapons.

Blocking. While wielding a weapon with the blocking property, when you are attacked, you can use your reaction to increase your AC by 2 the end of the turn.

You cast judgment upon a creature. One creature within range must succeed on a Wisdom saving throw or become cursed for the duration. A cursed target has disadvantage on each attack roll and ability check it makes and the first time each turn it is hit by an attack, it takes 1d6 radiant damage. A *remove curse* spell ends the effect.

ENRAPTURING RETORT

3rd-level enchantment

Casting Time: 1 reaction, which you take in response to being damaged by a creature within 30 feet of you that you can see

Range: 30 feet

Components: V, S

Duration: Instantaneous

Serene energy surrounds the creature which damaged you. The creature must succeed on a Charisma saving throw or becomes charmed by you and stops attacking. Until the target is attacked, moves outside of your sight, or 1 hour passes, it will remain docile.

LITANY OF BINDING

3rd-level enchantment

Casting Time: 1 bonus action

Range: 30 feet

Components: V

Duration: Concentration, up to 1 minute

You call on sacred energy to halt the movement on a foe. One creature within range which can hear you must make a Wisdom saving throw. On a failed save, the target's movement speed is reduced to 0 feet and it is restrained for the duration. Each time the target takes damage, it makes a new Wisdom saving throw. On a success, the spell ends on the target.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you can target one additional creature within range for every two slot levels above 3rd.

LITANY OF SLOTH

4th-level evocation

Casting Time: 1 bonus action

Range: 60 feet

Components: V

Duration: Concentration, up to 1 minute

You call on sacred energy to ensnare a foe with wispy tendrils. One creature with range that can hear you must make a Wisdom saving throw. On a failed save, its movement speed is halved and it can't benefit from any bonus to its speed.

At the end of each of its turns in which it voluntarily moves at least 1 foot, it makes a new Wisdom saving throw. On a failed save, it takes 4d8 radiant damage. On a successful one, it takes 2d8 radiant damage and the spell ends.

LOCATE TRAPS

3rd-level divination

Casting Time: 1 action

Range: 120 feet

Components: V

Duration: Concentration, up to 10 minutes

Describe or name a kind of trap or similar hazard, such as a pitfall or shooting trap. A trap, for the purpose of this spell, includes anything that would inflict a sudden or unexpected effect you consider harmful or undesirable, which was specifically intended as such by its creator. Thus, the spell would aid you in sensing an area affected by the *alarm* spell, a glyph of warding, a mechanical pit trap, or even aid you in finding a natural weakness in the floor or an unstable ceiling. If the trap or hazard is within 120 feet of you, you know its location and triggers, if any.

The spell locates the nearest trap or hazard of its particular kind.

This spell can't locate a trap or hazard if any thickness of bronze, even a dusting, blocks a direct path between you and the trap or hazard.

PSALM OF MARTYRS

4th-level enchantment

Casting Time: 1 action

Range: Self

Components: V, S, M (an ofuda or prayer bead, which the spell consumes)

Duration: 1 minute

You and each willing creature within 15 feet of you that you choose when you cast the spell are warded against harm by for 1 minute. A warded target takes 2d4 less damage each time it takes damage. Once the spells ends, each warded target takes 6d4 psychic damage.

UPDATE NOTES

VERSION 0.1PT

- Gadgeteer roguish archetype added.

ROGUE OPTIONAL FEATURES

- Added three new optional features that enhance the combat power for weapon-using rogues.

ACROBAT

- Acrobatic Footwork springing from surfaces updated to be consistent with the similar feature from the Zephyr ranger archetype and now reduces movement cost to stand up from being prone.
- Fall damage reduction moved from Acrobatic Footwork to Catfall.
- Tumble Strikes mechanic changed to grant advantage when you tumble — this roguish archetype is supposed to move.
- Juggler moved to 17th level and redesigned to grant an extra attack so it is more consistent with standard rogue design.
- Fleet of Foot moved to 13th level and redesigned as a passive that further enables the Acrobat to move across the field.

DEVOUT AGENT

- Renamed to Devout Agent from Hand of Faith. For flavor, agents can worship gods, take oaths like a paladin, or just be that dedicated to their cause it becomes a kind of faith unto itself.
- Doctrine redesigned to allow subclass to focus on Charisma more instead of granting a bonus proficiency.
- Inquisition's sneak attack component now grants advantage like the other cases.
- Devout Guard renamed to Consummate Devotion and no longer requires you to see the caster/manifestor.
- Shadow of the Hand renamed to Agent of Shadow, reflecting the subclass name change and its function changed to be more focused.
- 3rd and 4th level cleric spells added to the Appendix so that the subclass has some choice at those levels.

ENFORCER

- Tough simplified to enable Sneak Attack with any simple melee weapon and the two martial weapons it gains.
- Vigilant Watcher renamed Vigilance and has a new function to make it more useful in general.
- Clobber lost its bonus action tax so it doesn't compel the subclass to use two-handed weapons and got a small damage buff.

OTHER

- Blocking property effect increased to +2 AC.
- Locate Traps redesigned to function like other "Locate" spells for consistency.