

DUNGEON MASTERS
GUILD

Alan Venic's Redbook

TOME OF THE
ROGUE



A pack of new class options for the rogue
of the world's greatest role playing game

Alan Venic's Redbook

TOME OF THE ROGUE



INTRODUCTION

The RPG is a game that promotes imagination and logical reasoning, developing creativity, interpersonal relationship, and mutual cooperation. As pioneer of this game style, D&D brings an atmosphere of mysticism and fantasy to DM and players, allowing them to create and live epic histories and adventures worthy to be told on books or even in movies.

Several memorable and epic sagas known can be revived and even take a different course in the hands of an experienced DM and dedicated players. However, the game is not about only will and storytelling. There are factors that must not be decided only by the desire of the DM or the players.

The game rules are fundamental to keep a level of coherency and logic on game tables. A player may want his character knock a huge iron door to the ground with a kick, but the success or the failure of this action is impacted by the physical strength of the character and a die roll.

The D&D 5th edition core books present the basic rules to act in an universe create by a DM or in the official campaign setting, like *Forgotten Realms*. Whereas the core rulebooks are limited in the diversification of races, classes, items, spells, feats, monsters and so on, I decide to create a pack of supplemental rulebooks to expand the options presented on the basic books.

To have better use of the supplemental rulebooks of the *AlanVenic's Redbook* line, you need the three D&D 5th edition core rulebooks: *The Player's Handbook*,

Monster Manual and *Dungeon Master's Guide*. In certain moments, some features presented here, will refer a given chapter of this books, or just the book itself. When you are consult this supplemental rulebook, you should have access to the determined book to delve into the topic discussed by the given feature.

At this specific supplemental rulebook will be approached the rogue class. Here we have a brief discuss of his abilities and powers, focusing on class gameplay. Additionally, are presented here new class options to players that consider the class options presented in the *Player's Handbook* doesn't fit on the concept they pictured to their characters.

You could be an adventurer obsessed with wealth capable to perceive the value of a treasure just looking at it. Or you could be a masked assassin from a secret clan that can kill your enemies by fear. Or you could be a strategist specialized in place deadly traps to your enemies. You could even be a duelist so skilled in blade handling that can let them nearly invisible with the fast movements of your hands.

At this supplemental rulebook are presented ten new roguish archetypes. Certainly, one of them will fit the concept you imagine for your rogue. Explore all the possibilities and have fun.

Long live to the RPG!

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THE ROGUE

Sheeted by a dark mantle and hidden by the shadow of the night, a mysterious man walk through the dirty alleys of the city. Its steps are noiseless and the sailors playing cards inside a damp and dark hangar do not notice its presence. Screams and blood split, and is too late to react. The four pirates already fallen with their throats cut, and the cloaked man leaves the hangar with its reward: a mysterious and powerful item that the unlucky sailors even imagine it is a lost artefact.

This is the way of the rogue. Grim and fast giving no chance for those between it and its goal to react.

CLASS FEATURES

As a rogue, you are skilled in many fields and an expert in some areas you decide to focus. However, your abilities are not restricted to this you are able to deliver precise strikes when your enemies shows its weak spots.

EXPERTIZE

No other class is able to be so efficient in certain skills than a rogue. You can become a master in the use of tools or any skill you already know how to handle.

SNEAK ATTACK

The monster turns its back to you, and in this very moment, it makes its greater mistake. You stealthily reach the monster and strike its jugular with a precise and fast attack. This sudden strike is sufficient to put down the beast.

THIEVES' CANT

Rogues commonly has no code of conduct or code of socializing among then. However, they share some practices and gestures they use to communicate each other without people nearby notice.

CUNNING ACTION

The cunning and trick are natural for any rogue. They are capable of acts normally impossible for most characters, like runaway or join a combat in an almost supernatural way.

ROGUISH ARCHETYPE

The roguish archetype determine peculiarities and gives you a set of unique features that only a rogue that follow the same archetype will have. In the *Player's Handbook* are presented three roguish archetypes. Here are presented ten new slopes of this class feature, bringing a huge variety for the kind of rogue you want to be. The new roguish archetypes are presented in the final of this brief description of the rogue class features.

ABILITY SCORE IMPROVEMENT

Increase the Dexterity score is surely the first thing to think about when playing a rogue. However, some rogues are benefit by a high Intelligence or Charisma score, since many of its abilities demands intellect and personality to interact with the environment and other beings. Additionally, you can find some feats that can expand your diversity or focus (see chapter 6 on *Player's Handbook*).

UNCANNY DODGE

Every rogue seek avoid danger. However, when it is not possible out unscathed from a battle, you still has an ace on the hole to reduce the injuries it takes.

EVASION

Thanks to your agility and quick-wits, you can dive in safety escaping unscathed from effects that could put you down.

RELIABLE TALENT

You hardly fail when making an ordinary deed to you. You mastery at the arts you study are supreme, and you know that you can always count on your talent.

BLINDSENSE

Improves your combat powers not only has to do with become more offensive, but with understand everything around you. When you become enough experienced, your senses sharpen in a supernatural way.

SLIPPERY MIND

Is hard to hit your body doing to your agility and speed, but are uncountable forms to defeat someone and strike its mind is one of them. Therefore, you train a manner to make your mind nearly impervious.

ELUSIVE

Nearly the apex of your abilities, you become very hard to be caught at disadvantage. The only way to obtain advantage against you is taking you unable to move.

STROKE OF LUCK

Ability is not always the main tool for success. Luck can be a factor so important them skill. Thanks to this luck, you can make awesome feats or hit improbable attacks in most decisive moments.

ROGUISH ARCHETYPES

At this supplemental rulebook are presented ten new roguish archetypes you can choose instead of the roguish archetypes presented in the *Player's Handbook*. The Ghost Face, the Invisible Blade, the Little Bravo, the Mimetic, the Mountebank, the Shadow Dancer, the Soul Stealer, the Streetfighter, the Tactical Trapsmith, and the Treasure Hunter.

Ghost Face

You join the secluded clan of masked assassins known as Ghost Face. This secret clan arise when its founder made a bargain with dark creatures to achieve vengeance against its enemies. Since then, the founder recruit an army of elite assassins specialized in kill their enemies using fear. When enter this clan, you start to wear a dread mask that let you enter the mind of your enemies, reaching their deeper fears and awake their torpid nightmares.

Daunting Presence

Starting at 3rd level, your mere presence is already incommensurable to other creatures. You gain proficiency with Intimidation, if you are not yet. Additionally, you have advantage on Charisma (Intimidation) checks, however, you suffer disadvantage on Charisma (Persuasion) checks. When you successfully intimidate a creature, it will become frightened to you until the start of your next turn.

Horrifying Attack

Also at 3rd level, when you attack a surprised creature, you can freeze its heart. If you are wearing your dread mask and hit a creature that can't see you with a melee attack, in addition to cause normal damage, you can let the target frightened. You appear in front of the target and, if it can see you, it must be successful in a Wisdom saving throw (DC 8 + your proficiency bonus + your Charisma modifier) or be frightened of you for 1 minute. The target can make a new saving throw at the end of its turn, ending the effect with a success.

If the creature succeeds on its saving throw, you can't use this feature on that creature again for 24 hours.

Stealthy Nightmare

At 9th level, you can disappear from the mind of a creature that are frightened to you, scaring it through ghost noises or frozen breaths. While a creature is frightened to you, you can use a bonus action to make a DC 15 Dexterity (Stealth) check to become invisible to that creature. The creature suffer disadvantage in ability checks and attack roll even it can't see you, but it can willingly move closer to you, since it can't see you.

You appear for the creature if attack it or cast a spell on it.

Fear Reversal

At 13th level, you become a nightmare creature. You have advantage on saving throw to avoid being frightened. Additionally, when a creature you can see cast a spell or use an ability that can let you frightened and you are successful on the saving throw against the effect, you can use your reaction to fright this creature. The creature must be successful on a Wisdom saving throw (DC 8 + your proficiency bonus + your Charisma modifier) or be frightened of you for 1 minute. The target can make a new saving throw at the end of its turn, ending the effect with a success.

Dread Tormentor

When you reach the 17th level, when you fright a creature, the target can literally die from fright doing to nightmares that riot its mind. Whenever a creature end its turns frightened of you for any reason, you can use your reaction to cause 4d10 psychic damage to the creature.

From now on, your fear effects are so powerful that your fear features can frighten even creatures immune to the frightened condition. Those creature gain advantage on any saving throw to avoid being frightened.

INVISIBLE BLADE

You focus your training on combat techniques using knives, daggers and similar weapons. Armed with your daggers, you are more lethal than most of the combatants. You use fast moves with your hands while wield your daggers to fool the senses of your foes, let then dazed as you make a sequence of precise strikes. Besides gain matchless mastery in light blade use, you learn to fool the eyes of your enemies while dance through the battlefield.

INVISIBLE HAND

Starting at 3rd level, you develops a technique that let you make an attack so fast that the target even realize that was hit. As an action, you make a single attack with a piercing weapon against a surprised creature. If you hit, roll damage as normal, however, the target doesn't know that suffer this damage until the end of your next turn. If you attack the target while hidden, this attack will not reveal your position. Additionally, you gain advantage on Dexterity (Prestidigitation) checks you make using piercing blades.

FAST BLADE

Also at 3rd level, you can make a sudden attack using a hidden weapon. As a bonus action, you can draw a hidden piercing light weapon and make an attack with it. You gain advantage on this attack roll and, if you hit, it will be a sneak attack even if you already make a sneak attack this turn. If you use a thrown weapon, you can throw it with this attack.

Once you use this feature, you can't use it again until you finish a short or long rest. At 13th level, you can use this feature twice between a rest, but only once on the same turn.

EXTRA ATTACK

Beginning at 9th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

VANISH ON THE CROWD

At 13th level, you can vanish in the middle of combat when you provoke a distraction. If you use your movement to pass behind a friendly creature to you or a barrier larger than you, you can use a bonus action to be target of the *invisibility* spell for 1 minute. Unlike normal effects of *invisibility*, only hostile creatures that was behind the barrier when you used this features will cannot see you. You appear to those creatures if you attack, cast a spell or make any noise like talking or break a glass.

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

STEALTHY BLADE TECHNIQUE

When you reach the 17th level, you develops a combat technique that uses a fast swap hand to fool your foes. During a combat, you can use a bonus action to activate the stealthy blade technique for 1 minute. When a creature make a melee attack roll against you at 5 feet of you, you can use your reaction to make a Dexterity (Prestidigitation) check. Your AC against the attack of the target is the result of your Dexterity (Prestidigitation) check or your normal AC, whichever is higher. If the creature miss the attack, you can make a melee attack using a piercing light weapon you are wielding against it. You gain advantage on this attack and, if you hit, is will be a sneak attack. This attack doesn't count on the number of sneak attacks you can make in a turn.

Once you use this feature, you can't use it again until you finish a long rest.

LITTLE BRAVO

Audacious, daring, and dauntless are some adjectives you gain doing to your bravery when you face opponents larger than you. As a halfling, you take advantage of your size to move between your enemies, and attacking them from unlikely and unexpected spots. For you, as larger is the foe, greater is the fall.

RESTRICTION: HALFLINGS ONLY

Only halflings can choose the roguish archetype of little bravo. This class reflects the inherent courage and daring of the halflings when facing creatures larger than their without hesitate.

Your DM can fit this racial restriction to other kind of small races as gnomes, goblins, and kobolds, if it allow those races as option to player characters in its campaign. This restriction should reflect a kind of creatures of Small size that are bold, never a craven race that exists in the campaign setting of your DM.

DARING BATTLE

Starting at 3rd level, you can move through the battlefield without fear. Your walking speed increase by 10 feet and you cannot be frightened by a nonmagical effect.

Starting of 10th level, you also cannot be frightened by magical effects.

BACKSTAB

Also at 3rd level, your daring in combat let you jump below your enemies without fear, and strike them from behind. As an action, you can make a Dexterity (Acrobatics) check contested by a Dexterity (Acrobatics) check of a hostile creature of Large or larger size at your choice. If you are successful in the contest, you can move through the space of your target. You should finish your movement in an unoccupied space within 5 feet of the target to make a melee attack using a finesse weapon against this creature. If you hit, this attack counts as a sneak attack. Additionally, the extra damage dice of your sneak attack at this attack are d8s instead of d6s.

Move this way cause opportunity attacks and the target of the maneuver can use its reaction to make a melee attack against you.

SIZE ADVANTAGE

At 9th level, you know how use your size to fool your foes. You can use your Dexterity modifier, if greater, in Athletics checks. Additionally, you gain advantage on Dexterity (Acrobatics), and Athletics checks.

Creature larger than you suffer disadvantage on Wisdom (Perception) checks to notice you sneaking or hidden.

CLIMB THE BIG FOLK

Starting at 13th level, your daring become so great that you can grab the leg of a huge creature and climb it to take advantage. As an action, you can make a Strength (Athletics) check or a Dexterity (Acrobatics) check contested by a Dexterity (Acrobatics) check of a Large or larger creature within 5 feet of you. If you are successful in the contest, you move you the space of the creature and climb its body. While in the space of the target, you move with the target and have advantage on attack rolls against it.

You can move through the creature's space as difficult terrain. The ability of the creature to attack you depends on your location and is left to DM discretion. You target can dislodge you as an action – knocking you off, scraping you against a wall, or grabbing and throwing you – by making a Strength (Athletics) check contested by yours Strength (Athletics) check or a Dexterity (Acrobatics) check, your choice.

CLIMB ONTO A BIGGER CREATURE

If your DM use the optional action option for combat Climb onto a Bigger Creature presented on chapter 9 of the *Dungeon Master's Guide*, your DM should considerer give you some extra benefits, since your feature Climb the Big Folk simulate this optional rule.

Your DM could use the following extra rules for this feature:

- You can use a bonus action to make a Strength (Athletics) contested by a creature's Strength (Athletics) check to move the creature you are climbing to an unoccupied space within 10 feet of you, at your choice.
- The creature you are climbing has disadvantage on attack rolls against you, if it can attack you.

DEADLY RETRIBUTION

At 17th level, you can make a fast retaliation attack against an enemy that attacks you. When a creature larger than you within 5 feet of you make a melee attack against you, you can use your reaction to make a melee attack using a finesse weapon against the target. You gain advantage on this attack roll.

MIMETIC

A rogue that follows the Mimetic archetype don't rob or steal goods, it copy abilities possessed by other creatures. With a comprehension beyond normal about training and study, a mimetic can understand the way a creature access and gain certain abilities just watching it. With its supernatural power, the mimetic simulate with perfection an action it just saw and can even deprive a creature from using its power for a moment when reach a higher comprehension level.

BONUS PROFICIENCIES

At 3rd level, when you choose this archetype, you gain proficiency with Deception and with the disguise kit, if you don't have yet.

DUPLICATE ABILITY

Also at 3rd level, you gain the ability to simulate an ability you see in action. When you see a creature of challenge rating equal or lower half your rogue level using a feature or trait, you can make a DC 10 Wisdom (Intuition) check to copy the ability you just saw. If you are successful, you copy the ability and can use it for 1 hour. You can't copy traits of unlimited use (that has daily uses or that are rechargeable) with this feature. This feature can copy only features that require an action, bonus action or reaction. Furthermore, you can't copy speed kinds like fly or climb, or passive traits like darkvision, immunities or resistances.

Starting at 11th level, you can copy passive traits like immunities, senses or any other trait that doesn't require an action to work.

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

ADVANCED SIMULATION

At 9th level, you can simulate more exclusive features of other creatures. When you see a creature of challenge rating equal or lower half your rogue level using a feature or trait of limited use, you can make a DC 15 Wisdom (Intuition) check to understand how the ability you just saw works. If you are successful, you can activate the copied ability once any time in 1 hour. You can't simulate the Spellcasting trait through this feature.

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

SIMULATE SPELLCASTING

At 13th level, when you watch carefully a creature casting a spell, you can understand the gesture and verbalization of the spell. When you see a creature casting a spell of a level equal or lower your rogue level divided by four, you can make a Wisdom (Intuition) check with a DC equal to 15 + the level of the spell, to understand how the spell you just saw is casted. If you are successful, you can cast the copied spell once any time in 1 hour. You need to have the material components for the spell, if it have.

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

STEAL FEATURE

When you reach the 17th level, you can deprive a creature from one of its features when you simulate it. When you see a creature using an ability you can copy with your mimetic features, you can make a Wisdom (Intuition) check with the appropriated DC. If you are successful, the target must make a Charisma saving throw (DC 8 + your proficiency bonus + your Charisma modifier). If the target fail the save, it can't use the feature you just copy for 1 hour. Copy a spell prevents the target to cast the specific spell for 1 hour.

You can use this feature twice. You regain expended uses when you finish a short or long rest.

MOUNTEBANK

You join a traveling circus and learn the art of the mountebanks. Those acrobats are capable to make impressive feats of movement and possess a persona that lives in its minds. They can move from one spot to another in a blink, and can leave a room as a person, emerging in another room as a completely different one. The abilities of a mountebank allow it to entertain the public at same time he infiltrate and interact with other people that have no idea how he really are.

PEERLESS ACROBAT

Starting in the moment you choose this archetype, at the 3rd level, you gain proficiency with Acrobatics, if you don't have yet. Additionally, you gain advantage on Dexterity (Acrobatics) checks.

ALTER EGO

Also at 3rd level, you create an alternate identity for you. This alter ego has its own physical features, mannerisms, clothing style, and so on. You can cast the *alter self* spell at will and without duration limit, but you can assume only your alter ego form. Your identity can be a creature of humanoid type of any race you already have interacting.

When you reach the 10th level, you gain a third identity and you can use the *alter self* spell to transform on this identity too. You gain a forth identity at 17th level.

DIMENSIONAL JAUNT

At 9th level, you are able to make short dimensional jumps. As a bonus action, you can magically teleport yourself to an unoccupied space you can see within 30 feet of you. If you are tied, chained or stuck for other kind of mundane object, you can leave this object behind, freeing up when you teleport, if you wish.

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

CROWDED MIND

At 13th level, the several personalities that lives in your head make you nearly impossible to be probed or controlled. If you are charmed or frightened, you can use your action to assume a different identity, ending the charming or frightening effect until you assume the affected identity. Additionally, you gain advantage on saving throws against spells that can probe your mind like *detect thoughts*, *locate creature*, and *screying*.

REACTIVE ESCAPE

When you reach the 17th level, you can instinctively move when you are in danger. When a creature you can see make a melee attack against you, you can use your reaction to expend a use of your Dimensional Jaunt and teleport to an allowed location. The attack targeting you automatically miss.

SHADOW DANCER

You embarked in a shadow and supernatural way, gaining powers right from the Shadowfell. When you become a shadow dancer, you learn to manipulate dark energy with unparalleled mastery. You can vanish in darkness, and even use the Plane of Shadow to surprise your enemies.

SHADOW CLOAK

Starting at 3rd level, you learn to use the darkness as camouflage. You gain advantage on Dexterity (Stealth) checks while you are in darkness or dim light areas. Additionally, any creature that attacks you while you are in darkness or dim light areas suffer disadvantage on attack rolls, even if it can see in darkness.

DARK SIGHT

Also at 3rd level, your vision adapts to darkness, your favored environment. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light.

SHADOW PROJECTION

No 9º nível, você desenvolve uma técnica letal quando surpreende um inimigo com um ataque vindo das trevas. Usando sua ação, enquanto estiver escondido em uma área de escuridão ou penumbra, você pode fazer com que sua mão entre na sombra que você ocupa e apareça em outra, que você possa ver, a até 15 metros de você. Você pode realizar um ataque corpo-a-corpo como parte dessa ação e isso não denunciará sua localização.

SHADOWFELL TRAVEL

At 13th level, you can travel to the Plane of Shadows. As an action, you can enter the Shadowfell and can leave it in the start of your next turn. In the Plane of Shadows, you can move up to double your walking speed and you can move through creatures and objects in Material Plane as it was difficult terrain, but you can't end your turn in a space occupied by a creature in the Material Plane. While you are in Shadowfell, you cannot attack or be attacked by a creature in the Material Plane, but creatures that can access the Shadow Plane can.

You can use this feature twice. You regain expended uses when you finish a short or long rest.

SHADOW FORM

When you reach the 17th level, you can blend to shadow in a way that is impossible discern you from the darkness. As an action, you can assume a shadow form for 1 minute that has the following features:

- You gain resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks.
- You can use your Shadowfell Travel once per round while in this form.
- You gain advantage on attack rolls while you and your target are in a darkness or dim light area.
- While in bright light, you suffer disadvantage on attack rolls and saving throws.

Once you use this feature, you can't use it again until you finish a long rest.

SOUL STEALER

Sometimes, rogues ally themselves to necromancers and other death manipulators, even to undead when they see advantage on this. Some of those rogues deepen in those alliances, becoming a Soul Stealer. Those rogues learn to drain vital energy from creatures and manipulate this energy in its own benefit. When you become a soul stealer, you are not interested in mundane frivolities any more. Your only concern is take hold the life of others.

LIFE STEAL

Starting at 3rd level, you become able to drain the vital energy from creatures. When you hit a living creature with a melee attack that's qualifies to a sneak attack, you can decide to don't cause the extra damage from the sneak attack. Instead of suffer the extra damage, your target must be successful in a Constitution saving throw (DC 8 + your proficiency bonus + you Charisma modifier) or suffer necrotic damage equal to the extra damage of your sneak attack. Additionally, the hit point maximum of the target is reduced in a number equal of the necrotic damage take, and you recover a number of hit points equal to the necrotic damage you deal. If the target is successful in the save, the necrotic damage is halved and the target suffer no reduction on its hit point maximum. You don't recover hit points if the target is successful in the saving throw.

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

LIFE DEPENDENCE

Also at 3rd level, you fell no need to feed or rest as other living creatures. You don't need to eat, drink, or sleep. You still need to rest (but don't need to sleep) to recover hit points or class features that require a long rest.

Once per day, you need to drain the vital energy from a humanoid creature that are unconscious, but alive, using your Life Steal. If you don't do this, you suffer disadvantage on your attack rolls and ability checks until you drain the energy from a creature this way.

LIFE SENSE

At 9th level, you can fell the presence of living creatures and can determine its physical status. As an action, you can make a DC 15 Wisdom (Perception) check to discover how many living creatures exist within 60 feet of you. If you concentrate in a specific creature at range at your subsequent turn, you will know if the creature has more or less of half its hit point maximum.

DRAIN MYSTICAL ENERGY

At 13th level, you improves your ability to drain vital energy from living beings and can drain its mystical energy too. When you hit a living creature with a melee attack that's qualifies to a sneak attack, you can decide to don't cause the extra damage from the sneak attack. Instead of suffer the extra damage, your target must be successful in a Charisma saving throw (DC 8 + your proficiency bonus + you Charisma modifier) or lose a

spell slot of the highest level it has, until the maximum of 5th level. You store the drained energy in the weapon you hit the target. During 1 minute, your attacks with this weapon counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. Additionally, you gain a bonus on damage rolls with this weapon equal to the spell slot level drained.

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

USURP SOUL

Starting at 17th level, you are capable to drain the soul of creatures with a faint life stark. When you hit a living creature with less than 40 hit points with a melee sneak attack, you can drain the soul of the creature, getting stronger in the process. The target must be successful in a Constitution saving throw (DC 8 + your proficiency bonus + you Charisma modifier) or die instantaneously. If the target are successful in the save, it still suffer the sneak attack damage as normal. After kill a creature this way, you gain advantage on saving throws and ability checks until the end of your next turn.

STREETFIGHTER

You spent your life in the streets and learn to live together and survive the hardest way. Among thieves, assassins, dealers, thugs and the entire scourge that lives in the dirty alleys of the cities and towns, you learn the tricks and ruses needed to survive by your own. Your combat techniques are based in use unfair knacks to gain maximum advantage from your opponents, making them give up to face you when they realize that a fair fight is impossible.

STREETWISE

Starting at 3rd level, you know where you can walk and go to obtain something in a town. You gain proficiency in Persuasion, if you don't have yet. Additionally, you gain advantage on Charisma (Persuasion) checks when dealing with people in urban environments.

DIRTY FIGHT

Also at 3rd level, you use cunning and tricks to gain advantage on combat. You can use a bonus action to take one of the following maneuvers during a combat.

Sand on the Eyes. You pick a fistful of sand or debris and throw in the eyes of a creature within 10 feet of you. The target must be successful on a Dexterity saving throw (DC 8 + your proficiency bonus + your Dexterity modifier) or suffer disadvantage on Wisdom (Perception) checks that rely on sight and on attack rolls until the start of your next turn.

Create Distraction. You try to draw attention for a moment of a creature within 20 feet of you. The target must be successful on a Dexterity saving throw (DC 8 + your proficiency bonus + your Dexterity modifier) or become distracted until the start of your next turn. While distracted, the target loses you from sight and you gain advantage on the next attack roll you make against it until the end of your turn.

Disarm. You attack an object wielded by another creature, making the target drop the object on the floor. Make a melee weapon attack against the target. If you hit, instead of causing damage, make a Dexterity (Prestidigitation) check contested by the target's Strength (Athletics) check. If you succeed on the contest, the target drops an item it is holding, at your choice.

Fake Weakness. You pretend to be hurt and nearly of defeat to a creature within 20 feet of you. The target must be successful on a Wisdom saving throw (DC 8 + your proficiency bonus + your Dexterity modifier) or will be deluded. A deluded target will get closer to you to make a melee attack against you. When the target attacks you, you can use your reaction to make a melee attack against him and you gain advantage on this attack roll.

Blinding Blade. You use a blade or other reflective surface to reflect a bright light on the eyes of a creature within 20 feet of you. The target must be successful on a Constitution saving throw (DC 8 + your proficiency bonus + your Dexterity modifier) or become blind until the start of your next turn.

Trip. You try to knock down a creature using your agility. Make a melee weapon attack against the target. If you hit, instead of causing damage, make a Dexterity (Acrobatics) check contested by the target's Strength (Athletics) check. If you succeed on the contest, the target is knocked prone.

When you use one of those maneuvers against a creature, the creature becomes immune to the same maneuver for the next 24 hours.

ALWAYS READY

At 9th level, you are always ready for the combat, and know your way around on the streets and alleys of a town. You add your proficiency bonus on your initiative rolls. Additionally, you can act normally in a round you should be surprised.

RETALIATE AGGRESSION

At 13th level, you don't let an aggression you take go unchallenged. When a creature you can see within 20 feet of you hits you with an attack or casts a harmful spell on you, you can use your reaction to make an attack with a light thrown weapon against this creature. You gain advantage on this attack roll.

You can use this feature twice. You regain expended uses when you finish a short or long rest.

NUMERICAL ADVANTAGE

Starting at 17th level, you greatly benefit when attacking an opponent that is in numerical disadvantage. While you and at least another friendly creature to you are within 5 feet of a hostile creature that has no friendly creature to it within 10 feet of it, you and your allies gain advantage on attack rolls against this creature. Additionally, the creature suffers disadvantage on saving throws and ability checks to resist the effects of maneuver of your Dirty Fight while in this condition.

TACTICAL TRAPSMITH

You dedicate your training to learn everything about traps. As a trapsmith, you use your cunning to disarm and prepare traps capable to take down your foes without give them even a chance to see you. Even during combat, you can use tricks to put traps subtly on the battlefield causing different harmful effects on the unlucky enough to trigger it. An experienced trapsmith can even lure its enemies to its deadly traps.

TRAP EXPERTISE

Starting at 3rd level, you become a master in the operation of complex mechanisms. You gain proficiency with thieves' tools, if you don't have yet, and you gain advantage on ability checks using thieves' tools to disarm traps. When you are successful disarming a trap, you gain a use of the traps kit (see below).

TACTICAL TRAP

Also at 3rd level, you gain proficiency with a new kind of tool: the traps kit. You can use a traps kit to arm small traps with anticipation to use it during combat.

Building a Trap. To build a combat trap, you need be successful in a DC 10 Intelligence check using a traps kit, and expend an use of your traps kit in a process that takes 10 minutes. Each trap prepared weighs 2 pounds and you can have a maximum of five traps prepared at same time.

You can prepare any trap described in combat trap below.

Set a Trap. As a bonus action, you can set a trap in a space of 5 feet within 10 feet of you, at your choice. A combat trap trigger when a creature enter its space for the first time. The creature's movement ends when the trap is triggered. The creature still can use its actions, but otherwise can't move until its next turn.

A creature that can see you set a trap can make a Wisdom (Perception) check contested by yours Dexterity (Prestidigitation) check to realize it is a trap. Find a combat trap without seeing you set it demands an Intelligence (Investigation) check, and disarm your traps demands a Dexterity check using thieves' tools. The DC for both checks is equal to 8 + proficiency bonus + your Dexterity modifier.

Trap Attack. Your traps attacks automatically when trigger. The attack roll or DC to resist the effects of your traps are based on Intelligence.

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

Trap attack modifier = your proficiency bonus +
your Intelligence modifier

COMBAT TRAPS

You can build any of the following combat traps.

Entangler. A creature that enter the space occupied by this trap must be successful on a Dexterity saving throw or fall prone and are restrained until freeing from the trap. A creature can release the trap with a successful DC 12 Strength or Dexterity check.

Foot Spikes. A creature that enter the space occupied by this trap must be successful on a Constitution saving throw or take 2d4 piercing damage and has its walking speed halved for 1 minute. The target can repeat the save at the end of its turn, ending the reduction on its speed with a successful save.

Grease. A creature that enter the space occupied by this trap must be successful on a Dexterity saving throw or fall prone and is unbalanced for 1 minute. An unbalanced creature suffer disadvantage on Dexterity (Acrobatics) checks and Dexterity saving throws. The creature can use its action to remove its shoes or make a DC 12 Dexterity check to remove the grease, ending the effect of unbalance with a successful check.

Hunter's Trap. A creature that enter the space occupied by this trap must be successful on a Dexterity saving throw or take 2d4 piercing damage and has its walking speed halved until freeing from the trap. A creature can release the trap with a successful DC 12 Strength check.

Ink Bomb. When a creature trigger this trap, an ink explosion coat the creature. The creature becomes visible if it was invisible and must be successful on a Dexterity saving throw or be blind for 1 minute. The creature can use its action to remove the ink using water or other solvent, or being successful on a DC 12 Dexterity check.

Smoke Bomb. When a creature trigger this trap, a thick smoke fog appears in a 10-foot-radius sphere centered on the trap, and remains for 3 rounds. The trap's area is heavily obscured and a creature that ends its turn within the area must be successful on a Constitution saving throw or take 1d8 poison damage.

TRAPS KIT

This box contains tools, utensils, and mechanisms used to build traps. A saw, spearheads, caltrops, hammer, nails, wires and ropes are part of this kit.

A new traps kit has enough pieces to build 10 traps. When you prepare a combat trap or set a field trap, you need to expend some uses of a traps kit.

Cost. 50 gp

Weight. 8 lb.

EXPERIENCED TRAPSMITH

At 9th level, you can use a traps kit to set a field trap. Build a field trap demands a successful DC 15 Intelligence check using a traps kit, and expend two uses of your traps kit in a process that takes 1 hour.

A trap set by you will have one of the following triggers, chosen by you in the moment you finish to set the trap:

Contact Trigger. The trap triggers when a Small or larger creature touching the ground enters the space occupied by the trap for the first time.

Manual Trigger. You can use your reaction to trigger the trap when one or more creature that you can see enter the space occupied by the trap.

Find a field trap set by you require an Intelligence (Investigation) check, and disarm it demands a Dexterity check using thieves' tools. The DC for both

checks is equal to 8 + proficiency bonus + your Dexterity modifier.

FIELD TRAPS

You can set any of the following field traps.

Spiked Barrier. A 10 feet high and 3 feet long wall rise and hit the targets occupying two adjacent spaces on the area chosen by you. The targets on trap's space must be successful on a Strength saving throw or take 4d8 piercing damage and are knocked prone. A target successful on the save take half damage and are not knocked prone.

Dart Shutter. Darts are fired in the creatures in a 10-foot-square. Make a trap attack roll against each target on the area. If you hit, the target takes 6d4 piercing damage. The darts can be poisoned using four doses of poison.

Lance Shutter. A lance are thrown in a creature in a 5-foot-square. Make a trap attack roll against each target on the area. If you hit, the target takes 4d10 piercing damage. The lance can be poisoned using a dose of poison.

Crossbar Pit. A 10 feet square pit with 10 feet deep opens and the creatures above it fall. The creatures in the area must be successful in a Dexterity saving throw or fall in the pit. The pit closes after a creature fall inside it. Is required a successful DC 20 Strength check or DC 15 Dexterity check using thieves' tool to escape the pit.

Spiked Pit. A 10 feet square pit with 10 feet deep opens and the creatures above it fall. The creatures in the area must be successful in a Dexterity saving throw or fall in the pit and take 2d10 piercing damage. Leaves the pit require a successful DC 10 Strength (Athletics) check. The spikes can be poisoned using four doses of poison.

Shifting Mud. The floor on 10 feet square is muddy. A creature that enters the area must be successful in a Strength saving throw or is restrained. A creature restrained by the mud can use its action to make a DC 15 Strength check. If the creature is successful, it leaves the muddy area.

Hanging Blade. An axe blade hanging in 10 feet high is released and attack a creature in a square above it. Make a trap attack roll against the target on the area. If you hit, the target takes 3d12 slashing damage. The axe can be poisoned using a dose of poison.

Oil and Fire. Oil is spilled and a spark ignite the creatures in 10 feet square. The creatures in the area must be successful in a Dexterity saving throw or take 4d6 fire damage and are aflame. A creature aflame takes 1d6 fire damage at the start of each of its turns. A creature can put out the flames using its action to make a successful DC 10 Dexterity check.

Falling Net. A net fall from at least 10 feet high and ensnares the creatures in a 10 feet square above it. A creature in the area must make a Dexterity saving throw or is restrained while is ensnared. A creature can break free using its action to make a successful DC 15 Strength or Dexterity check, or causing 5 slashing damage to the net (AC 10). The net has 20 hit points.

Rope Suspension. A rope warps the foot of a creature in a 5 feet square occupied by it, lifting the creature in the air to at least 10 feet high. The creature must be successful on a Dexterity saving throw to avoid the rope. If fail the save, the creature is lifted in the air and is restrained while is lifted. The creature can try to break free with a successful DC 15 Strength or Dexterity check, or causing 5 slashing damage to the rope (AC 10).

Swinging Trunk. A trunk is release from 10 feet hit and hit the creatures occupying two adjacent square on the area. The targets on the trap's space must be successful on a Strength saving throw or take 4d8 bludgeoning damage and are pushed 10 feet away. A creature successful on the save takes half damage and are not pushed.

LETHAL TRAPS

At 13th level, you can add your Intelligence modifier (a minimum of +1) to the damage caused by the traps set by you.

LURE THE QUARRY

When you reach the 17th level, you can use noises and gestures to lure enemies to your traps. As a bonus action, choose a creature you can see within 60 feet of you. The target must be successful in a Wisdom saving throw (DC 8 + your proficiency bonus + your Intelligence modifier) or is lured by you. A lured creature must use its movement to move to a space chosen by you in the start of its next turn. The target will not move to a spot perceptibly danger like a visible pit, a cliff, lava, or even a turbulent river.

If a creature succeed on the saving throw, you can't use this feature on that creature again for 24 hours.

TREASURE HUNTER

You are specialized in invade and plunder dangerous locations. Many adventurers seeking ancient treasures follow this archetype and that want avoid dwellers and existent danger in most of the hostile subterranean and wild environments. As you advance, you develops techniques that allow you to take easiest and safe paths to the great awards in dungeons and lairs of powerful creatures that dwell the world.

PROFESSIONAL INVADER

Starting at 3rd level, you improves your skill in open locks and disarm traps on dungeons. You gain advantage on Intelligence (Investigation) checks to find traps and ability checks using thieves' tools to open locks and disarm traps.

TRAPSENSE

Also at 3rd level, you become skilled in avoid the most common dangers elaborated by dwellers of dungeons against invaders. You gain resistance to trap damage and you have advantage on saving throws against traps.

AVOID DANGER

At 9th level, you can pass unseen by areas full of enemies that have notice your presence, climbing silently the walls and even the ceiling. You gain climb speed of 20 feet and you can climb nonmagical surfaces and even walk upside down with no need of a Strength (Athletics) check to climb. You gain advantage on Dexterity (Stealth) checks if you use your move or the Dash action and end your turn behind a barrier that can cover you. Additionally, is impossible track you by nonmagical means.

FIND TREASURE

At 13th level, you know exactly where to search for value items when you explore, and you everything is noticed by your greedy eyes hungry for wealth. You gain +5 bonus on your passive Wisdom (Perception) and passive Intelligence (Investigation) scores to find treasures, and you know if an object is magical when you touch it. Additionally, whenever you pass within 20 feet of a magic item, work of art, gem or value item hidden, you know that exists something valuable hidden nearby, and can make an Intelligence (Investigation) check with advantage to find the treasure.

UNCANNY ESCAPE

When you reach the 17th level, even in the rare moments you are discovered by your enemies, you can create an unexpected escape route. As an action, you can magically cross a nonmagical barrier of 5 feet thick, emerging in the closest unoccupied space on the other side of the barrier. If the barrier has more than 5 feet tick, you fail to cross it and stay in your current space. Additionally, you gain advantage in ability checks and saving throws against effects that impose the grappled, paralyzed, or restrained condition.