

ROGUEISH ARCHETYPE

Rogues have many features in common, including their emphasis on perfecting their skills, their precise and deadly approach to combat, and their increasingly quick reflexes. But different rogues steer those talents in varying directions, embodied by the rogue archetypes. Your choice of archetype is a reflection of your focus—not necessarily an indication of your chosen profession, but a description of your preferred techniques.

ARACHNOID STALKER

A life-changing event, perhaps being cursed by a drider warlock or being bitten by a dangerously transmuted arachnid, has imbued you with the properties of a spider.

SPIDER MANEUVERS

Starting at 3rd level when you select this archetype, you gain access to a web of mystical energy connecting all spiders, allowing you to move and fight like an arachnid.

Spider Dice. You have 3 spider dice, which are d8s. A spider die is expended when you use it. You regain all of your expended spider dice when you finish a short or long rest. You gain another spider die at 9th level, and another one at 13th level.

Saving Throws. Some of your maneuvers require your target to make a saving throw to resist the maneuver's effects. The saving throw DC is calculated as follows:

Spider maneuver save DC = 8 + your proficiency bonus + your Dexterity modifier

Using Spider Dice. You can expend spider dice to gain a number of different benefits:

- **Spider Leap.** As a reaction when you make a Strength, Dexterity, or Constitution saving throw, you can expend a spider die and add it to the roll.
- **Web Ball.** As a bonus action, you can spend a spider die to project a ball of webbing at a creature you can see within 60 feet, knocking them back. Select a creature within 60 feet to make a Strength saving throw. On a failed save, the creature is pushed 10 feet away from you.
- **Web Pull.** As a bonus action, you can spend a spider die to snare an opponent with a web line and pull them closer. Select a creature within 60 feet to make a Strength saving throw. On a failed save, the creature is pulled 10 feet toward you.
- **Web Trip.** As a bonus action, you can spend a spider die to tangle an opponent's feet with your web. Select

a creature within 60 feet to make a Dexterity saving throw. On a failed save, it falls prone.

WEBBING

At 3rd level, you gain the ability to generate a nearly unlimited amount of silken web. This web is central to many of your spider maneuvers, and usually dissipates within a minute of leaving your grasp. You can make permanent silk when you take a rest, the exact amount of which is determined by the Dungeon Master.

Additionally, you can project a line of web as a bonus action, allowing you to create a temporary rope, pull an unattended object, close doors, or snatch a small object weighing less than 5 pounds within 60 feet.

Finally, you can project your web as a bonus action, or as a reaction when you fall, at a target location within your movement speed. If the target location can hold your weight, you are pulled there, expending movement normally.

WALL CRAWLING

Starting at 9th level, you have the ability to move up, down, and across vertical surfaces and upside down along ceilings, while leaving your hands free. You also gain a climbing speed equal to your walking speed.

Additionally, if you are on a ceiling, you can hide from any creature that is at least 10 feet or more below you even if you otherwise lack appropriate cover.

SPIDER SENSE

At 13th level, you can't be surprised and can add your proficiency bonus to initiative rolls.

RELENTLESS

Starting at 17th level, when you roll initiative and have no spider dice remaining, you regain 1 spider die.

