

ROGUSH ARCHETYPES

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.

EXEMPLAR

Exemplars are cunning combatants who should not be taken lightly on the battlefield.

TACTICAL ADVANTAGE

Starting when you choose this archetype at 3rd level, you may add your Intelligence modifier to your initiative rolls.



COMBAT SUPERIORITY

At 3rd level, you gain a set of abilities that are fueled by special dice called superiority dice.

Superiority Dice. You have four superiority dice, which are d6s. A superiority die is expended when you use it. You regain all of your expended superiority dice when you finish a short or long rest. You gain another superiority die at 9th level and one more at 13th level.

Using Superiority Dice. You can expend superiority dice to power a number of different benefits, called maneuvers. Unless otherwise stated, you can only use one maneuver per attack.

Feint. As a bonus action, you can expend a superiority die to trip up a creature within 10 feet. Make a Charisma (Deception) check contested by your target's Wisdom (Insight) or Wisdom saving throw (target's choice). You add your superiority dice roll to this check. If you succeed, you have advantage on your next attack roll against that creature.

Inveigle. When you make a Wisdom (Insight) check or Charisma (Deception) check, you may expend a superiority die as a bonus action to add it to the check. You apply this bonus after making the check but before learning if it was successful.

Unfettered Defense. Whenever a creature attacks while you are unarmored or wearing only light armor, you may expend a superiority die as a reaction. You add the result of the superiority die to your AC until the start of your next turn.

Vital Attack. When you deal Sneak Attack damage against a creature, you can expend a superiority die and add it to the damage roll.

BRILLIANT AWARENESS

At 9th level, your experience and your intellect push your perception to near super-human levels. You add your Intelligence modifier to Wisdom ability checks.

CUNNING COMBAT

By 13th level, whenever you would be unable to add an ability modifier to damage, such as when fighting with two weapons, you can add your Intelligence modifier to damage.

FLOW OF COMBAT

At 17th level, when you reduce a creature to 0 hit points, you regain a superiority die.