

ΡΟΓΥΣ ΑΡΧΗΤΥΡΕΣ



ΕΙΣΑΓΩΓΗ

Welcome to the Rogue Archetypes supplement for the Amazons vs Valkyries adventure setting. This file features four archetypes: the Investigator, the Outlaw, the Scout, and the Trickster. These archetypes are in addition to the Thief and Assassin available in the core rules. Most rogues in this setting fall into one of these categories, the majority being scouts.

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ROGUES

Rogues are common in every society. They are often involved with law enforcement or espionage. They may be hardened criminals, officers of the court, harmless pranksters, or military operatives.

Investigator. Some rogues use their skills to fight crime and apprehend criminals. They have an inherent understanding of the criminal mind, a keen eye for detail, and deductive intuition. Investigators from Persia and Egypt often work for the state. Those from Rome and Greece are always private investigators.

Outlaw. Many rogues live outside normal society. Idealistic outlaws may be wrongly accused or fighting an unjust government. However, most outlaws are hardened criminals, marked for their misdeeds and cast out from society and the legal protections afforded to law abiding citizens.

Scout. Every army has a use for the rogue's skills. Scouts are needed to guide armies and probe enemy positions. Their reconnaissance skills are essential to winning battles and wars.

Trickster. Known for acerbic wit and biting sarcasm, tricksters are fascinated with humor. Dismaying jokes, stinging one-liners, and killer anecdotes are the trickster's main weapons.



THE INVESTIGATOR

The investigator specializes in cracking secrets. Either following evidence with cold logic or pressing witnesses with probing questions, the investigator unveils the truth. As an investigator, you may work for a local government in Persia or Egypt. In Greek and Roman areas, you are more likely a private investigator. Your clients may be aristocrats or citizens that have been the victims of crime or who suspect others of committing crimes.

INQUISITIVE INVESTIGATION

Beginning at 3rd level, you can use a bonus action to make an Intelligence (Investigation) check to find or decipher clues. You can also use a bonus action to make a Wisdom (Perception) check to notice hidden objects and creatures.

PRESSING INTERROGATION

Starting at 3rd level, you can use your insight to gain influence over creatures you have evaluated. If you learn the true intentions of a creature due to a successful Wisdom (Insight) check you have advantage on any Charisma (Deception, Intimidation, or Persuasion) checks against the creature for 10 minutes.

LEARN THE WEAKNESS

Also at 3rd level, you can decipher an opponent's tactics and exploit their openings. As a bonus action, you make a Wisdom (Insight) check against a creature you can see that is engaged in combat. The DC is equal to 8 + the target's proficiency bonus. If you succeed, you have advantage on your next attack roll against the creature.

This benefit lasts for 1 minute or until you successfully use this feature against a different target.



SENSE THE TRUTH

Starting at 9th level, if you spend at least 1 minute observing or interacting with another creature outside combat, you may obtain certain Truths about that creature. Select one of the following:

Truth of the Fight. You add double your proficiency bonus to your next attack against the creature.

Truth of the Flight. You can make a DC 12 Wisdom (Insight) check to deduce where and how the creature will attempt to escape. If it attempts to flee, you can use your reaction to make an attack against the creature before it moves.

Truth of the Self. The Game Master provides you with one fact about the creature that you learn through observation or eavesdropping, such as any diseases, vulnerabilities, resistances or magical ability the creature might have.

CUNNING MANIPULATION

Upon reaching 13th level, your skills at reading and manipulating creatures become supernatural. If you succeed at a Wisdom (Insight) check opposed by the target's Charisma (Deception), that creature becomes charmed or frightened by you (your choice) for 1 minute. Creatures with an Intelligence of 5 or lower and those that are immune to being charmed or frightened are also immune to this ability.

You can use this ability a number of times equal to your Wisdom modifier (minimum 1). You regain all spent uses when you complete a long rest.

MASTER INVESTIGATOR

Upon reaching 17th level, your deductive reasoning and intellectual prowess reach legendary status. You gain the following features.

Detect Lie. Your Wisdom (Insight) checks to detect a lie always succeed.

Detect Thoughts. With keen interpretation of body language, facial expressions, and vocal cues, you can effectively read a creature's mind. If you succeed on a Wisdom (Insight) check contested by the target creature's Charisma (Deception) check, you effectively cast *detect thoughts* on the creature. When you probe the creature's mind, it makes a Wisdom saving throw with a DC equal to 8 + your Wisdom modifier + your proficiency bonus.

Detect Deception. As an action you can study the area around you for subtle discrepancies and anomalies that divulge the presence of deceptive magic. As long as you are not blinded, deafened, or unconscious, you notice all illusions, shapechangers not in their original form, and other deceptive magic within 30 feet of you.



OUTLAW

Outlaws are literally outside the protection of the law and can be victimized by anyone without legal consequence. They are also marked for their crimes, be it theft, arson, murder or something more dastardly.

Outlaws frequently have the [Exiled background](#).

Outlaws can reduce the negative aspects of this archetype by moving to a community distant from their own, where their mark (see below) is not recognized for what it is. More often, they live among other outlaws at bandit camps, gang hideouts, or pirate seaports.

Outlaws have contacts in the underworld, providing them access to stolen goods and contraband. At higher levels, they can call upon these comrades in crime, summoning others to aid them. Since the outlaws rough, lawless lifestyle is filled with violence, they develop skills that improve their combat abilities.

BONUS PROFICIENCIES

Upon taking this archetype at 3rd level, you gain proficiency with Deception, Intimidation, improvised weapons, unarmed attacks, and one gaming set of your choice.

MARKED

Upon taking this archetype at 3rd level, you gain the mark of a criminal. This might be a tattoo, a brand, a scar, or some other obvious mark that indicates you are an outlaw. It might be deserved, it might be in error, or perhaps you've been framed. Regardless of the circumstances, the authorities have deemed you an outlaw and marked you accordingly. This mark has several negative effects and a few positive ones.



- Law enforcement may recognize the mark and harass you, detain you, or worse.
- Citizens do not trust you, take your word, or lend you credit. Most refuse to associate with you.
- Citizens can abuse you, take advantage of you, and victimize you with little consequence.
- You have disadvantage on all Persuasion checks made against law abiding citizens who recognize the mark.

Conversely, you gain the following benefits.

- You have advantage on all Intimidation checks made against creatures that recognize the mark.
- You have advantage on Persuasion checks made to influence criminals, deviants, and oath breakers who recognize the mark.

BLACK MARKET ACCESS

Also at 3rd level, you automatically have access to the black market in your hometown. If you travel to a new town, you must spend 1d4 days and 5 gp to familiarize yourself with the local underworld and establish a contact. Once you have access to the local black market, you gain the following benefits:

Discount Prices. Standard equipment costs you 50% less than the listed price. These are stolen goods and may lack duty stamps or have an identifying mark of the rightful owner.

Illicit Goods. You also have access to items that are illegal, exotic, or otherwise unavailable. The prices are determined by the DM, but should range from high to very high, depending on demand and availability.

DIRTY FIGHTING

Upon reaching 9th level you have learned to fight in an opportunistic, unfair, and exploitative way. You might strike your opponent's vitals, use an object, or slam them against a hard surface. Your melee attacks inflict an additional 1d4 damage.

SUMMON GANG

Starting at 13th level, you can call upon a group of thugs and criminals who will aid you in combat. You can only raise this gang in an area where you have established underworld connections. You must spend at least 1 hour raising them. You do this by dispatching messengers or going yourself to gather them. Choose one the following options of thugs, bandits, and pirates to join you:

- One outlaws of challenge rating 2
- Two outlaws of challenge rating 1
- Four outlaws of challenge rating ½
- Eight outlaws of challenge rating ¼

These outlaws aid you for 2 hours. Each outlaw is a humanoid, and it falls unconscious and begins dying when it drops to 0 hit points.

The summoned outlaws are friendly to you and your companions. Roll initiative for the summoned outlaws as a group, which has its own turns. They follow any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions.

The outlaws you summon are usually the same individuals. If they are reduced to 0 hit points, they are recovered when you summon them again. If they are killed, they are replaced the next time you summon them.

You can use this feature once per long rest.

AMBUSH

Also at 13th level, you become an expert at laying ambushes. When your opponents are surprised, you can attack twice, instead of once, with the Attack action.

BRUTAL STRIKE

Upon reaching 17th level, your lawless and unjust lifestyle has taught you strike with debilitating effect. When you damage a creature with your Sneak Attack feature, that creature must also make a Constitution saving throw (DC 8 + your Dexterity modifier + your proficiency bonus). If the save fails, the creature suffers an additional effect determined with the table below.

1d6	Result
1	The target is blinded for 1 round
2	The target is knock prone
3	The target has disadvantage on its next attack
4	You have advantage on your next attack against the target
5	The target's speed is reduced by 10 feet for 1 round
6	The target takes an additional 3d6 damage

SCOUT

All armies employ scouts for patrolling, reconnaissance, and covert actions. As a scout, your career begins as a short-range patroller, sweeping the area near the army's current position. Later, your duties take you further afield as you conduct long-range reconnaissance. You may spend several days in the field, seeking the best routes for the army to take. As your skills improve, your assignments take you closer to enemy positions and you must survey their strength and assets. At the pinnacle of your abilities, you are entrusted with espionage missions deep within enemy territory.

BONUS PROFICIENCY

Upon taking this archetype at 3rd level, you gain proficiency in Survival, Nature, and Perception. If you already have proficiency in Perception, your proficiency bonus doubles in that skill.

You also learn one new language of your choice.

SPECULATRIX

Also at 3rd level, you become particularly skilled with one type of natural environment and are adept at traveling and surviving in such regions. Choose one type of favored terrain: arctic, coast, desert, forest, grassland, mountain, subterranean, or swamp. When you make an Intelligence or Wisdom check related to your favored terrain, your proficiency bonus is doubled if you are using a skill that you're proficient in. While traveling for an hour or more in your favored terrain, you gain the following benefits:

- Difficult terrain doesn't slow your travel.
- You have advantage on Survival checks made to avoid becoming lost.
- Even when you are engaged in another activity while traveling (such

as foraging, navigating, or tracking), you remain alert to danger.

- If you are traveling alone, you can move stealthily at a normal pace.
- When you forage, you find twice as much food as you normally would.
- While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area.

You choose an additional favored terrain type at 9th and 13th level. At these levels, you can also choose urban as a favored terrain.



STALKING

Starting at 9th level, you have advantage on Dexterity (Stealth) checks if you move no more than half your speed on your turn.

DEEP COVER

After reaching 13th level, you can move secretly among enemy troops and blend into civilian populations.

You learn one language and gain expertise on all Intelligence (History) and Intelligence (Religion) checks made regarding the culture of any language you know.

Furthermore, you can spend nine days and 30 gp to establish a false identity with associated history, profession, and affiliations. For example, you might obtain the uniform and papers of an allied military officer from a foreign land so you can gain access to the local military leaders.

When you don this disguise, other creatures believe you to be that person until given an obvious reason to think otherwise.

QUICK THINKING

Beginning at 17th level, you develop a preternatural sense for danger and can react before others know what is happening. You have advantage on initiative checks. As long as you are not surprised, you also gain an additional bonus action on the first round of combat. This action can be used only to take the Attack, Dash, Disengage, or Hide action.



TRICKSTER

The trickster is a common archetype in most cultures. These mischief-makers thrive on misdirection, confusion, and juxtaposition. They enjoy wry humor, biting sarcasm, and practical jokes. Sometimes they find legitimate employment as jesters, comedians, or clowns. More often, they survive by less scrupulous means.

Tricksters can wield unusual objects as weapons, often for comedic effect. They are innate spellcasters with an affinity for illusions and enchantments. They are skilled humorists and masters of deception, even fooling death.

BONUS PROFICIENCY

You gain proficiency with disguise kits and improvised weapons. You also gain expertise in Charisma (Deception).

SPELLCASTING

Starting at 3rd level, you gain the ability to cast spells, as outlined below.

Cantrips. You learn *minor illusion* and two other cantrips of your choice from the sorceress spell list.

You learn another cantrip of your choice at 10th level.

Spell Slots. The Trickster Spellcasting table shows how many spell slots you have for casting sorceress spells. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

Spells Known of 1st-level or higher. You know three 1st level sorceress spells, two of which must be illusion or enchantment spells.

The Spells Known column of the Trickster Spellcasting table shows when you learn more sorceress spells of 1st level or higher. These may only be illusion or enchantment spells for a level which you have slots available.

Additionally, when you gain a level in this class, you can choose one of the sorceress spells you know and replace it with another spell from the sorceress spell list, which also must be of a level for which you have spell slots.

Spellcasting Ability. Charisma is your spellcasting ability for your sorceress spells. 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 sorceress 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.



TRICKSTER SPELLCASTING

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

DISTRACTION

Also at 3rd level, you learn how to use your wit to distract, confuse, and otherwise sap the confidence and competence of others. When a creature that you can see within 60 feet of you makes an attack roll, an ability check, or a damage roll, you can use your reaction to cause that creature to suffer a -2 penalty on its roll. You can choose to use this feature after the creature makes its roll, but before the GM determines whether the attack roll or ability check succeeds or fails, or before the creature deals its damage. The creature is immune if it can't hear you or if it's immune to being charmed.

WORDS AS WEAPONS

Tricksters specialize in withering insults, provocation, and commenting on the absurdity of life. At 9th level, your comedic skills, comments, and gestures may incite creatures to attack you or cause bystanders to be overcome with mirth. The saving throw for each of these abilities is DC 8 + your proficiency bonus + your Charisma modifier. Each of these abilities can be used one time per long rest.

Taunt. As a bonus action, you hurl invectives and personal insults, compelling a creature to attack you. You choose a number of creatures equal to your proficiency bonus or less that you can see within 30 feet of you. Each targeted creature that can see and hear you must make a Wisdom saving throw. On a failed save, the creature is drawn to you, incited by your inflammatory words and gestures. For 1 minute, it has disadvantage on attack rolls against creatures other than you, and must make a Wisdom saving throw if it attempts to move more than 30 feet away from you; if it succeeds on this saving throw, this ability doesn't restrict the target's movement for that turn.

The effect ends if you attack any other creature with a weapon or spell, if a creature friendly to you damages a target or casts a harmful spell on it, or if you end your turn more than 30 feet away from a target.

Joke. As a bonus action, you crack an absurd one-liner, turning a serious situation into a comedy. A number of creatures equal to your proficiency bonus within 20 feet of you and that have Intelligence higher than 5 and understand the language you use must make a Wisdom saving throw or be prone with laughter as the *hideous laughter* spell for 1 minute. The nearest creatures to you are affected first and you cannot choose who is affected. Each time an affected creature takes damage, and at the end of each affected creature's turn, it can make another Wisdom saving throw. The creature has advantage on the saving throw if it's triggered by damage. On a success, the effect ends for that creature.

MASQUERADER

At 13th level, you become a master of disguise and impersonation. You have advantage on all Charisma (Deception) checks made to alter your identity with a disguise. You can also create a disguise that precisely imitates another person's mannerisms, speech, and writing. You must spend three hours studying the person and their characteristics you intend to mimic.

Casual observers have no chance of detecting your ruse and you have advantage on your Charisma (Deception) checks to deceive anyone who is suspicious of you.

DEATH DECEPTION

Upon reaching 17th level, you can fool the hand of death. When an injury would normally reduce you to 0 hit points, you are instead left with 1. You can use a reaction in that moment to become invisible and create an illusion of yourself perishing from the injury.

A creature that uses its action to examine the illusory corpse can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell save DC.

Alternately, you can have the illusion depict you perishing in a nearby hazard, such as falling over a precipice or into an inferno (assuming such hazards are already present). In which case, the illusion ends as soon as the image is out of sight.

Finally, you can choose to remain visible and have the illusion depict mortal wounds on your body. As long as you remain prone and motionless, you appear to have died from the injury. Anyone inspecting the wounds can discern the illusion with a successful Intelligence (Investigation) or Wisdom (Medicine) check against your spell save DC.

In any case, the macabre illusion persists for 1 hour or until you dismiss it with a bonus action. Your invisibility also persists for 1 hour, but ends early if you attack or cast a spell.

After using this feature, you cannot use it again until you complete a long rest.



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