



ROGUISH 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.

ACROBAT

Trained by circuses, certain temples, and the odd organization of criminals (or vigilantes), the archetypical Acrobat is light on their feet and incredibly agile, able to tumble, somersault, and walk across tightropes with ease. The skills of a gymnast find a myriad of applications in the adventuring world, so whether it be for dungeon diving, cat-burgling, or brawling in a busy tavern, acrobats are always great to have on your side.

NATURAL ACROBAT

Starting at 3rd level, you have proficiency in the Dexterity (Acrobatics) skill if you did not already have it, and you have advantage on ability checks made using this skill on your turn. Additionally, you can stand from being prone without using any movement.

ADVANCED TUMBLING

At 3rd level, you can move through the space of any creature. Once you have moved through a creature's space, that creature has disadvantage on Opportunity Attacks against you until the end of your turn.

At 13th level, you can move through the space of any other creature without using any movement, up to a maximum of 30 feet on each of your turns.

PARTING TOSS

At 9th level, once on each of your turns, immediately after you move out of a creature's reach, you can make a ranged weapon attack with a thrown weapon targeting that creature.

FREERUNNING

Starting at 13th level, you ignore difficult terrain and climbing no longer halves your movement. Additionally, you can spend up to half your movement speed on your turn climbing even difficult surfaces (such as vertical walls) without making an ability check.

PEERLESS DODGE

By 17th level, you are so nimble, you can dodge almost anything. You can take the Dodge action as a bonus action on your turn. Additionally, when a creature you can see damages you with a spell, you can use your Uncanny Dodge to halve the spell's damage against you.