

ROGUSH 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.

GRIFTER

Swindlers, cheats, and most of all, grifters hang around taverns where people might have a looser grasp on their coins. The archetypal grifter knows that, with the right words and the right scheme, you can part anyone from their money, and even make it seem fair. Grifters are masters of cons, big and small, from counting cards and rolling loaded dice, to pyramid schemes and fraud.

SWINDLE

Starting when you choose this archetype at 3rd level, you gain proficiency in all gaming sets. Additionally, you learn the *cheat* cantrip.



DOUBLE BLUFF

At 3rd level, you can feint between two opponents, striking whichever one is least prepared. You gain an additional way to use your Sneak Attack; you don't need advantage on the attack roll to use your Sneak Attack against a creature if you are within 5 feet of it and another hostile creature.

OUT OF DODGE

By 9th level, you know when you cut and run when a ruse goes south. Whenever you take the Dash action, creatures have disadvantage on opportunity attacks against you. When you take the Disengage action, you can move up to half your movement speed.

LONG CON

By 13th level, you can unerringly enact confidence schemes and other ruses. Whenever you make a Charisma (Deception) check to lie to another creature, you can treat the result as your level + your proficiency bonus. If you later change major details pertaining to the lie, you lose the benefit of this ability against that creature.

HEIST PLAN

Starting at 17th level, you always plot out your schemes several moves ahead of time. You can take the Ready action on your turn as a bonus action. Whatever action you choose, your trigger must be based on a hostile creature performing a specific type of action (such as "when the kobold attacks", or "when the mage casts a spell") and can't activate until after your turn ends.