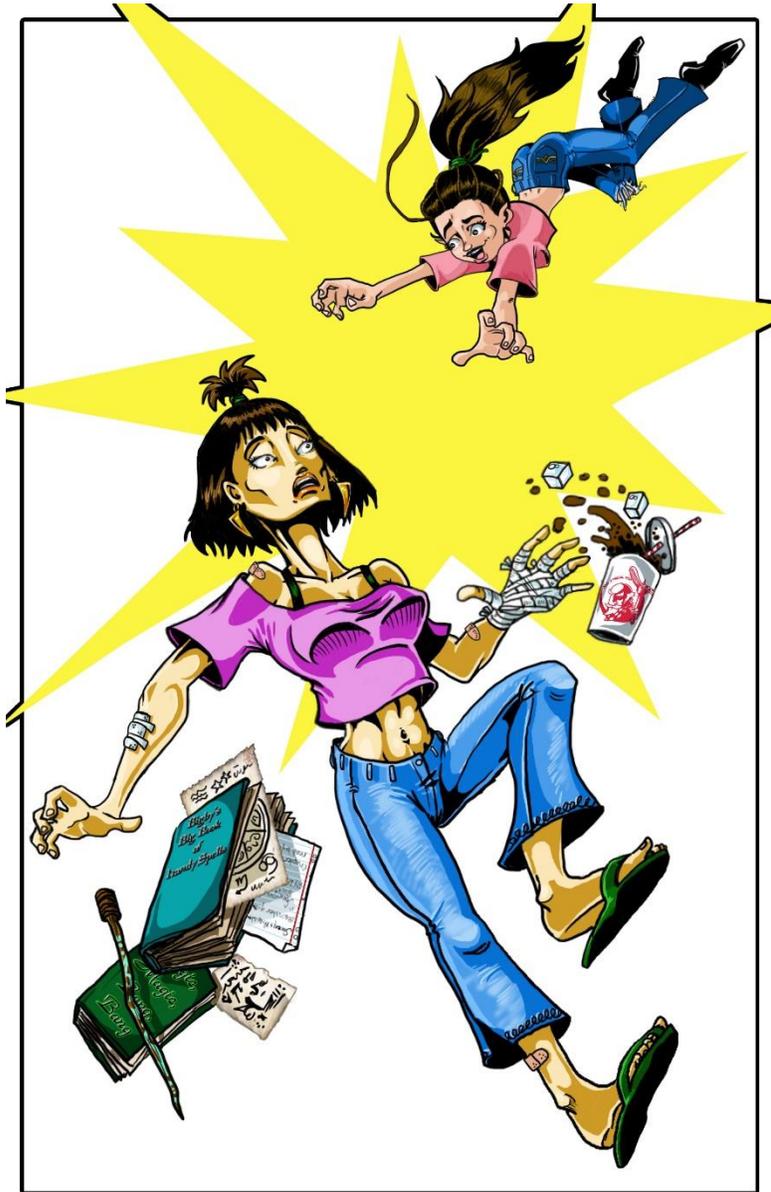


# Rogue School

(*Player's Handbook* (2014); *Dungeons & Dragons Basic Rules* (online supplement, 2015), *Xanathar's Guide to Everything* (2017))



*"I just don't get it. I steal the exam from out of the filing cabinet in Sleight of Hand class, I get an A. Exact same thing in Trigonometry, an' I'm on academic probation. Figure that one out."*

--Lidda,

junior Halfling Rogue

Welcome, student hopefuls, to the Tasselhoff Burrfoot School of Roguishness. Over the course of this program, you will learn the practices of deception, misdirection, elusiveness, perception, and how to cheat on your taxes. From evading impressive amounts of damage to dishing out impressive amounts of damage, you will gain an array of abilities that few can master. And a handful of skills, as well. That's right, a handful. Not, like, all the skills. We've really cut back on the coursework for Rogues this time around.

By their second semester, Rogue students must choose an educational path to focus their training on, depending on whether you'd prefer to lie, cheat, or steal. Or murder. Murder is also an option.

## FRESHMAN YEAR

Freshman students have intensive training in their choice of Academic electives, and can take exceptional training in a few. They will also study Sneak Attacking units every semester, and must learn basic fluency in Thieves' Cant.

## SOPHOMORE YEAR

In your Sophomore year, skill training continues and more advanced Sneak Attack units are required. You'll also need to take Uncanny Dodging (ROG 303) and Evasion (ROG 402).

## JUNIOR YEAR

Training intensifies further in year three, with extremely intense retraining in your top skills, and Blindsight training as well.

### SENIOR YEAR

To complete your degree, you must complete extremely advanced Sneak Attacking training. You'll also be required to take Extreme Luck and How to Acquire It (ROG 988) and Evasiveness (ROG 909), which offers bonus credit if you skip class all year and are never caught.

Upon completion of all requirements, you earn the Bachelor of Roguishness degree. And the Masters of Roguishness if you steal your diploma before the graduation ceremony.

## Rogue Career Paths

There are many kinds of Rogue: good rogues, bad rogues, thieving rogues, scoundrel rogues, murderous rogues... maybe we were too hasty saying there were *good* rogues? Anyway, choose the path that's best for you. Thief. Thief is the path that's best for you.

### *Arcane Trickster*

*(Player's Handbook (2014))*

Magic and roguery, together? The dickens, you say! But why bother learning all those lockpicking and wall climbing skills that are so danged hard, when you can just master Knock and Spider Climb spells? Isn't that much easier. Just hope you don't have to open a locked door more than three times a day. I'm sure the dungeons will be accommodating.

You'll be spending a good deal of time taking wizard Spellcasting Labs, and will also be required to take Legerdemain via *Mage Hand* (ROG 232) and Magical Ambush (ROG 513). You'll also need to take Spell Thievery in your senior year, which is not the same as *Spellbook* Thievery, thank you very much.

### *Assassin*

*(Player's Handbook (2014))*

Because of parental concerns, we want to emphasize the positive aspects of the Assassin program. You will learn unflinching techniques in creating false identities. You will learn to impersonate, emulate, and duplicate the behavior of other individuals. So, don't worry, parents. Even if your son or daughter is caught murdering political officials, he has plenty of ways to evade arrest.

Among the courses required for this program are Expert Level Infiltration (ROG 530), Imposture for Professionals (ROG 710), and Death Strike (ROG 917), which technically requires a license before you can take it. But c'mon! Like you're going to leave a paper trail.

### *Inquisitive.*

*(Unearthed Arcana: Gothic Heroes (online download, 2016), Xanathar's Guide to Everything (2017))*

Discover the secrets of discovering secrets. See, you're on the right track already.

We'd tell you about the requisites, but the entire program is built on deceit, so we'd just be lying. Note that this program requires good eyesight. If you wear corrective lenses, see your Cleric or approved Healer for possible solutions

## Mastermind

(*Sword Coast Adventurer's Guide* (2015), *Xanathar's Guide to Everything* (2017))

If intrigue and misdirection are your preferred weapons, you might want to avoid sword fights. On the other hand, you'd make a pretty good spy-type. We could use guys like that for... um, students. Just for students. Not for creating a network of young infiltrators to perform shadowy deeds, no sir.

Besides Intrigue Mastery and Insightful Manipulation, you'll be required to take a senior-year courses in the Use and Purpose of the Soul in Acts of Deceit (ROG 950). Heavy stuff, man.

## Scout

(*Unearthed Arcana: Ranger & Rogue* (online download, 2017), *Xanathar's Guide to Everything* (2017))

It's all about swiftness, stealth, mobility, and awareness. And knowing which berries are poisonous. You'll never lead a party through enemy territory without knowing which berries you can eat.

## Swashbuckler

(*Unearthed Arcana: Waterborne Adventures* (online download, 2015), *Sword Coast Adventurer's Guide* (2015), *Xanathar's Guide to Everything* (2017))

It's all about panache and confidence. And fancy footwork. And skill with the blade. But mostly it's about monologuing. There's six required credit hours of monologuing for this program.

You'll be required to take Rakish Audacity, although we're sure you came into this program with plenty of audacity as it is. You'll also need to take Development and Understanding Panache, and end your senior year with a Dueling Master Class (ROG 931).

## Thief

(*Player's Handbook* (2014); *Dungeons & Dragons Basic Rules* (online supplement, 2015))

Even in a down economy, there's always money in stealing. Whether you wish to pick pockets on the street, or break safes in a second story office, there's no end to the money you can make, if you don't care who it belongs to.

Required courses include Fast Hands, Supreme Sneakiness, Magic Device Use and Misuse, and Second-Story Work, which surprisingly is usually taught on the first floor.

## **NEW ROGUISH ARCHETYPE:**

# Barber

On the continent of Zhakara, the Barber is an important member of society, with responsibilities far beyond cutting hair. A Zhakaran Barber is part doctor, part entertainer, part face-shaver, and part conman. They are known for their cutting wit and their cutting razors, as well as a thorough lack of tact.

### **BASIC BARBER WEAPONS**

Starting at 3<sup>rd</sup> level, you acquire either a sizable pair of scissors or a long razor. On either case, you may treat this weapon as a dagger.

### **BLOODLETTING**

Beginning at 3<sup>rd</sup> level, you can inflict 1d4 slashing damage to a willing creature with your scissors or razor; you may use this ability on yourself. Afterward, the creature heals 2d4 damage plus your Intelligence modifier. At 9<sup>th</sup> level and later, this ability heals 2d6 damage, 2d8 at 13<sup>th</sup> level, and 2d10 at 17<sup>th</sup> level. You may only use this ability once per individual until you have taken a short or long rest.

### **MARKET SAVVY**

Starting at 9<sup>th</sup> level, you know your way around a market and its ways like nobody's business. Whenever you are in a bazaar or similar area with multiple shops (which allow haggling), you can buy, trade, resell, barter and bluff your way into some cash. You must have at least 10 gp (but not more than 100 gp) to spend on trinkets to begin; this is your "starting money." Make a Charisma (persuasion) check. If you beat a DC of 10, you have traded up and resold items until you have doubled your starting money. You may continue making checks, each success giving you an additional amount equal to your starting money, but each roll adding +5 to the DC. You are assumed to have spent 10 minutes in the market per roll you make.

If you fail the first roll, you have lost your starting money, and just have a handful of trinkets worth about half your starting money. If any subsequent roll fails, you have not lost any money, but the merchants are now wise to you and you can't make any more cash this way. Once you have used this ability, you cannot do it in the same market again for one month.

### **SUPER-STYLISH MAKEOVER**

Beginning at 13<sup>th</sup> level, you can give one willing character or creature other than yourself a fancy haircut and grooming. The process takes half an hour, after which, for the next hour, the character has advantage on any charisma check it makes. Similarly, you can intentionally give them a bad haircut; they thereafter have disadvantage on all charisma checks for the next hour.

Once you have used this ability, you must take a long break to use it again.

### **BACK-STABBING WEASEL**

Starting at 17<sup>th</sup> level, you can use your sneak attack ability to maximum effect by being a charming bastard. You must be outside of combat, and the target of your sneak attack must be aware of your presence, but unaware you're hostile to them. (For instance, someone you've been palling around with all day, or a guard you've just bribed and winked at.) Before the sneak attack, make a dexterity roll, adding your proficiency bonus; the opponent must make a Wisdom saving throw, the DC equaling your dexterity roll.

If you win this contest, you make a sneak attack with your scissors or razor, doubling the sneak attack damage. If the opponent wins, he is on to you, buddy. Ain't enough charm to fix this one.

You may only use this ability once before taking a long rest.

### NEW ROGUISH ARCHETYPE:

## Pizza Delivery Ninja

Clan Bunden-Pittsua is devoted to the swift and efficient delivery of hot, fresh pizza to your satisfaction, or it is free. They take pizza delivery seriously, with a sense of pride that defies their minimum wage plus tips.

### HANDLED WITH CARE

Beginning at 3<sup>rd</sup> level, when carrying food and drink, so long as it remains in your hands (or satcheled to your shoulders, etc.), it will not spill, nor will the toppings slide to one side, unless someone actively tries to knock them out of your hands or take them from you. They remain hot and fresh (or cold and refreshing) until you reach your destination. You have advantage in any skill contest to hold onto said food and drink.

Such is the advantage of delivery from Clan Bunden-Pittsuo.

### SWIFT DELIVERY

Beginning at 3<sup>rd</sup> level, you add +10 ft to your ground movement. At 9<sup>th</sup>, it becomes +15, at 13<sup>th</sup> level, it is +20, and at 17<sup>th</sup> level, it becomes +25 ft. This does not combine with a monk's movement bonus, nor other similar bonus gained from a class feature. You keep the higher benefit.

### DEDICATED DELIVERY

Starting at 9<sup>th</sup> level, you gain Climb and Swim speeds equal to your ground movement (including your Swift Delivery bonus). When swimming, food and drink in your care remains dry and delicious (or un-watered down, as the case may be.)

### YEAH, I TELEPORTED. I MEAN, YOU DIDN'T SEE ME, DID YOU?

At 13<sup>th</sup> level, you gain the ability to move swiftly and unhindered while remaining unseen. So long as no one is directly looking at you, you can teleport up to 100 ft. as an action. You can only do this once between short or long rests. Yes, you can teleport into areas that are

completely enclosed with no possible access, but no, this isn't a magical ability. You're just good.

### SHAME IN VICTORY

At 17<sup>th</sup> level and beyond, you may sacrifice the food and drink in your care by throwing it in the face of an opponent. The opponent suffers 6d8 fire damage and 2d8 cheese damage; a successful dexterity save (DC



= 8+ your proficiency bonus + your Wisdom bonus) halves the damage. Further, the opponent must make a Constitution save (same DC) or run screaming away from you for one minute (this latter effect does not apply to creatures immune to fire damage).

You obviously must have a food and drink delivery on hand to use this ability. Even if it is successful, you have failed in your mission to bring delicious pizza to the customer, and have brought shame to Clan Buden-Pittsuo and yourself, and also the customer gets refunded and a coupon for a free pizza.

(Yes, even the drinks do fire damage. In the hands of a high level pizza delivery ninja, the fizziness of the soda counts as heat.)

### NEW ROGUISH ARCHETYPE:

## Pole Dancer

It's good exercise, really. Promotes upper body strength and balance, agility, and both aerobic and anaerobic exercise. It's not just for dancers in \*ahem\* gentlemen's clubs. I mean, you could. If you wanted. We're not judging. It can be good money. Up to you.

Or just the exercise. Either way.

### POLE EXPERTISE

When you enter this archetype at 3<sup>rd</sup> level, you gain expertise with any Dexterity (Acrobatics) or Strength (athletics) checks involving a pole (such as climbing a pole, or swinging from a pole), adding double your proficiency bonus to such checks.

When attacking with a quarterstaff, you may choose to add your Dexterity modifier to attacks and damage instead of your strength modifier. For sneak attack purposes, quarterstaves count as a finesse weapon for you.

### POLE PLANTING

Beginning at 3<sup>rd</sup> level, you can familiarize yourself with a 10-foot pole or quarterstaff (or other, similar item your DM approves no longer than 10 feet) which you carry. You are familiar only with one pole at a time, but may choose to spend ten minutes familiarizing yourself with another pole, studying its weight and balance.

You may plant your familiar pole on the ground as a bonus action, so that it is pointing straight up. Once planted, it remains balanced and you can climb it, swing from it, or just hang from it at will, until you pick it up, or until an outside force actively attempts to topple it. If you are on the pole when someone tries to tip it, you have advantage to Dexterity rolls to maintain balance.



### **SWING FOR MOMENTUM**

Beginning at 9<sup>th</sup> level, when you use the Dash action, you can, as part of the movement, plant your pole and swing around it to build momentum, adding an additional 10 feet to your movement. If you use this swing to change directions when you are being chased, pursuers are surprised by this action. Make a Dexterity (acrobatics) check against the pursuers' Wisdom (perception) check. Any pursuer whose perception roll is lower than your acrobatics roll continues running in their current direction instead of changing directions to follow you for the duration of their move this turn.

At 15<sup>th</sup> level, you add an additional 20 feet to your movement when using this maneuver.

### **EXTRA ATTACKING**

At 9<sup>th</sup> level, when you take an attack action with a quarterstaff, you get two attacks. At 13<sup>th</sup> level, you get three attacks.

### **VAULT**

At 13<sup>th</sup> level, you learn to use your pole to propel you through the air. With a running start, you can use your pole to vault before making a jump. Add the length of your pole to your total jump height, or twice the length of your pole to total jump distance.

### **WHIRLWIND KICK**

At 17<sup>th</sup> level, you can plant your pole as a bonus action before making an attack action. By spinning around the pole, you may make one kicking attack on each opponent within 5 feet of you. Use your dexterity bonus on attack rolls. Your kicks do 1d8 damage plus dexterity bonus. You have advantage on the first foe you strike during this whirlwind, and may add your sneak attack damage.

Once you've used this ability, you must take a short or long rest before using it again.

### **NEW ROGUISH ARCHETYPE:**

Sk8r Boi/Roller Grrl

Mastering the fine art of skating, the Sk8r Boi and/or Roller Grrl performs amazing feats of skill on wheels. If you use a skateboard, you're a Sk8r Boi. If you use roller skates, you're a Roller Grrl. I mean, if you're a male person on roller skates, I guess you could be a Roller Boi, if you're concerned with labels. Sure, I could just call it "Skater" and be done with it. But then I wouldn't be intentionally misspelling basic English words, and where's the fun in that?

### **BONUS PROFICIENCY**

When you enter this archetype at 3<sup>rd</sup> level, you gain proficiency with either skateboards or roller skates, your choice. (see the "Equipment" chapter for rules regarding skates and skateboards)

### **SPEEDY**

When you enter this archetype at 3<sup>rd</sup> level, both skates and skateboards add 10 feet to your ground movement (roller skates usually add 5 feet).

Your movement bonus becomes 15 feet at 7<sup>th</sup> level, 20 feet at 11<sup>th</sup> level, 25 feet at 15<sup>th</sup> level, and 30 feet at 19<sup>th</sup> level.

### **STUNT ARRAY**

Starting at 3<sup>rd</sup> level, when using a skateboard or skates for ground movement, you can move along vertical surfaces, and even along ceilings, so long as your movement begins and ends on a horizontal surface.

### **BODY SMASH**

At 9<sup>th</sup> level, you have perfected a charging technique. At the end of a Dash action, you can slam into a creature, either wheels-up (skateboards) or arms in front of your face (skates), doing 1d6 damage per 10 feet of movement speed you have (with your skates or board). *Note: This is your normal movement rate, not your Dash rate.* If the creature is not knocked out by the damage, you and the creature have a strength contest if it is no more than one size category larger than you. If you win (or if the creature is knocked unconscious), the creature is knocked prone and you suffer no damage. If the creature wins, it remains standing and you take half as much damage as you dealt. Creatures of a smaller size category than you have disadvantage on their strength check. Creatures of a larger size category have advantage. If it is two size categories larger than you or more, you cannot knock it prone and always take half damage from this maneuver.

### **SKY SURFING (Sk8r Boi only)**

At 13<sup>th</sup> level, you can use your skateboard to effectively glide downward any distance unharmed, as if under the effect of a *feather fall* spell. Whether you are using nearby surfaces to bounce off, slowing your fall, or you just grab the lip of your board and use it to glide, so long as you are conscious and have your skateboard, you never suffer falling damage.

### **CRASH ON THROUGH (Roller Grrl only)**

At 13<sup>th</sup> level, so long as you are on skates and your arms are free to shield your face, you can crash through barriers simply by charging at them. When you use your Body Smash ability against a wall, fence, or other barrier, you do double damage. If the barrier gives, you suffer no damage, but you take half the damage you rolled if the barrier does not collapse.

### **RECKLESS TAUNTING**

Starting at 17<sup>th</sup> level, as long as you are on your skates or skateboard and able to move, you can declare you are drawing fire. Once per round, you can use your action to declare yourself to be the target of any ranged weapon attack or ranged spell that requires an attack roll. Against this attack, and all ranged attacks made against you, you can make a dexterity (acrobatics) check to avoid the damage completely (DC = the attack roll of the attack).

Your reckless taunting continues until you take an action other than movement and drawing fire, until combat is over, or until you are struck by a ranged attack you attempted to avoid. Once you have used this ability, you must complete a short or long rest to use it again.