

Rogue

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

--Zelda Footpadder

Welcome, student hopefuls, to the Sisyphus School of Roguishness, founded by Sebastian Sisyphus at the same time the three recognized founders founded Sigil Prep, but it wasn’t discovered he was teaching Rogue on the campus for almost a decade.

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.

Duplicity is encouraged, and if you can steal your diploma before the graduation ceremony, so much the better. But you aren’t limited to being secretive and crafty. Boisterous and energetic rogues are also welcome. All you need is a clever mind and an agile frame.

The Rogue department isn’t all thievery and graft. Much of the focus of your training will be on movement in combat, finding the opportune moment to do the maximum damage while minimizing damage to yourself. But don’t worry, the thievery and graft is there and ripe for the taking.

Rogue Department Basics

Hit Dice: 1d8 per Rogue level

Hit Points at 1st Level: 8 + constitution modifier

Hit Points at Higher Level: 1d8 + your constitution modifier per level after 1st

Saving Throws: Dexterity, Intelligence

Departmental Requirements

All students in the Rogue Department must complete the following courses:

Level Courses

Freshman Tier

1 **Rouge Combat Intensive**
Basics of Thievery

Sneak Attack I

Expertise Labs

Thieves’ Cant

Choice of elective

2

Cunning Actions

Choice of elective

3

Sneak Attack II

Major requirements

Choice of elective

4

Training Level

Choice of elective

Sophomore Tier

5

Sneak Attack III

Uncanny Dodging

Choice of elective

6

Expertise Labs

Choice of elective

7

Sneak Attack IV

Evasion

Choice of elective

8

Training Level

Choice of elective

Junior Tier

9

Sneak Attack V

Major requirements

Training Level

Choice of elective

10

Sneak Attack VI

Reliable Talent Labs

Choice of elective

11

Training Level

Choice of elective

Senior Tier

12

Sneak Attack VII

Major requirements

Blindsense

Choice of elective

13

Sneak Attack VIII

Slippery Mind

Choice of elective

14

Training Level

Choice of elective

15

Required Courses

BASICS OF THIEVERY (basic skill)

The skills and techniques of masterful breaking and entering. For entertainment purposes only. Please do

not use your thievery training to commit acts of thievery.

You gain proficiency in the Thievery skill. You can use thieves' tools to open locks or disable devices such as traps.

Note: This course may be taken as an elective by non-Rogue students.

EXPERTISE LAB

Intensive training in things you've already trained in.

Prerequisite: Proficiency in the skills you intend to gain expertise in. May be taken concurrently.

Choose two skills in which you are proficient. You gain expertise in those skills; your proficiency bonus is double for any ability check you make that uses either of the chosen skills.

Note: Rogue students may take this course multiple times, choosing different skills each time.

ROGUE COMBAT INTENSIVE

Goodly training in the stabby.

You gain familiarity with light armor. Without familiarity, when wearing armor you are at disadvantage when making attack rolls, skill checks and saving throws using Strength or Dexterity, and you cannot cast spells.

You are also proficient in simple weapons, hand crossbows, longswords, rapiers, and shortswords.

SNEAK ATTACK I(ability)

Your chief weapon is surprise. Surprise and fear. Fear and surprise.

You gain the Sneak Attack ability. You know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 1d6 to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon.

You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

THIEVES' CANT(language)

Super-duper secret language of thieves. Don't let anyone else know you're taking this class.

You learn Thieves' Cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows Thieves' Cant understands such messages. It takes four times longer

to convey such a message than it does to speak the same idea plainly.

In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.

Note: This course may be taken as an elective by non-Rogues, with the permission of the instructor.

CUNNING ACTIONS(action)

Thinking on your feet and reacting swiftly to stimuli.

You gain the Cunning Action ability. Your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can only be used for the Dash, Disengage, or Hide actions.

SNEAK ATTACK II

Two chief weapons: surprise, fear, and ruthless efficiency!

The bonus damage from your Sneak Attack increases to 2d6.

TRAINING LEVEL

Required training for all students.

On training levels, you must take two units selected from the following courses, as described in the Electives chapter: *Charisma Training, Constitution Training, Dexterity Training, Intelligence Training, Strength Training, and Wisdom Training*. You may take both units in the same course.

SNEAK ATTACK III

Among your chief weapons are surprise, fear, ruthless efficiency and near fanatical devotion to... um...

The bonus damage from your Sneak Attack increases to 3d6.

UNCANNY DODGING(ability)

The best defense is a good defense.

You gain the Uncanny Dodge ability. When an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

SNEAK ATTACK IV

...let's try this again.

The bonus damage from your Sneak Attack increases to 4d6.

EVASION (ability)

Avoiding area attacks like the graceful such-and-such you are.

You gain the Evasion ability. You can nimbly dodge out of the way of certain area effects, such as a red dragon's breath or an *ice storm* spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and half damage if you fail.

SNEAK ATTACK V

Amongst your weaponry are such diverse elements as... Are we running this into the ground yet?

The bonus damage from your Sneak Attack increases to 5d6.

SNEAK ATTACK VI

Damn, you're getting good at stabbing.

The bonus damage from your Sneak Attack increases to 6d6.

RELIABLE TALENTS LAB

Training for consistency rather than perfection, which is sometimes the better choice.

You refine your chosen skills until they approach perfection. Whenever you make an ability check with a skill in which you are proficient, you can treat a d20 roll of 9 or lower as a 10.

SNEAK ATTACK VII

Reaching new levels of stabbity that few have reached.

The bonus damage from your Sneak Attack increases to 7d6.

BLINDSENSING (ability)

A good Rogue is always aware of their surroundings. Even the bits they're not aware of.

You gain the Blindsense ability. If you are able to hear, you are aware of the location of any hidden or invisible creature within 10 feet of you.

Note: This course may be taken as an elective by non-Rogue students of Senior tier or higher.

SNEAK ATTACK VIII

In which you learn to stab with the greatest possible efficiency without going to grad school.

The bonus damage from your Sneak Attack increases to 8d6.

SLIPPERY MIND

You've mastered evading attacks and spells; now learn to evade the mind itself.

You acquire greater mental strength. You gain proficiency in Wisdom saving throws.

Choosing Your Major

Students in the Rogue department have a wide range of goals, be it adventuring, investigation, or basic burglary, with their common goal being high levels of skill and creative use of the environment.

The Thievery major is presented here because, let's face it, even if you say it isn't why you're a rogue... it's why you're a rogue.

THIEVERY

"It's not stealing if it's homework."

--Zelda Footpadder

The most popular major for Rogues, because thievery enables you to access the inaccessible, to enter the unenterable, to acquire the ungettable. All very useful for adventurers who need to overcome traps, unlock ancient doors, or remove invaluable objects for their place of ancient rest. Or petty crime. You do you.

Thievery Major Requirements

Level	Course
3	Fast Hands
	Second-Story Work
9	Supreme Sneakiness
13	Using Magic Devices

FAST HANDS

All a matter of misdirection.

You can use the bonus action granted by your Cunning Action ability to make a Dexterity (sleight of hand) check, a Dexterity (thievery) check to disarm a trap or open a lock, or take the Use an Object action.

SECOND-STORY WORK

Nobody locks their second-story windows.

You gain the ability to climb faster than normal; climbing no longer costs you extra movement.

In addition, when you make a running jump, the distance you cover increases by a number of feet equal to your Dexterity modifier.

SUPREME SNEAKINESS

The secret is walking on your tip-toes.

You have advantage on a Dexterity (stealth) check if you move no more than half your speed on the same turn.

USING MAGIC DEVICES

The use and function of everything.

You learn enough about the workings of magic that you can improvise the use of items even when they are not intended for you. You ignore all class, race, and level requirements on the use of magic items.