

Chapter 22

Rogues: Stealth and Cunning

Origins

The Rogue has been around as long as the Fighter, since the beginning of time itself. While a Fighter learned to pick up weapons and fight in the opened, Rogues learned how to work in the background. Instead of risking life and limb in an opened fight, the Rogue has leaned how to manipulate his surrounding and use their skills instead of fighting openly.

As DME user started to appear, and technology advanced, so too did the tools and techniques of these intelligent and crafty individuals. Some have even learned to manipulate DME and use it for trickery or beneficial means.

Rogues can be found in every walk of life and every section of society. They can be found in the dark alleyways of cities, the corporate sector, and in the royal courts of the highest positions of power. They are found as footmen ready to rob and murder, privateers on pirate ships, and traders on airships. The Rogue can fit into any niche and in any place within Vendrosa, or any other Planar Dimesion.

Playing a Rogue

Rogues are a highly versatile and can fit many rolls within the party. They tend to be the scouts and handle a good deal of RP or skill checks for the party, as they have a deep pool of skills. They also will focus on certain skills and eventually be unsurpassed in their abilities.

Rogues are very rarely in the front lines, and even more rarely found tanking any serious fights. They are better designed for hit and run tactics and at range fighting. They can deal large amounts of damage, but it is highly dependent on their ability to get their Sneak Attack damage.

Rogue: Base Features

The Base features are things that the class gains if they start at 1st level as an Rogue. Some of these features are gained after each level up within the class.

Hit Points

Hit Dice: 1d8 per Rogue level.

Hit Points at 1st Level: 8+ your Constitution modifier.

Hit Points at Higher Levels: 1d8+ your Constitution modifier per Rogue level after 1st.

Proficiencies

- **Armor:** Light armor.
- **Weapons:** Simple weapons, hand crossbows, longswords, rapiers, shortwords
- **Tools:** Thieves Tools
- **Saving Throws:** Dexterity and Intelligence
- **Skills:** Choose four from Acrobatics, Athletics, Deception, Insight, Intimidation, Investigation, Perception, Performance, Persuasion, Sleight of Hand, and Stealth.

Equipment

(a) a rapier or (b) a shortsword

(a) a shortbow and quiver of 20 arrows or (b) a shortsword

(a) a burglar's pack, (b) a dungeoneer's pack, or (c) an explorer's pack

Leather armor, two daggers, and thieves' tools background and start with 3d4 Bekkr.

Alternatively, you can ignore the equipment from your class and background and start with 200 Bekkr pieces

Level	Prof	Features	DME Level*	Sneak Attack
1	2	Expertise, Sneak Attack, Thieves Cant	-	1d6
2	2	Cunning Action	-	1d6
3	2	Roguish Archetype	1	2d6
4	2	ASI	1	2d6
5	3	Uncanny Dodge	1	3d6
6	3	Expertise	2	3d6
7	3	Evasion	2	4d6
8	3	ASI	2	4d6
9	4	Roguish Archetype	3	5d6
10	4	ASI	4	5d6
11	4	Reliable Talent	4	6d6
12	4	ASI	4	6d6
13	5	Roguish Archetype	5	7d6
14	5	Blindsight	5	7d6

15	5	Slippery Mind	5	8d6
16	5	ASI	6	8d6
17	6	Roguish Archetype	6	9d6
18	6	Elusive	6	9d6
19	6	ASI	7	10d6
20	6	Stroke of Luck	8	10d6

*DME Levels is for the DME Trickster and the EMT Archetypes only.

Rogue: Class Features

The Class features section allow you to further customize the base class of the Rogue through level up features. Each time a character levels within the Rogue class, they can potentially gain minor to major benefits, so consult these pages each time you level up your character.

Expertise (Level 1,6)

At 1st level, choose two of your skill proficiencies, or one of your skill proficiencies and your proficiency with thieves' tools. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies. At 6th level, you can choose two more of your proficiencies (in skills or with thieves' tools) to gain this benefit.

Sneak Attack (Level 1)

Once per turn, you can deal extra 1d6 damage 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. You gain an additional d6 damage every odd level up to 10d6 damage at level 19.

Thieves' Cant (Level 1)

During your rogue training you learned 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.

Cunning Action (Level 2)

Starting at your second level, you can use your Bonus Action to take the Dash, Disengage, or Hide action.

Roguish Archetype (Level 3, 9, 13, 17)

At 3rd level, you choose an archetype that you emulate in the exercise of your rogue abilities. Your archetype grants you features at 3rd level and then again at 9th, 13th, and 17th level. The Archetypes are: Assassin, DME Trickster, EMT, **Inquisitive**, **Mastermind**, **Scout**, **Swashbuckler**, **Thief**, **Quickdraw**.

Ability Score Improvement (Level 4, 8, 10, 12, 16, 19)

When you reach 4th level, and again at 8th, 10th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Uncanny Dodge (Level 5)

Starting at 5th level, 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.

Evasion (Level 7)

Beginning at 7th level, 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 only half damage if you fail.

Reliable Talent (Level 11)

By 11th level, whenever you make an ability check that lets you add your proficiency bonus, you can treat a d20 roll of 9 or lower as a 10.

Blindsense (Level 14)

Starting at 14th level, if you can hear, you are aware of the location of any hidden or invisible creature within 10 feet of you.

Slippery Mind (Level 15)

By 15th level, you gain proficiency in Wisdom saving throws.

Elusive (Level 18)

Beginning at 18th level, no attack roll has advantage against you while you aren't incapacitated.

Stroke of Luck (Level 20)

At 20th level, if your attack misses a target within range, you can turn the miss into a hit. Alternatively, if you fail an ability check, you can treat the d20 roll as a 20. Once you use this feature, you can't use it again until you finish a short or long rest.

Archetype: Assassin

The Assassin is the master of killing their targets before they are even aware that they have been targeted. The Assassin is rarely a savory person, but there are rare occasions where an Assassin may be in the "Good" Alignment.

Hunters Mark (Level 3)

At level 3, an Assassin can use the DME Power Hunters Mark at 1st Circle. They can do this several times up to their Intelligence Modifier per Long rest.

Assassinate (Level 3)

Starting at 3rd level, you have advantage on attack rolls against any creature that hasn't taken a turn in the combat yet. In addition, any hit you score against a creature that is surprised is a critical hit.

Impostor (Level 9)

At the 9th level, you can unfailingly create false identities for yourself. You must spend seven days and 25 Bekkr pieces to establish the history, profession, and affiliations for an identity. You can't establish an identity that belongs to someone else. For example, you might acquire appropriate clothing, letters of introduction, and official-looking certificates to establish yourself as a member of a trading house from a remote city so you can insinuate yourself into the company of other wealthy merchants. Thereafter, if you adopt the new identity as a disguise, other creatures believe you to be that person until given an obvious reason not to. You also gain the ability to unerringly mimic another person's speech, writing, and behavior. You must spend at least three hours studying these three components of the person's behavior, listening to speech, examining handwriting, and observing mannerisms. Your ruse is indiscernible to the casual observer. If a wary creature suspects something is amiss, you have advantage on any Charisma (Deception) check you make to avoid detection.

Assassins Reflexes (Level 13)

At 15th level, if the target of your Hunters Mark forces you to make a saving throw or physical competition-based check, add 1d6 to your roll. Additionally, you can use your reaction to make one weapon attack against the quarry. You make this attack immediately before making the saving throw. If your attack hits, your save automatically succeeds, in addition to the attack's normal effects.

Death Strike (Level 17)

Starting at the 17th level, when you attack and hit a creature that is surprised, it must make a Constitution saving throw (DC 8 + your Dexterity modifier + your proficiency bonus). On a failed save, double the damage of your attack against the creature.

Archetype: DME Trickster

The DME Trickster has learned how to activate the portion of DME that has to do with the mind and Psionics. While limited in their scope, their focus on Telekinesis through the direct manipulation of their hand is surpassed by no other... not even the Empaths themselves. Many of the abilities a Trickster gets have something to do with trickery or prankster like abilities.

DME Pool & Manipulation (Level 3)

At 3rd level you know 3 first level DME Powers from the Psionic list. Intelligence is your modifier. Every time you gain a DME level, you can add 1 DME Power to your list, and if you find any that you can research, you can add that to your list as well. DME save DC= 8+ your proficiency bonus+ your Intelligence modifier. DME Attack modifier= your proficiency bonus+ your intelligence modifier. See the chart above for DME levels.

Additional DME Power Availabilities (level 3)

At level 3, the DME Trickster gains access to the following additional powers. They do not automatically learn these abilities.

- Level 3: Tricks: Shocking Grasp, Frostbite and Temporal Aging
- Level 6: 1st Circle: Solvent and Rapid Aging
- Level 9: 2nd Circle: Invisibility
- Level 12: 3rd Circle: Counter
- Level 15: 4th Circle: Greater Invisibility

Tricks (Level 3)

You start with 2 tricks and the DME Hand. At level 10 you gain another Trick.

DME Hand Legerdemain (Level 3)

You start with the DME Hand Trick automatically, which does not count against your other Tricks. Starting at 3rd level, you can activate DME hand as a bonus action. You can make the hand invisible. You can perform one of these tasks without being noticed by a creature if you succeed on a Dexterity (Sleight of Hand) check contested by the creatures Wisdom (Perception) check. In addition, you can use the bonus action granted by your Cunning Action to control the hand. You can perform the following additional tasks with it:

- You can stow one object the hand is holding in a container worn or carried by another creature.
- You can retrieve an object in a container worn or carried by another creature.
- You can use thieves' tools to pick locks and disarm traps at range.

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DME Ambush (Level 9)

Starting at 9th level, you can use DME touch based attacks with your DME hand instead of your actual hand. Additionally, any DME power that is a touch attack gains Sneak Attack. attack is made with your DME Hand, you can apply Sneak attack damage to the DME attack.

Versatile Trickster (Level 13)

At 13th level, as a bonus action on your turn, you can designate a creature within 5 feet of your DME Hand. Doing so gives you advantage on attack rolls against that creature until the end of the turn.

Psionic Strikes (Level 17)

At 17th level, if you attack with a Psionic based DME attack or DME Touch based attack, you can immediately attack again with your weapon as a bonus action.

Archetype: EMT

The Roguish EMT is typically one of the most altruistic of all the roguish classes. Learning to use their grace, speed, and evasiveness, they can move quickly and administer aid to those in need. While still dangerous, they are a welcome sight to those who are at the edge of death.

DME Pool & Manipulation (Level 3)

At 3rd level you know 3 first level DME Powers from the Organic or Chronomancy lists. Intelligence is your modifier. Every time you gain a DME level, you can add 1 DME Power to your list, and if you find any that you can research, you can add that to your list as well. DME save DC= 8+ your proficiency bonus+ your Intelligence modifier. DME Attack modifier= your proficiency bonus+ your intelligence modifier. See the chart above for DME levels.

Tricks (Level 3)

You start with 2 tricks and you start the Spare the Dying Trick.

Saving a Life (Level 3)

You can use Spare the Dying as part of your Cunning action.

Bonus Proficiencies (Level 3)

You gain proficiency in Herbalism Kits, and the Medicine Skill.

Rapid Diagnosis (Level 9)

Starting at 9th level, you can use your cunning action to end one of the following effects on an effected creature with a healer's kit: Blinded, Deafened, Frightened, Stunned, Sickened. You can do this up to your Intelligence modifier per Long rest.

Emergent Care (Level 13)

At 13th level, you can apply your sneak attack damage dice to a healing power or healing item on yourself or another person. You can do this 1 time per short rest.

Stimulant (Level 17)

At 17th level, you can choose to enhance a healing power you use with the Haste effect. Once used, you have the Haste effect on, but it does not require concentration. You can do this 1 time per long rest.

Archetype: Inquisitive

Much like the EMT, the Inquisitive Rogue tends to have more altruistic roots (though not always). In many cases, the Inquisitive ends up working for government agencies as spies, detectives, and law enforcement. Their skills prevent them from being put into the day to day grunt work, but instead focus on finding the hidden clues and mysteries that surround them.

Ear for Deceit (Level 3)

At 3rd level, whenever you make a Wisdom (Insight) check to determine whether a creature is lying, treat a roll of 7 or lower on the d20 as an 8 whether or not you are proficient in the skill.

Eye for Detail (Level 3)

Starting at 3rd level, you can use a bonus action to make a Wisdom (Perception) check to spot a hidden creature or object or to make an Intelligence (Investigation) check to uncover or decipher clues.

Insightful Fighting (Level 3)

At 3rd level, as a bonus action, you can make a Wisdom (Insight) check against a creature you can see that isn't incapacitated, contested by the target's Charisma (Deception) check. If you succeed, you can use your Sneak Attack against that target even if you don't have advantage on the attack roll, but not if you have disadvantage on it. This benefit lasts for 1 minute or until you successfully use this feature against a different target.

Steady Eye (Level 9)

Starting at 9th level, you have advantage on any Wisdom (Perception) or Intelligence (Investigation) check if you move no more than half your speed on the same turn.

Unerring Eye (Level 13)

Beginning at 13th level, as an action, you sense the presence of illusions, and other DME designed to deceive the senses within 30 feet of you, provided you aren't blinded or deafened. You sense that an effect is attempting to trick you, but you gain no insight into what is hidden or into its true nature. You can use this feature several times equal to your Wisdom modifier (minimum of once), and you regain all expended uses of it when you finish a long rest.

Eye for Weakness (Level 17)

At 17th level, while your Insightful Fighting feature applies to a creature, your Sneak Attack damage against that creature increases by 3d6.

Archetype: Mastermind

The Mastermind Rogue is a genius of unmatched proportions. They are the great strategists, masterminds, crime lords and villains of the land. While not all evil, they have learned to work all the angles far better than any other rogue and have a deep understanding of how to manipulate events to benefit them above all else.

Master of Intrigue (Level 3)

At 3rd level, you gain proficiency with the disguise kit, the forgery kit, and one gaming set of your choice. You also learn two languages of your choice. Additionally, you can unerringly mimic the speech patterns and accent of a creature that you hear speak for at least 1 minute, enabling you to pass yourself off as a native speaker of a land, if you know the language.

Master of Tactics (Level 3)

Starting at 3rd level, you can use the Help action as a bonus action. Additionally, when you use the Help action to aid an ally in attacking a creature, the target of that attack can be within 30 feet of you, rather than within 5 feet of you, if the target can see or hear you.

Insightful Manipulator (Level 9)

Starting at 9th level, if you spend at least 1-minute observing or interacting with another creature outside combat, you can learn certain information about its capabilities compared to your own. The DM tells you if the creature is your equal, superior, or inferior regarding two of the following characteristics of your choice:

- Intelligence score
- Wisdom score
- Charisma score
- Class levels (if any)
- At the DM's option, you might also realize you know a piece of the creature's history or one of its personality traits, if it has any.

Misdirection (Level 13)

Beginning at 13th level, when you are targeted by an attack and while a creature within 5 feet of you, you can use your reaction to have the attack target that creature instead of you.

Soul of Deceit (Level 17)

Starting at 17th level, you can present false thoughts by succeeding on a Charisma (Deception) check contested by the mind reader's Wisdom (Insight) check. Additionally, no matter what you say, DME that would determine if you are telling the truth indicates you are being truthful if you so choose, and you can't be compelled to tell the truth by DME.

Archetype: Scout

The Scout is a Rogue that has harnessed their innate skills to lead their parties through the wilderness. They are nearly unmatched in their skills and are renowned as some of the best trackers and hunters in the world. It is said they have a deep connection to nature and have been trained by Guardians to blend in with nature like no other.

Organic Touch (Level 3)

At 3rd level, you have developed a deep connection with the nature around you. You gain certain DME powers. Tricks can be used at any time, whereas any DME Power listed below can only be used 1 time per long rest.

- Pick 1 Trick from the following: Naturecraft or Thornwhip
- Pick 1 1st Circle power from the following: Enhanced Foodstuffs, Entangle, Purify Food and Drink, or Fog Cloud

Survivalist (Level 3)

At 3rd level, you gain proficiency in the Nature and Survival skills if you don't already have it. Your proficiency bonus is doubled for any ability check you make that uses either of those proficiencies.

Skirmisher (Level 9)

Starting at 9th level, you can move up to half your speed as a reaction when an enemy ends its turn within 5 feet of you. This movement doesn't provoke opportunity attacks. Additionally, your walking speed increases by 10 feet. If you have a climbing or swimming speed, this increase applies to that speed as well.

Ambush Master (Level 13)

Starting at 13th level, you have advantage on initiative rolls. In addition, the first creature you hit during the first round of a combat becomes easier for you and others to strike; attack rolls against that target have advantage until the start of your next turn.

Sudden Strike (Level 17)

Starting at 17th level, if you take the Attack action on your turn, you can make one additional attack. This attack can also benefit from your Sneak Attack even if you have already used it this turn.

Archetype: Swashbuckler

Swashbucklers are well known throughout the world as daring vagabonds of the sea. Whether they be pirates, merchant ship traders, privateers, or guards for traders, the attitude and daring are always the same. They are cads, heroes, and rogues in the truest sense of the meaning.

Fancy Footwork (Level 3)

At 3rd level, during your turn, if you make a melee attack against a creature, that creature can't make opportunity attacks against you for the rest of your turn.

Swashbuckling Audacity (Level 3)

Starting at 3rd level, you can give yourself a bonus to your initiative rolls equal to your Charisma modifier. You also 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, no other creatures are within 5 feet of you, and you don't have disadvantage on the attack roll. All the other rules for Sneak Attack still apply to you.

Swashbuckling Panache (Level 9)

At 9th level, as an action, you can make a Charisma (Persuasion) check contested by a creature's Wisdom (Insight) check. The creature must be able to hear you, and the two of you must share a language. If you succeed on the check and the creature is hostile to you, it has disadvantage on attack rolls against targets other than you and can't make opportunity attacks against targets other than you. This effect lasts for 1 minute, until one of your companions attacks the target or affects it with a power, or until you and the target are more than 60 feet apart. If you succeed on the check and the creature isn't hostile to you, it is charmed by you for 1 minute. While charmed, it regards you as a friendly acquaintance. This effect ends immediately if you or your companions do anything harmful to it.

Swashbuckling Maneuver (Level 13)

Starting at 13th level, you can use a bonus action on your turn to gain advantage on the next Dexterity (Acrobatics) or Strength (Athletics) check you make during the same turn.

Swashbuckling Duelist (Level 17)

Beginning at 17th level, if you miss with an attack roll, you can roll it again with advantage. Once you do so, you can't use this feature again until you finish a short or long rest.

Archetype: Thief

Thieves are rogues that have honed their skills to perfection when it comes to the art of thievery and burglary. They are unrivaled in this, and they are known throughout the world as the best cat-burglars in the world.

Fast Hands (Level 3)

Starting at 3rd level, you can use the bonus action granted by your Cunning Action to make a Dexterity (Sleight of Hand) check, use your thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Second-Story Work (Level 3)

At 3rd level, climbing no longer costs you extra movement. In addition, when you make a running jump, the distance you cover increases by several feet equal to your Dexterity modifier.

Supreme Sneak (Level 9)

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

Use DME Device (Level 13)

By 13th level, you ignore all class, race, and level requirements on the use of DME items.

Thief's Reflexes (Level 17)

When you reach 17th level, you can take two turns during the first round of any combat. You take your first turn at your normal initiative and your second turn at your initiative minus 10. You can't use this feature when you are surprised.

Roguish Archetype: Quickdraw

Quickdraw Rogues are some of the most talented and deadly pistol-wielders in the world. Their quick reflexes and speed allows them to draw their weapon before most people can even see their hand move.

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Bonus Proficiency (Level 3)

Become Proficient in Firearms.

Quickdraw (Level 3)

Starting at 3rd level, you have advantage on Initiative rolls. If you take the Attack action on your first turn of a combat before the enemy, you can make one additional ranged weapon attack as part of that action.

Close-Quarters Shooting (Level 9)

At 9th level, making a ranged attack roll while within 5 feet of an enemy doesn't impose disadvantage on your roll. In addition, if you hit a creature within 5 feet of you with a ranged attack on your turn, that creature can't take reactions until the end of this turn.

Rapid Fire (Level 13)

Starting at 13th level, if you have advantage on a weapon attack against a target on your turn, you can forgo that advantage to immediately make an additional weapon attack against the same target as a bonus action.

Steady Aim (Level 17)

At 3rd level, your aim becomes deadly. As a bonus action on your turn, you can take careful aim at a creature you can see that is within range of a ranged weapon you're wielding. You can use this feature up to your DEX Modifier per long rest. Until the end of that round, your ranged attacks with that weapon gain two benefits against the target:

- The attacks ignore half and three-quarters cover.
- On each hit, the weapon deals additional damage to the target equal to 2+ half your Rogue level.