

Archive of Forgotten Lore:

Rogue

This is Supplemental Material

Roguish Archetype

At 3rd level, a rogue gains the Roguish Archetype feature. This is an option written by Odvaskar for that feature: The Operative

Operative

You focus your training on espionage and martial arts. All operatives begin their covert careers as part of a faction that helps train them to become a spy. Corruption, double agents, schemes, assassinations, and more intrigue are what most operatives are trained to deal with. Whether you are a sleeper agent with one goal or an agent that gets active orders from your faction, once you choose this archetype your life will be filled with intrigue.

Close-Quarters Combatant

3rd-level Operative feature

Your training in martial arts has allowed you to become a deadly combatant even without the use of weapons. You gain the following benefits while you are unarmed.

- You can use Dexterity instead of Strength for the attack and damage rolls of your unarmed strikes.
- You can roll a d4 in place of the normal damage of your unarmed strike.
- When you use the attack action with an unarmed strike on your turn, you can make one unarmed strike as a bonus action.
- You can deal your sneak attack damage with your unarmed strike.

Espionage Training

3rd-level Operative feature

You have acquired the skills to become a proficient spy. You gain proficiency with the disguise kit, the forgery kit, and proficiency with one of the following skills Deception, Insight, Investigation, Persuasion. You also learn one language on your choice

Uncanny Pugilist

9th-level Operative feature

Starting at 9th level, you have been granted training from a martial arts master. Your unarmed strikes count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. Additionally, whenever you score a critical hit with an unarmed strike against a creature, it must make a Constitution saving throw or be stunned until the end of your next turn. The save DC is equal to 8 + your proficiency bonus + your Dexterity modifier.

Expert Infiltrator

13th-level Operative feature

At 13th level, physical and social obstacles are almost effortless for you to overcome when infiltrating. You gain a climbing and swimming speed equal to your walking speed, and your Dexterity determines how far you can jump instead of your Strength. Additionally, if you fail a Dexterity or Charisma check, you can reroll the check and use the result of the second roll. Once you use this feature, you can use it again until you finish a short or long rest.

Deadly Improvisor

17th-level Operative feature

Beginning at 17th level, you have become deadly with not just your body but with anything that you can use as a weapon. You gain proficiency with improvised weapons, and you can deal your sneak attack damage with them. In addition, you can use your Cunning Action to make an unarmed strike. This attack can benefit from your Sneak Attack even if you have already used it this turn, but you can't use your Sneak Attack against the same target more than once in a turn.