Roguish Archetypes

At 3rd level, the Alternate Rogue gains the Archetype feature. The Roguish Archetypes here are available along with those offered in the base class: Falconer and Troubadour.

Falconer

You have dedicated your life to training an elegant and deadly Bird of Prey. With your winged partner at your side, there is no mission or foe that the two of you cannot take on together. With your Bird of Prey watching from the skies above, there is little that can escape the wrath of your talons and blade.

Falconer Exploits
3rd-level Falconer feature
You learn certain Exploits at the rogue levels noted in the table below. These don't count against your total number of Exploits Known and can't be switched upon gaining a level.

Rogue Level	Exploit
3rd	*aerial maneuver, wanderer's wisdom*
5th	*trick shot, weakening blow*
9th	*survey settlement*

Bird of Prey
3rd-level Falconer feature
When you adopt this Archetype you complete the training of a Bird of Prey that will adventure by your side. Your Bird is friendly to you and your allies and obeys your commands. It uses the Bird of Prey stat block on this page, which uses your proficiency bonus (PB) in several places.

In combat, the Bird acts during your turn. It can move and use its reaction on its own, but it only takes the Dodge action unless you use your bonus action to command it to take an action from its stat block, or another combat action. When you take the Attack action, you can command your Bird to take the Attack action in place of one of your attacks. If you are incapacitated, your Bird of Prey can act on its own.

If your Bird falls to 0 hit points it makes death saving throws like a player character would. Should your Bird of Prey die, your special skills allow you to find another Bird and train it as a Bird of Prey over the course of a long rest.

Falconer's Training
3rd-level Falconer feature
You have dedicated many hours to mastering the art of falconry. You gain proficiency in Animal Handling, and when you make a Wisdom (Animal Handling) checks related to birds you gain a bonus to your roll equal to your Exploit Die.

Fierce Hunter
7th-level Falconer feature
Through dedicated training you have honed the natural skills of your Bird of Prey. It gains a bonus to its Dexterity (Stealth) and Wisdom (Perception) checks equal to your Exploit Die.

Also, if your Bird of Prey hits a creature with a Talon attack and it meets the requirements for Sneak Attack, your Bird of Prey deals an additional 2d4 slashing damage to the target.

As you gain levels in this class this damage bonus for your Bird of Prey's Talon attack increases again: at 14th level it becomes 3d4, and finally at 17th level it becomes 4d4.

Primal Bond
7th-level Falconer feature
Your connection with your Bird of Prey has grown. You and your Bird can share simple ideas and convey information to each other with sounds and gestures.

Harrying Strikes
13th-level Falconer feature
When a creature within 10 feet of your Bird of Prey makes an attack, your Bird can use its reaction to impose disadvantage on their attack roll.

Falconer of Legend
17th-level Falconer feature
You and your Bird of Prey fight as one. Both you and your Bird of Prey have advantage on attack rolls while you are within 10 feet of each other.

Bird of Prey
Tiny beast, neutral

Armor Class 13 + PB (natural armor)
Hit Points 4 + five times your rogue level
   (the Bird has a number of hit dice [d6s]
   equal to your rogue level)
Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	13 (+1)	6 (-2)	16 (+3)	6 (-2)

Saving Throws Dexterity +5, Wisdom +5
Skills Perception +5, Stealth +5
Senses darkvision 60 ft., passive Perception 18
Languages understands one language you speak

Falconer's Bond When your PB increases, the Bird's saving throw and skill bonuses also increase by 1.

Flyby. The Bird doesn't provoke opportunity attacks when it flies out of an enemies reach.

Keen Sight. The Bird has advantage on any ability check that relies on their sense of sight.

Actions
Talons. *Melee Weapon Attack:* +3 +PB to hit, reach 5 ft., one target. *Hit:* 1d4 +3 +PB slashing damage.

Troubadour

While most rogues prefer to remain hidden in the shadows, those known as Troubadours can't help but be drawn to the spotlight. Troubadours are marked by their skill in the performing arts, ad their relentless pursuit of romantic love.

Romantic Artistry
3rd-level Troubadour feature
You have mastered many art forms in pursuit of love. When you adopt this Archetype, you gain proficiency in Performance, and with two instruments of your choice.

When you make a Charisma (Performance) check, or a check with either musical instrument proficiency from this feature, you treat a roll of 7 or lower on the d20 as an 8.

Spellcasting
3rd-level Troubadour feature
Your whimsy and knack for rythim and music allows you to produce spells, much like a bard does.

Cantrips. You learn three cantrips: *vicious mockery* and two other cantrips of your choice from the Bard Spell List, and you learn another bard cantrip of your choice when you reach 10th level in this class.

Spell Slots. The Troubadour Spellcasting table shows how many spell slots you have to cast your spells of 1st-level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest. For example, if you know the *charm person* spell and have both a 1st and a 2nd-level spell slot, you can cast *charm person* using either spell slot.

Spells Known of 1st-Level and Higher. You know three 1st-level bard spells. The Spells Known column of the Troubadour Spellcasting table shows when you learn more spells of 1st-level or higher, of a level for which you have slots.

When you gain a level, you can replace one of your Spells Known with another spell from the Bard Spell List. The spell must also be of a level for which you have spell slots.

Spellcasting Focus. You can use any musical instrument you are proficient in as a spellcasting focus for your spells.

Spellcasting Ability. Charisma is your spellcasting ability for bard spells, as your magic is fueled by song. You use Charisma whenever a spell refers to your spellcasting ability. You also use your Charisma modifier when setting the saving throw DC or making a spell attack roll for a bard spell.

Spell save DC = 8 + your proficiency bonus + your Charisma modifier

Spell attack modifier = your proficiency bonus + your Charisma modifier

Troubadour's Inspiration
3rd-level Troubadour feature
You can use a bonus action to inspire a creature within 60 feet who can hear you. It gains one Inspiration die, a d6.

Once in the next 10 minutes, the creature can add the die to one ability check, attack roll, or saving throw it makes. It can use the Inspiration die after it rolls, but before it knows if it succeeds or fails. Once the die is rolled, it is lost. A creature can have only one Inspiration die at a time.

You can use this feature a number of times equal to your Charisma modifier (a minimum of once), and you regain any expended uses when you finish a short or long rest.

Soothing Performance
7th-level Troubadour feature
Your presence assuages the wounds and worries of your allies better than most. When a creature spends one or more Hit Dice to recover hit points during a short rest with you, they regain an additional 1d6 hit points.

Improved Inspiration
13th-level Troubadour feature
Your ability to inspire the best in others has greatly increased. Your Inspiration dice become d8s, and you regain all expended dice at the end of a short or long rest.

Musical Assault
17th-level Troubadour feature
You gain a new way to use your Cunning Strike. When you damage a creature with a bard spell of 1st-level or higher, you can apply your Cunning Strike bonus to one target of the spell. The bonus damage from Cunning Strike becomes the same type of damage dealt by the spell.

Troubadour Spellcasting

Rogue Level	Spells Known	1st Level	2nd Level	3rd Level	4th Level
3rd	3	2	—	—	—
4th	4	3	—	—	—
5th	4	3	—	—	—
6th	4	3	—	—	—
7th	5	4	2	—	—
8th	6	4	2	—	—
9th	6	4	2	—	—
10th	7	4	3	—	—
11th	8	4	3	—	—
12th	8	4	3	—	—
13th	9	4	3	2	—
14th	10	4	3	2	—
15th	10	4	3	2	—
16th	11	4	3	3	—
17th	11	4	3	3	—
18th	11	4	3	3	—
19th	12	4	3	3	1
20th	13	4	3	3	1

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