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Rogue handbook 5e

2015-01-30, 11:58 AM (ISO 8601) This guide is not an extensive overview of every aspect of 5E Rogue. This has already been done in two separate reference books, here and here. This is a quick guide that offers practical tips on why, how to play Rogue based on my experience. Rogue Pros: In my opinion, Rogue is the most fun and versatile non-full class charmer in the game. Rogues cause hard damage to lone targets and can do so mainly on their own will. The robbers are very mobile and very difficult to lock down. When played intelligently, Rogues are extremely difficult to kill. Rogues get more tools/skills, then any other classes, and abilities that improve them. It gives you a wide range of options for things to be good. Rogues have the best dependency score ability. They require high agility and a good constitution, and these are the most commonly used and most valuable assessments of ability in the game. There is virtually no resource management or accounting storage. Almost all of the Rogue's abilities are of their own voles. Rogue Cons: Rogue Cons have several options for damaging multiple enemies effectively. Between levels 8-16, Rogue gets very few great signature abilities. You get solid, steady damage progression and other marginal benefits that are usually available for other classes, but no wonder. Sneak Attack is limited to one time per turn, and can only be used with Finesse and Ranged weapons. You can't use it with heavy weapons or cantrips/spells or natural weapons or monk martial arts (without DM side waves). This limits the effectiveness of most multi-class combinations. Shadow Monk better Stealth/infiltration/mobility, Bear Totem The Barbarian harder to kill, Bard has many more options, and a number of other classes might be better at dealing damage (depending on the parameters). Rogue is good in several important roles, but usually is not the best at anything. Things to ask your DM about before deciding to play Rogue: Will you regularly use the tabletop card/grid, or if all/most fights will occur in the theater of mind (which is the default for 5E)? If you regularly use a table/grid map, then your speed and dash become much more important. How will Stealth be handled? There are various issues and ways to handle Stealth (such as Lightfoot Halfling ability) that can have a big impact on the game. If your DM strictly restricts Stealth and/or other skills, then don't bother playing Rogue.Will you pay attention to the lighting? If so, then I highly recommend you start the game with Darkvision, which usually come from your racial choice or multi-class. If Wear a torch or other light source you give away your position when you are trying to hide in the dark. How will the poison be treated? The poison can be very useful for any character that depends on the damage to the weapon. Weapons. Poisons deal spill damage that have a type of poison (just like piercing or fire are types of damage) and some poisons impose a poisoned status state (lack on attack rolls and ability checks) or some other status conditions. You can apply poison to one weapon or three pieces of ammunition, and it stays useful for 1 minute. Some DMs rule that it stays useful throughout the minute, while others rule that it is erased after a successful hit. Also, some DMs rule that the damage caused by some poisons is multiplied by a critical blow, while others rule that because it is a secondary effect caused by the failed Save the Throw it is not multiplied by a critical blow (which is also what the designers said). If your DM is liberal about poison, it can be very useful for Rogue Thief (who can apply it as a bonus action using his fast-hand abilities) or Assassin Rogue (who get a poisonous skill kit and can automatically critically). If your DM limits the usefulness of poison, then its probably not worth spending money on it. General Tactics Start the game with your dexterity high as high as possible. The vast majority of your rolls will be changed by Dexterity (to kick, initiative, the most common Saving Throw, Stealth, Acrobatics, and sometimes other things), and enemies will be targeting your armor class (AC) regularly. No other ability score, racial ability, ability of class, feat, etc. is not so important to determine your success. Normally, you should use Stealth to hide when possible to do so. When exploring, create a rally point with your allies, and scout forward using stealth until you find enemies (carefully checking traps and hidden things as you go). Then you can either report back to your allies an ad to come up with a plan while your enemies remain in the dark, or ambush them and use kitting or other tactics to lead them back to the rally point where your allies have created a second ambush point. Kiting is a tactic of keeping enemies at a certain distance, usually from melee distance, but within reach of an attack, and lure the pursuer to your direction while causing damage at the same time. (How to fly a kite). Rogues excel in this tactic, as their cunning action ability allows them to dash as bonus action. This allows them to use their actions to attack or whatever, while at the same time moving twice their speed. If you can overtake enemies and get out of sight and hide again if necessary, or disconnect if you accidentally get caught next to the enemy. It is best used against enemies without various attacks (like most beasts and monsters), but should not Also, don't use this tactic too often because it feels very video gamey and tend to urinate from DMs, which can easily prevent you from using it effectively by mixing enemies or or or At low levels, take the time to read the equipment section of the Player's Handbook, and when reasonably possible use caltrops, ball bearings, hunting traps, and any traps you find that can be re-designed. You can just throw things behind you as you explore and then lead the enemies back over them while kitting them back to the rally point and then reassemble them when you're done. Its especially awesome if you can bypass or avoid the trap without disarming it and then force the enemy to run over it. Be sure to coordinate your actions with your tactical allies. In particular, it is important to recognize that Sneak Attack can be used once per turn, rather than once per round. So if you can get the ability to attack against an enemy that is eligible for Sneak Attack, you will basically double your damage output. There are various spells that force the enemy to use their movement, action or reaction to move away from you, like Command or Dissonant Whispers. And there are plenty of ways for an ally to help you gain an edge in your attacks against the enemy. I've found that the easiest way is to make an ally use the Shove maneuver to knock the enemy prone. Outside of combat whenever possible, you or allies should use assisted action whenever possible to gain an edge on any skill checks that come up. Specifically, Rogue really benefits from parties with Shadow Monk, Druid, or a Ranger with high perception (Wisdom based) and Stealth (Pass Without a Trace Spell), so you can scout forward to find traps and enemies together while remaining hidden. Here's a handy list every Rogue should look at: Spoiler: Ways to get the advantage of show attack targets while you're hidden. Attacking an attack-prone target within 5 feet. Do ally use help action against your target within 5 feet. (Usually a familiar, enchanted creature or trained animal. Spend Inspiration on your attack. Attack a creature that squeezes through a smaller space (PHB pg 192)Attack while you are invisible or otherwise invisible (should not be hidden). Attack targets affected by Faerie Fire.Attack while affected by foresight (9th level spell). Attack goals hit by Bolt's lead (1st level). Attack targets affected by Otto's irritable dance (6th level). Attack the target that is Paralyzed.Attack is a target that is petrified. This includes goals that are hit by a grid or a web spell. Attack the target that is Stunned.Attack is the target that is Blinded.Attack is a target that is unconscious. Attacking targets after casting Strike.Attack target Combat Master Fighter struck with a distracting impact maneuver. Attack the target after using a Feinting attack on it (if you have at least 3 Battlemaster Fighter or Combat Adept Feat). Attack in total darkness until you have Darkvision and your your Not. Attack first during an unexpected round if you have an Assassin subclass. Attack while your Magician Hand distracts the target with Versatile Trickster (13th level Arcane Trickster). Attack with reckless attack if you have a 2 level barbarian. 2015-01-30, 11:59 AM (ISO 8601) Guide to Creating Rogue Race: It matters a lot whether you start your game at level 1 or level 4 or above. As described above, you'll want to start the game with Dexterity as close to 20 as possible and Darkvision (provided your DM pays attention to coverage). So if you start at level 1, your optimal racial choice is probably Elf, with Wood Elf being my preferred choice thanks to its higher speed of movement and mask of wild ability. If you start at level 4 or higher, a good argument can be made for different other races, depending on your exact build. Halfling or option (Feat) Man is usually my proposed options. Skills: You start with Thieves' Tools, four skills from Rogue, two skills from your background, probably another tool or two from your background, and maybe one or two more from your race. The skills that I most often used are stealth, perception, research, insight, tumbling, and sleight of hand tend to be in that order. On everything else, coordinate with your party. Others, then Stealth and Perception, don't have much benefit from having multiple players with overlapping skills that are not used in combat. For this reason, Rogues tend to shine more when they are in small batches (because they have a lot of skills) and are usually redundant in big parties (because all the skills are already covered by someone else). The class ability I evaluate things compared to other options offered by other races/classes/feats/etc rather than how it compares to other Rogue abilities. For example, Sneak Attack is really useful, it seems like a ton of damage, and it's comparatively more useful than most other Rogue abilities. But once you crunch the numbers, you'll realize that your on-will-damage output is basically on par with the on-will-damage output of most other classes, and it has some significant limitations. Red - Worse than similar options. Purple - Potentially very useful, but only for specific constructions or niche situations. Black - Usually on a par with similar options. Blue and awesome compared to similar options. Examination: Doubles the bonus from a number of skills. I suggest Stealth and Perception for Every Rogue. Take investigative and thieves tools if you want to be a trap to search/disarm for your party. Take acrobatics if you're worried about combat maneuvers (Grapple, Shove). Take Hand Agility if you want to be Arkan Trickster. Bonuses in 5E and it's very helpful. Sneak Attack: Bonus damage that works if you have an advantage, or if another other The target is within 5 feet of it that the enemy is not incapacitated and you have no flaw on the roll of attack. Please note that you don't need to stand next to your target. They just have to be close to the enemy (probably one of your allies) and you can't have a flaw in the attack. You don't need to flank the goal like you did in previous editions, and I decided to stop using that word when discussing Rogues to avoid confusion. Note that Sneak Attack can only be used once per turn (not per round). This means that you can call it once during your turn for the first successful attack, and once while queuing another creature with your reaction (usually with successful attack capabilities). When you score a critical kick, you throw all the dice damage attack in half and add them together. This includes the bonus of damaging the dice from Sneak Attack, and so the robbers tend to deal with massive critical hit damage. It is also noteworthy that Sneak Attack is limited to sophistication or long-range weapons, which prevents many multi-class combinations from being worthwhile (see below). Thieves can't: Pooh. Tricky Action: You can hide, disable, or dash as bonus action. While it may not seem like it's on the surface, it's arguably Rogue's most powerful ability class, and you'll use it constantly. The robbers are the most powerful defense to avoid attacks by moving out of range or hiding. A rogue who wants to stay alive usually uses this ability as often as possible to try to stay away from counterattacks. Supernatural Dodge: You can use your reaction to halve the damage from attacking you. Stacks with Resistance if you can get it from another source (such as Fury, or Spell Ally). Very powerful defense, although it prevents you from using your reaction to attack capabilities or something else. Dodging: Basically improved evasion from 3.5. Remarkably, this does not require any action/reaction/bonus action to use and has no duration or limited use, unlike most other similar abilities. Reliable Talent: Prevents poor rolls on the skills that you possess. While this is convenient, this ability is unlikely to matter on the results of important skill tests. By the time you get this ability, your skill/examination bonus will be relatively high for the skills you use the most, you'll probably have luck feat or racial ability, your allies probably have ways to improve your skills checks, and outside of fighting your party will use assisted action to gain an edge on many checks. Having said that, he does the skills that you have a profession, but Expertise with a much more reliable one, making it a solid option for Rogue, who plays a solo game or part of a small party. Blindsense: By the time you get this ability, the charmer in your party will have to have For superb options, the range is too limited to prevent ambushes, and most fights will not involve hidden or invisible enemies. Slippery Mind: While it is very important to have decent mental protection at a high level, you have many feats by the time you get this, and this ability is worse than a sustained feat. Elusive: Attack rolls never have an edge against you. Excellent because at high levels enemies will have high to hit rolls and frequent advantage. But this ability is not as powerful as the spell of foresight (which imposes a spill of out on enemy attack rolls, as well as giving you an edge on most rolls for 8 hours without the need for concentration) or many other high-level options available to other classes. Stroke of luck: After a short or long rest you are basically auto-success on one roll of your choice. Again, it's an excellent ability, but it's just not particularly surprising because of its very limited use, and its not as useful as other cap mohammed abilities. Arcane Trickster Ability Subclass: Don't play Arcane Trickster if you want Skills and Spells. If that's the type of thing you want to focus on, you'll be much better off playing as a bard who also gets expertise, other ways of buffing skills, much better spelling choices, much better spell progression, and his spells of cha (not int) depends, allowing Bard to be more effective in social/trickster interactions. Play Arcane Trickster if you play in a city campaign and want to use Legerdemain's Mag Hand often. Spelling: Exploration is based on one-third of spelling progression, maxing out the 4th level of spells, with a very limited number of spells, known from the Wizard's spell list, limited to mostly enchantment and illusion spells. This can give you some interesting options. But as noted above, your choice of spells and progression is scary compared to other classes, so your spells are actually just the side benefits of subclassing rather than a reason to play it. It's also worth noting that Rogue is unlikely to have high enough intelligence to make Saving Throws out of your spells meaningful. But if you roll for the ability to score and are lucky, its worth considering and you should also take expertise in the investigation (which is also int-based) for trapping. You can check out this link for a convenient compilation of spell lists. Mag Hand Legerdemain: The magician's invisible hand with additional features, allowing you to choose your pockets or use thieves' tools in the range. This is potentially a very flexible and interesting ability, allowing you to plant a contact poison on the enemy'sommel weapon before a fight, steal an important Cause or disarm the trap without having to stand next to, etc. but you should note that The Magician's Hand is still an action to throw and has a verbal and somatic component, potentially revealing your position position You hide and try to throw it if your DM pays attention to such things. Be sure to talk to your DM about how they are going to handle this problem before you decide to play Arcane Trickster, and if they are going to be restrictive, I would choose a different subclass. Magic Ambush: Makes your spells that require saving throws more likely to succeed. Theoretically, it's an excellent ability, but the effects you impose on the enemy tend to be weaker than the options your allies will make for higher-level spells. And your very limited number of spells per day means you'll rarely be able to actually use this ability, and it's also less likely that you'll have the intelligence needed to make your DC Save high. An important exception to this is if your DM allows you to get a magic wand/staff/etc, allowing you to throw something powerful more regularly, in which case this ability can be very powerful. Universal Trickster: In theory this ability gives you the advantage of attacking rolls against one creature near your Mage Hand as a bonus action. In practice, there are a bunch of issues that make its use difficult, since you need to throw a Mag Hand (action), move it next to the enemy (a separate action bonus), Mag Hand has a limited range, casting a Mag Hand can reveal your position if you're trying to stay hidden, etc. Spell Thief: After a long rest you can prevent and then change the spell. The various limitations on this ability make it quite weak for a high level of class ability. Killer: This is probably the most popular Rogue subclass, due to the effectiveness of The Level 3 Killing Ability. But the mid-level abilities are mostly just role-playing benefits, so you may want to consider other options if you're not going to multi-class. Bonus Tool Skills: Poisoner and Masking Kit. Craft rules suck. And if you want to use disguise and social skills to penetrate regularly (as opposed to using Stealth) you'd be better off as a Charisma-based Bard. Murder: Advantage over creatures that didn't act (i.e., if you win the initiative) and automatically critical hits against surprised enemies. One of the few ways to dramatically increase the loss in 5E (with other options is Action Surge, Metamagic, and Smite-Smite Spell). Infiltration Examination: You can set the alter ego. Its very situational and it seems to me that something any class should be able to do through role-playing. You can study someone for 3 hours to simulate them. Any benefits that you can get from this can usually be simply handled by masking and cheating skills. Deadly Strike: A surprised enemy must do save or your damage doubles. Teh Teh The problem with this ability is that by the time you get it, most boss enemies tend to have legendary abilities that allow them to ignore the failed Save, and you probably won't need any additional damage (which already benefits from Assassinste) to kill the non-legendary enemy. Thief: This subclass has the best capstone capabilities, but otherwise perhaps the least powerful subclass. But it's worth thinking about some builds. Fast Hands: You can use sleight of hand, steal tools, and use the object as a bonus action. The Dungeon Master's Guide specifically states that the use of an object does not apply to the use of magical objects. But it covers the use of potions, caltrops, the use of poison, hunter traps, oils, holy water, ball bearings, healer kit, etc. If DM gives you enough treasures that you can stock up on these things and use them frequently, Fast Hands goes a long way to give you a Batman belt utility. You can also take the healer feat to revive or heal fallen allies as a bonus action that is a huge deal. The problem with Fast Hands is that, with notable exceptions to potions and poisons, most non-magical equipment doesn't scale at all, access to potions relies on DM Fiat, and high levels of poisons are very expensive. So it's a great low level of ability that will probably become a lot less useful at a high level if your DM runs a Monty Haul campaign. The second story of the work: you can climb and jump easier. Meh. Supreme Sneak: Advantage on Stealth when you move slowly. By the time you get this ability will probably not be important to the success of your Stealth checks, and there are a number of low-level spells that provide similar or superior benefits. Use Magic Device: In most cases, if you get a magical item that you can't use, it will just go to an ally that is capable of using it. Yes, and magical items in themselves are a completely optional part of the game. And even if you use magical items, you only get 1-3ish of them throughout your career. So, in general, this class ability is likely to be useless. Thief Reflex: You can make two turns during the first round of any fight. These are two actions, two bonus actions and two movements. One of the best high-level abilities in the game. The exploits of the Rogues absolutely need 20 Dex and want a high con. 20 Con and 20 Wis. When considering your choice of feat, remember that Rogue Bonus Action and Reactions often speak for their class abilities, so don't load up on feats that also use them. Warning: A great initiative bonus, you may not be surprised by other hidden enemies (which your DM will use against you, since you constantly use this tactic, and DMs love love don't have an advantage against you. Acting in front of your enemies is extremely important, especially if you are an assassin. Crossbow Expert: This feat allows you to do in range attack as a bonus action, which is the best way to optimize your damage range if you use Sharpshooter Feat. RAW technically allows you to use a one-handed crossbow to do all your attacks by freeing the other hand to use melee weapons (to make attack opportunities), use objects/objects, spells, and/or use a shield (if you get Proficiency from a multi-class class). Healer: As mentioned above, this can be combined with the thief's Fast Hands ability to revive or heal as bonus action. It's worth considering if you don't have a dedicated healer in the party, or if your DM just loved the brutal fights. Lucky: Re-roll almost nothing three times for a long vacation. If you're smart enough to save it when you really need it (particularly a failed Save that can knock you out or control you), this is probably one of the best feats in the game. Magician Fighter: Spellcasters are usually common and powerful, starting with medium levels. Magic Initiate: Get two cantrips and one Level 1 spell from the same spell class. Potentially useful options include minor illusions, guidance, and find familiar ones. Mobile: increases speed, improves the dash, and avoids attack opportunities from the creature you are attacking. This overlaps somewhat with cunning action. But if your DM often uses a tabletop card/grid for combat and you are constantly teaming with enemies, the speed of movement and positioning can become much more important, and this feat can free up bonus action for other purposes. Equestrian wrestling: If you're playing a party with Moon Druid, who's ready to be your grief, consider accepting this feat. You will gain an advantage in attacks against many enemies and instead of Dodging your druid/mountain. The down side is that because it takes half of your movement to mount or dismantle, you will rarely use crafty action, one of your most powerful

abilities. So this is usually a good option for a Rogue thief or mid-level Arcane Trickster who have other useful options for their bonus action. **Observant:** Increases Int or Wis, provides a great bonus to passive investigation and perception, and you can read on the lips. **Ritual Caster:** You will learn the rituals of the same class. If you don't have a Wizard in the Party, but your DM is good enough to allow you to find wizard spells like Treasure, it's worth taking to access a very wide range of useful options. Check out the ritual guide. **Sentinel:** If you're going to focus on Battle and stick near the battle front line, then this feat is probably one of the best ways to get extra attacks as a reaction. On the other hand, most robbers will ping pong in and out of the front line and are hidden by cunning tricks and then putting yourself at risk on the front line and trying to block the enemy's movement. So don't take this feat if you're not sure it will be used regularly. **Sharpshooter:** Makes your range attacks much more effective in several ways. **Crossbow Expert** and **Sharpshooter** are usually the best way to maximize their damage as a rogue. **Skulker:** The usefulness of this feat depends mainly on how closely your DM pays attention to the different types of lighting and hidden. If your DM pays close attention to these things, then this is a solid third feat selection for the Rogue range for crossbow expert and Sharpshooter, although probably not as universally useful as Lucky or Alert. If not, I'd miss it. It also overlaps somewhat with wild elf masks and Halfling's ability to hide behind allies. **Multiclassing,** whether you want a multiclass, depends largely on what level of class your game can start and end. Rogue 1 to 7 is filled with amazing class abilities. Other than that though, I'd strongly consider multiclassia if you know the game will go to level 17 or higher. Just remember your exploits, which are often as important as your cool abilities. Also, keep in mind that each class has a minimum ability score requirement for multi-class in it, which makes some options problematic if you rolled in to determine the ability to score and are lucky. **Barbarian 1:** If you happen to have 13 Str (required for multi-class in Barbarian), 20 Dex, and Con 20, it's very tempting to take level 1 of this class if you want to increase your air conditioning to 22 through unarmored defense and shield skill, as well as the occasional fury for resistance when you need it. I wouldn't suggest taking extra levels or trying to be a force focused Rogue, since it tends to deal less harm then Rogue using Sharpshooter. **Druid 2:** Natural attacks that are modified by Dexterity are not directly considered Finesse weapons, and are thus not counted in Sneak Attack. So RAW, this combination is terrible. But if your DM is willing to give you a home rule that allows Sneak Attack while in Wildshape, this combination is wildly awesome. Even if you take only two levels of druid, the usefulness of Wildshape's ability to rat or other stealth animal dramatically improves your infiltration and scouting abilities. Even if you don't have your Stealth check, your enemies just see the rat. If you're Wildshape in something with Pack Tactics, you basically get an edge every round if ally rides you like a mountain. If you take the Sentinel Feat and one of your allies has a horse fight. Plus, Druid's spell list complements rogue's abilities in a variety of ways. **Fighter 1-11:** Occupation, Combat Style, Action Splash, Various Potentially Useful Subclass Abilities, Additional Attack, and Additional attack. The different rogue/Fighter combinations work well and (unlike many other multi-class builds) don't miss a single feat that can be crucial on the middle levels. Monk: RAW unarmed strike is not the grace of arms. If your DM is willing to give you a house rule, this may be worth considering. But Monk desperately wants more Ki points to be useful, he potentially introduces MAD into your build, and the Monk class abilities tend to duplicate with the Rogues. **Ranger 1-5:** Extra skill, shield skill, combat style, Hoardbreaker (additional attack if within 5 feet) or Colossus Slayer (additional injuries from the injured) from the hunter subclass, additional attack, and a few handy spells (e.g. Mark Hunter and pass without a trace). **Paladin:** I tried math by combining Smite and Sneak Attack in a bunch of different ways. But once you consider the effect of different Feat combinations, it doesn't seem to be worth it, because Paladin just doesn't get many spell slots (and thus can't Smite very often when multiclassing with Rogue). Smite is limited to melee, and Sneak Attack is limited to finesse or hesitation. Any other complete Caster or Sorcerer: Sneak Attack does not apply to cantrips. But if your DM is willing to give you the home rule that Sneak Attack does apply to cantrips for any Rogue or Arcane Trickster, then many potential combinations become viable. 2015-01-30, 12:18 PM (ISO 8601) 2015-01-30, 01:09 PM (ISO 8601) I really think they hit gold with Rogue and how it can wrform additional things with BA. I think the fighter should be reconstructed after the rogue, like a few other classes. The rogue was one of my inspirations for my fighter combat archetype: combatant. You should also mention in racing, especially if you will multiclass how good The Force-based crooks are. Especially low level of crooks. The rogue mountain dwarf is a spitfire death machine that has an AC con pluse. Since you can use Str with the grace of the weapon you can still use the abandoned daggers with str to get a sneak attack. You can do it with other races, but this No.2 Con/No 2 Str really goes a long way to allowing you to have a better assessment of ability all around. Level 4: str (16), Dex (14), Con (16), Int (9), Wis (14), cha (8) With average AC armor 15 is good for low levels. In doing so you can go Multiclassing to any class that doesn't need Int (master) or cha (bard, paladin, sorcerer, and sorcerer). And still be effective. 2015-01-30, 01:14 PM (ISO 8601) Nice guide. I like how you don't go overboard with blue things, keeping all the low key to good ability really I haven't played Rogue yet and it's nice to see how they can be used effectively. I don't think I would have known using magical items not considered the action a thief could take as a bonus action if I hand't read this. Thanks Person_Man 2015-01-30, 01:17 PM (ISO 8601) 8601) Posted by DireSickFish Nice Guide. I like how you don't go overboard with blue things, keeping everything low key so good abilities really stand out. I haven't played Rogue yet and it's nice to see how they can be used effectively. I don't think I would have known using magical items not considered the action a thief could take as a bonus action if I hand't read this. Thanks to Person_Man had a tweet at one point that said they were going to get rid of the magical items used as BA. I'll try to find it, but as far as right now... Oh, and be sure to take the healer feat on the rogue thief. By tweeting the answer, which is perfectly legal to heal with BA! Edit: Thought I saw a period in your post. Makes for a different read... Haha. 2015-01-30, 01:26 pm (ISO 8601) I'm currently playing Assassin, and there's a note about the penetration experience. My character often (more than once per session) uses disguise, and on earlier levels this means that I have to do a camouflage check every time. The penetration experience (although definitely not a great ability) basically gives you the ability to spend 25 gold and 7 days of downtime in exchange for not doing those rolls anymore. Worth? IMHO only if it's a disguise you plan to use regularly and/or can have big consequences if you don't. Originally posted by Grifter, the character in the game I'm GMing I was OK in Kingsford until I met you guys. This looking immortal thing is going to get me killed! 2015-01-30, 01:26 PM (ISO 8601) Offers: 1) Under Arcane Trackster - Spell: I would like to point out that one of your two schools (Charm) is also very keep heavy and you are unlikely to tinker with the high int to make their ground secure. I would also point out that if you want to really commit to a high int, then you should also probably prioritize int-based skills (search and investigation) to serve this role since you will probably be better off at this point. 2) The formatting you list archetypes and the ability of archetypes to give you with the same font size that prevents them from outstanding as sections of beaters. I would make an archetype name a proper headline on his own line, with comments about the archetype as it has its own item under it before the ability lists begin. 3) Secondary abilities would be great to have a section to talk about secondary abilities that can complement rogue and serve as a minor focus - Int, Wis, and Cha. Pros and cons of emphasizing everyone along with Dex. Especially how the Cha-oriented Rogue compares to the bard, and if it ever makes sense to play one. 4) Fighter/Rogue exploits I would specifically point out that Fighter 8 / Rogue 12 gives the same amount as Fighter 20 (7). 2015-01-30, 01:30 pm (ISO 8601) Look good! Thank you! If I can risk an opinion or two: One particular reason for multiple classes of three-level druids would be to get a get pass without a trace. It's 10 pounds to have stealth checks that can either be good for you directly, or may mean that you don't have to split the party to get a surprise. I'm also a little surprised by your comments about Death Strike. Without it, you'll have to deal with something like 80-90 average damage with autocrit from Assassinate (without poison). You don't need legendary opponents to get a run out of doubling that at level 17. A lot of critters with an unambiguous CR have over 90 hp. I really liked how you emphasize that you need to educate with DM before the game. This is the main thing in this edition and it is easy to assume and be disappointed. Edit: Re. Reckless attack in the list of ways to gain an advantage, it is worth noting that it works only for the strength of melee. The latter is edited by hymer; 2015-01-30 at 01:57 PM My DDD 5th Ed Druid Handbook 2015-01-30, 01:33 PM (ISO 8601) Originally published by CrusaderJoe You should also mention in racing, especially if you will multiclass how good the Force-based crooks are. Can you dwell on this prospect? My current assumption is that force-based robbers are much less effective then Dex-based robbers. My reasons: High Str and Dex overlap to determine to hit. High Dex and medium or heavy armor proficiency overlap to determine AC. Stealth, Initiative, and Dex keeps very important and usually rolled, and determined by Dex.Strength saves and checks are very rare if you use Shove a lot that Rogue usually doesn't. You can't use heavy weapons with Sneak Attack, so your main source of bonus damage behind Sneak Attack is Sharpshooter and crossbow expert, and long-range weapons use Dex. So you can end up with slightly better AC/hit points at low levels like The Power-based Dwarf Rogue wearing medium armor rather than Wood Elf Rogue wearing light armor. But beyond Level 1, you want to use your ability to score increases to get your hit ability to score up to 20 as soon as possible. If you invest in Dex, then your investment in strength becomes worthless. While if you invest in Str, you will miss out on bonuses to Stealth, Initiative, and Dex Save Bonuses, with no additional benefits to offset this loss. Am I missing something? 2015-01-30, 01:37 PM (ISO 8601) Originally published Person_Man I wouldn't suggest Rogue/Warlock or Rogue/Full Caster, since Sneak Attack does not apply to cantrips. I wouldn't offer Rogue/Monk, since RAW Unarmed Strike is not a sophisticated weapon, Monk desperately wants more Ki points to be useful, and the monk's class ability tends to duplicate the robbers. Choose one or the other, or better yet, party with the shadow of the monk. I wouldn't agree with both of them. In that it's a rogue guide, we're talking about primarily with rogue levels. The 13 rogue with 7 caster (on the secret trickster) gets the 3rd and 4th level spells known / prepared from the zlt/snip'gt; zlt/snip'gt; lists, with Level 6 slots, and a few subclass caster abilities. All he loses is a 3d6 furtive attack and some of the less desirable rogue/subclass abilities. It's a small price to pay for a huge amount of versatility. And if you stick to mostly illusions and other school utility spells, you can even virtually dump Int and use Cha or Wis for other casting stat (meaning any caster works). For a rogue/monk, yes there's a bit of overlap, but there's also a ton of synergy (especially if you get the DM handwave that you mentioned about using Dex for weapons that specifically don't have a sophisticated tang). The latest edited by calebrus; 2015-01-30 at 01:42 PM 2015-01-30, 01:52 PM (ISO 8601) Also, I think Shadow Monk 6 / Killer Rogue 14 is particularly powerful. I wouldn't make any other combinations of Monk and Rogue, though. 2015-01-30, 01:58 PM (ISO 8601) Originally published Person_Man Can you dwell on this prospect? My current assumption is that force-based robbers are much less effective then Dex-based robbers. My reasons: High Str and Dex overlap to determine to hit. High Dex and medium or heavy armor proficiency overlap to determine AC. Stealth, Initiative, and Dex keeps very important and usually rolled, and determined by Dex.Strength saves and checks are very rare if you use Shove a lot that Rogue usually doesn't. You can't use heavy weapons with Sneak Attack, so your main source of bonus damage behind Sneak Attack is Sharpshooter and crossbow expert, and long-range weapons use Dex. So you can end up with slightly better AC/hit points at low levels like The Power-based Dwarf Rogue wearing medium armor rather than Wood Elf Rogue wearing light armor. But beyond Level 1, you want to use your ability to score increases to get your hit ability to score up to 20 as soon as possible. If you invest in Dex, then your investment in strength becomes worthless. While if you invest in Str, you will miss out on bonuses to Stealth, Initiative, and Dex Save Bonuses, with no additional benefits to offset this loss. Am I missing something? You are more appreciating the need for high scores. They are very good, but in no way are required like previous editions. I've seen players with 14 attack points do reasonably well. Especially if you get the advantage of somehow (hidden, help-action, familiar w/help action, or whatever). Not many of the Rogue class abilities need high Dex to work better (as opposed to slow fall and catch the arrow), beyond the archetype of functions and skills. But we have the knowledge in Dex saves and expertise to help cover this. Rogue's abilities actually reduce Dex. The biggest show of this is Dodging. With drawf you can easily have Mod 2 Dex and you'll have a Prof to Dex saves. At level 7, you're failing Dex to save just like someone else passing it. It replaces the need for Dex, especially when you will have more HP than the average rogue. The initiative is good and all, but if you are having problems, you can take the feat alert and the problem solved. Or you can take expertise in perception and with No 2 (easy to get), you will see most problems before they become problems. Uncanny Dodge is a good way to deliver a lower AC. What really anything around 15 is not a low AC on starting to mid-levels. But he doesn't rely on Dex. Basically you get quite a few security networks in order to let you not focus on Dex. As a friend once said: I'm not such a rogue applied here very well. But The Force based Rogue is basically when you're multiclassing in strength based on class. Although they work well enough when you're not: no. The barbarian gets an advantage in each attack, but also bonuses to damage the rage (there must be the force of attack). You can totally rage a sneak attack in this edition as you might in previous editions. gives you a sense of danger at level 2, which means that the profession, the No.2 Dex Mod, the Advantage, and the dodging all put together ... Do you need to worry about Dex saves even with lower Dex? Not really. If you take The Barbarian to 7 you you advantage driven and a way to stop from being surprised without the feat, they put together better than the huge Dex modifier. Fighter (may need to take this class primarily because of how the skills work): Jump in heavy armor. You will be a skilled fighter who can infiltrate attacks. You will also get a better chance of land said sneak attack. Power based let's you have that great of AC everyone loves. Then there are battle archetypes that can help you. Paladin: Smite and Sneak Attack. It's easier to make strength through rogue work than Dex-based paladin work when switching sword board style with heavy armor. Paladin's vengeance and rogue would net well together. 2015-01-30, 02:29 PM (ISO 8601) Originally published by CrusaderJoe You're more appreciating the need for high scores. Well, I think we should agree to disagree on this. When I play Rogue, I'll probably roll something modified by Dexterity or my AC/saves rolled up 20-80 times in a one-game session. The difference between 20 (No.5) and 16 (No.3) really makes a difference in maybe 10% of those rolls, allowing me to succeed or not be damaged 2-8ish more times per game session. Now, if your gaming team spends most of their time role-playing or learning and thus makes fewer rolls related to To-Hit and/or Dexterity, then yes, you can get fined with 16 Str or Dex. But if that's the case, you'll probably just ignore the optimization all along. (And I'm very happy 5E supports this style of play). 2015-01-30, 02:38 PM (ISO 8601), as is the case with almost any class, a 2-3 level warlock drop can be an excellent investment. The 120-foot darkvision that also works in magical darkness is a very good ability for a rogue to have (plus you get another challenge of your choice... as free possession of some social skills, for example, or access to all rituals of Level 1-2 if you take Level 3 and the Tomsk Pact). Hex means you can (partially?) replace lost damage by a furtive attack and give people a flaw in perception tests to detect you when hiding. You can use your other slot for armor magicians, which surpasses any non-magical light armor. Plus you get a few cantrips, if you take the third level you get access to level 2 sorcerer spells and can choose a pact (blade pact is particularly nice in any game that you expect to go to later levels, but don't expect to find a lot of magical weapons. heck it's useful even with magic weapons; you can 100% guaranteed to hide your weapon from the search and it in an instant). Obviously, there is a charisma investment required, but it is not the way crooks (suffer) from good charisma. Depending on the patron and/or pact, variously useful can be purchased. Sorcerer is basically a class that you can add to almost anything in small amounts, and get a good result. I would definitely not group it with the rest of the full casters in terms of provided through a multi-class class. It could also have been sworn to be the developer's tweet somewhere that allowed the monks to use their martial arts weapons with a furtive attack. finally, I would add that TWF rogue is at least as appealing as a wavering rogue, if only for the superb opportunity to get the chance to attack because of being on the front line (although it's situational yet, the supernatural Dodge means you already have a good use for your reaction. The possibility of attacking is just sometimes a better option :P and admittedly you can use an expert crossbow in meleer range, although you'll need a weapon that you can threaten the possibility of attack, a) 2015-01-30, 02:49 PM (ISO 8601) Originally published odigity Also, I think Shadow Monk 6/Assassin Rogue 14 is particularly powerful. I wouldn't make any other combinations of Monk and Rogue, though. I don't agree - I wouldn't take Assassin any further than 3 if I really wanted that Death Strike ability. On the other hand, killing with martial arts bones is pretty sweet, and the shadow of the capstone has great synergy with furtive attacks. I'd go on Assassin 3/Shadow Monk 17. The only thing I would really lack is the neat blindsense ability that can probably be done for with a magical item. Spoiler Show 2015-01-30, 03:15 pm (ISO 8601) originally wrote Totem I disagree - I wouldn't take Assassin any further than 3 if I really wanted to have Death Strike ability. On the other hand, killing with martial arts bones is pretty sweet, and the shadow of the capstone has great synergy with furtive attacks. I'd go on Assassin 3/Shadow Monk 17. The only thing I would really lack is the neat blindsense ability that can probably be done for with a magical item. I can see that if you prefer Monk's accent over SA (I love monks, so it makes sense to me.) Definitely will never do like Monk 7 and Rogue 7 at the same time, because excessive dodging ... 2015-01-30, 04:36 PM (ISO 8601) Originally published Person_Man Well, I think we should agree to disagree on this. When I play Rogue, I'll probably roll something modified by Dexterity or my AC/saves rolled up 20-80 times in a one-game session. The difference between 20 (No.5) and 16 (No.3) really makes a difference in maybe 10% of those rolls, allowing me to succeed or not be damaged 2-8ish more times per game session. Now, if your gaming team spends most of their time role-playing or learning and thus makes fewer rolls related to To-Hit and/or Dexterity, then yes, you can get fined with 16 Str or Dex. But if that's the case, you'll probably just ignore the optimization all along. (And I'm very happy 5E This style of play). My teams don't spend a lot of role-playing games, we actually do quite a bit of a hacking line. But with all the ways to gain an advantage, even without inspiration, really makes your ability score less priority to later levels. I'd say you don't need to hit 18 to about level 10, and in fact you don't need to hit 20 until like 15 ish. Of course, the higher the AS, the better ... But this is not a necessity. But with the power of a rogue you won't be grabbing a huge Dex account... You just don't need it. Hide with 2 Dex is pretty easy, as you'll have experience if you want. Note, with the power of rogue agility will not go above No. 2. It works great with medium armor. Eventually the breastplate will give you 14 and 2 Dex 2 shields (or 1 twf if you want). Not a bad air conditioner at all. These high-scoring abilities are good and useful, but at a lower level they are more like superfluous. Especially when you get an advantage (equates to No. 5) or imposing a flaw (to help compared to a slightly lower AC). Dwarf rogue forces may be injured more, but they can easily have more HP than a common rogue (plus higher con mods compared to spells). There really aren't many flaws going on as Force Rogue. Power based on rogue is a job. And the highlight of the new system is that you can have a suboptimal ability to score and still contribute. I've always had one to maximize my strengths, and make Dex makes a rogue better with-must-sacrifice anything. You have to make sacrifices to make a power based on the rogue and you almost have to multiclass. You yet need 14 at least in the bill where the rogue Dex based can put his other points of ability where he wants, in ch to be the face of the party or wis if he wants to dominate perception and healing. You also still use the same weapons as you do dex-based rogue because of the restrictions of fines. So its not like you could go strong to pick up the uber weapon that you found in the adventure. Strength is based on a rogue penalty and workable, but no better than a dex-based one. 2015-01-30, 06:01 PM (ISO 8601) First, I don't think talking about niche things like going to strength or specific multiclasses necessarily has to do with the topic. This is a guide to the base of the rogue and how to use it, rather than how to get others to scratch their heads on your weird, endgame-oriented, multiclass, special snowflakes build. Especially ... The strength of Rogue's main strength advantages are stronger weapons and plate armor (No.1AC over the skin). Robbers cannot sneak attacks with heavy weapons, and cannot penetrate the armor plate without shortage. The only reason you would force is if you want to experience athletics for some reason. If so, you're probably not a rogue, but a barbarian or a rogue dive fighter (if you have any idea what you're doing), yes, and you also lose the initiative, can't use sleight of hand as effectively, and benefit less from evasion than you would with DEX. Thus, power is a suboptimal choice for pure rogue. Do you want it? Let's do it. But it's not optimal. Shadow Monk Rogue Multiclass You can wear shorts in your main hand and nothing in hand. This allows a sneak attack with shorts and a flurry with an unarmed punch. It also leaves the hand free to handle catroops/poison/ball bearings/what-have-you. If you go monk 8/rogue 12, you will end up with more ASIs than a straight monk and can more easily cover wisdom and afford more feats. However, there will be some levels where you wait on the function class. You will also end up without a capcam and will miss some of the features of each class. The only real advantage of this kind of assembly is the ability to have experience, reliable, pass without a trace of stealth with minimal skill testing almost as high as the passive perception of Tiamat. That's right, even the god of dragons will be hard to find his spicy little butt shadowstepping. Sorcerer Dip Completely Unnecessary. If you just have to have the kind of devil even more than you need all the other rogue stuff gets you, I wouldn't bother. You can't infiltrate an attack with an eldritch explosion, and crooks can disconnect as a bonus action, so it's not the way you need it to click either. You can infiltrate attacks at range with abandoned daggers and shorts. Warlock dips are best in the hands of bards and sorcerers, 2-3 levels. Everyone else would be better off just sticking to their basic class, assuming they want to be good at something rather than just being good at a couple of things. The latter, edited by Easy_Lee; 2015-01-30 at 6:03 PM 2015-01-30, 08:57 PM (ISO 8601) The devil is a super-easy advantage for your rogue (and very convenient for a person or another rogue who has no darkness). And the explosion is one of several cantrip options ... If you have good charisma, it's not a bad backup option for the times you meet an opponent who is resistant to weapons damage for some reason, just as an example. Alternately, sorcerers have other totally interesting options for cantrips as well. Eldritch Blast is a very easy scaling range damage option for a rogue, but it certainly shouldn't be something you pick up. this, however, is vastly superior in situations where you can't reliably get a sneak attack (for example, if you scout and notice without a good place to hide in), can't be taken away from you, bypasses the resistance of damaging weapons and immunity, has a decent range, never runs out of ammunition, and isn't so much resistant or immune to it (and tbf, if you have a good charisma comes surprisingly close to the use of a furtive attack). But if you don't like it, choose something else; friends can be helpful in linking to quickly talking your way out of battle (and give you a 1 minute head on a person who is about to become your enemy) and synergy well with skill in disguise, for example (although tbf I afb and just assuming friends on the list of sorcerers, but that's just an example). You've already noticed that you can use simple illusions to help with stealth. As an added advantage, not choosing an eldritch explosion means that you have room to consider other options for one of your appeals, since neither the excruciating nor repulsive explosion are appealing (although I disagree that the reflection of the explosion lacks value just because you can disconnect; sometimes you don't want to get away from the enemy, you just want the enemy to be in a certain place, and you have a very good combination). As another interesting example, you should be able to make a dagger-throwing rogue with a sorcerer's blade pact that never runs out of daggers (and that never leaves a weapon at the crime scene if it becomes relevant) 2-3 warlock levels works just fine to add a few interesting options for the rogue. Is it necessary? Of course not, but it sure as the hang does not belong concentrated along with all the other full casters as specifically not recommended. There are many interesting and worthy options when combining rogue with a sorcerer. it feels a little dubious to lump it along with, say, a master, or most clergy (tricksters have some interesting possibilities though). 2015-01-30, 09:32 (ISO 8601) What is your opinion of Skulker? I noticed you didn't mention it. 2015-01-30, 09:39 PM (ISO 8601) Originally published by DragonSinged I'm currently playing Assassin, and there's a note about the penetration experience. My often (more than once per session) uses camouflage, and on earlier levels this means I have to do a camouflage check every time. Experience of infiltration definitely not a great ability) basically gives you the ability to spend 25 gold and 7 days of downtime in exchange for not doing those rolls anymore. Worth? IMHO only if it's a disguise you plan to use regularly and/or can have big consequences if you don't. It is worth noting that the charlatan background gives you similar abilities. 2015-01-30, 09:54 PM (ISO 8601) Originally published by Cactuar What do you view opinion on Skulker? I noticed you didn't mention it. I noticed an omission as well for the warlock fall; for an assassin trying to use his (admittedly not fantastic) masked abilities; Emergency on-will mask Self spell is great (in Warlock 2); and Warlock 3 can give a book with guidance and there's always help with action Find acquaintances that are good, and 2015-01-30, 10:58 PM (ISO 8601) I don't know if it's clean enough, but I really think that barb5/rogue15 is a good combo. It starts as a thorn for the average armor and you go str first and take dex to 14 or 16 (depending on whether you decide to take the average arsenal of skill). You get as many ASIs as a standard character (not a rogue or fighter) so you don't lose much there. In return, you get to be tougher (especially furious), you can always have an advantage when you need it, and get a few attacks, which is great for making sure you get that sneak attack (even if you're dealing 2d6 less damage with it). Also, your damage rage is added when you're raging with your rapier (just use str on a roll attack). Having these numerous attacks make it more likely that you will get a sneak attack, which means you are more likely to use bonus action to run or hide rather than by hand attacks. In addition, you can use the shield for more defense and still have as many attacks as double wielding, but with more damage and AC. 2015-01-31, 02:11 PM (ISO 8601) From the second post: Race: It matters greatly whether you start your game at level 1 or level 4 or above. As described above, you want to start the game with 20 Dexterity and how do you plan to do it? If you build on an array or a point to buy, you can only get up to 15. Add another No.1 or No.2 from the race and you are at 16 or 17 and still need two increasing score ability to hit 20. You can get starting 18 plus 2 from the race if you roll, but the odds are pretty bad and you can get completely. 2015-01-31, 03:28 PM (ISO 8601) Originally published by Chronos And how do you plan to do it? If you build on an array or a point to buy, you can only get up to 15. Add another No.1 or No.2 from the race and you are at 16 or 17 and still need two increasing score ability to hit 20. You can get starting 18 plus 2 from if you roll but the odds are pretty bad and you can get completely. Unfortunately, I had to say; with Dexterity as close to 20 as possible - I updated the post. I also added Skulker Feat. I think it's this Feat if your DM pays close attention to different types of hidden and lighting. But I personally don't (although I probably should), I usually just say it's dark or you're hidden behind trees. It also overlaps slightly with wild wildlife pixie masks. RE: Rogue/Barbarian: I really thought it was a good idea too the first time I counted it. But on further consideration, my current view is that there really isn't much synergy out there for the 1st level AC bonus. Reckless attack requires melee attacks that use force (and makes it much easier for enemies to resist attack), and Rogue wants to make a range of attacks using Dex. The danger of Sense semi-overlapping with Dodging and Rogue won't be failing Dex checks very often anyway. And many other classes offer additional attack. (Although the move bonus is nice). Fury is convenient, but the Rogue should avoid hitting at all, staying away from counterattacks in general. If you decide that you're going to dwarf Str-based Rogue/Barbarian because you don't care about high Dex, then yes, it's a difficult build. I just don't see it as having any explicit advantages about the standard Dex-based Rogue. RE: Rogue/Warlock: As mentioned in my main post, I think its workable if your DM allows Cantrips to apply to Sneak Attack. If DM doesn't, I really don't see the benefit over pure Rogue. You can get Self Masking and other similar spells from Arcane Trickster, and other spells from feat. The Devil's View/Darkness trick is excellent, but there's a long list of other ways to gain an edge, and using magical darkness without screwing your allies is tricky. 2015-01-31, 04:51 PM (ISO 8601) you can get a disguised yourself (sometimes) with a secret trickster. With a sorcerer, you can do it as often as you feel like, provided you accept the challenge. As for the sight of the devil/darkness, how the fact to use will vary greatly, for a start. You can sit back as a hesitant rogue very easily if you cast darkness on your area and attack from that area; instant advantage of your attacks, as your enemy can't see you. Since you don't need to be near the rest of the party, no difficulty for them either, that is, the hard fact that it is 120 feet; 60 feet more than many creatures with dark eyesight. This means that as a scout, you can detect a lot of enemies long before they even have a chance to discover you. And you don't need to use cantrips for damage. I mean, it's definitely an option (again, if you have high charisma the damage is remarkably similar while hex works). You can still use the same thing that you use with a fellow rogue; your usual weapon. What's more, you don't have to a secret trickster (which otherwise does not offer a ton) to be able to use these options; You can stack the archetype thief or killer archetype (and since you can spot enemies in the dark on 120 120 Even through the magical darkness, creating a very nasty ambush from a murderer should be very easy), instead of going to a secret cheater. again, I'm not saying that every rogue in existence requires a 2-3 level sorcerer splash to be complete. I say that the 2-3 level sorcerer splash adds options and synergies with rogues much better than, say, the life of a clergyman, and really shouldn't be put together as if they were equal options. You can make a strong rogue with a sorcerer splash. equally you can make a strong rogue without a sorcerer splash. each of them will be slightly different from the other, with its own unique strengths. none would be inherently better. If your DM is actually crazy enough to allow you to use a sneak attack with cantrips, that is... if so, well, the rogue/witch combination gets silly overpowered. For 2-3 levels, you'll get a better chance of getting hit (and therefore more likely to apply your damaging furtive attack), and these 2-3 levels of sorcerer means that your eldritch bang with hex and running is already a case similar to THE DPR to regular rogue, before adding a sneak attack in on it, perhaps if you limited it to the only cantrips available for secret tricksters, it could work... but definitely not if you just make a general rule that any cantrip can be used for a sneak attack. 2015-01-31, 04:55 PM (ISO 8601) I have a feeling that the power-based mountain dwarf rogue can be pretty in play. I could be wrong! You basically walk around slicing things with what is the best weapon of sophistication you can find (rapiers or magic regardless) and respectable AC. The human option may even take a moderately armored and get a shield as well. Now you have AC18 on the first level, so you don't mind being near the monsters too much that you need to be if you somehow want to use your reaction to get extra sneak. Starting stats are something like 16 strength, 14 dex and everything else. So you're not surprised at dex skills, but you're actually only 1 point worse than the next guy. You'll be fine with the experience. Javelins and throwing axes are pretty cool and you can sneak in with them at range. The statistics requirements are heavy, but the mountain dwarf gets a lot of free statistics, so it's less of a problem. He could have 16, 14, 16, 10, 12, 8 with a point buy at level 1. You have to live with a game of dwarf that uses rapier. I'm personally used to this as a dwarf paladin rangers I've played spent most of my career with the reasonably chaotic good rapier who used to be a bard. 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