

Props to: Everyone posting NOTE: This is a Handbook concerning itself with the standard 4e Rogue. If you're looking for advice on the Essentials build (the Thief), I'd recommend a peek at tsuyoshikentsu's Thief's Handbook.

At this point, we have a party of seven PCs. We have the original five players who started the campaign in July, plus two more players I added earlier this year when one of the original players got a job that caused a scheduling conflict and another player was only able to come about once every three weeks for a while. One of the original five players was starting with a new character 11th level, of course last night. This was the player who was running Fudrick, the gnome warlock who defected to the bad guys in the previous session. This is the Essentials rogue. Meet the Thief I had seen a second-level Thief in action once before, and the paragon thief is similar in a lot of ways. The Thief has fantastic accuracy with his attacks, especially since he has so many ways to get combat advantage. His damage is fantastic, too, with sneak attack being an almost every-round thing. The Thief is a very effective striker, dealing out massive damage quite reliably. But after running a session with the Thief in the mix, it felt, well, boring. For comparison, an 11th-level monster should have an armor class between 23 brute and 27 soldier, with 25 being typical other defenses should be two points lower. If by some chance the monster has a lower AC, he can attack that instead. Even-level opponents should have a Reflex defense of about 15. With Backstab and Combat Advantage, the Thief will hit a typical foe three levels above his own on a zero, so the only chance to miss is on a natural 1. Their schtick is to be ultra-accurate, hardly ever missing. It works really well. Well, I have a few options. First, I could raise enemy defenses. This is a terrible idea, as making it so that the Thief needs to roll, say, a 6 to hit will mean that other PCs will need a 15 or better. Not fun for the rest of the party. Second, I could give enemies ways to negate combat advantage. Third, I could use monsters that punish melee strikers. They could have auras that deal damage or do other nasty things. I like this idea, as long as I give the melee PCs some ways to mitigate or entirely avoid the issue by doing something interesting. Fourth, I could use monsters that are hard to get to in melee, such as fliers or artillery with protected positions. Fifth, I could raise hit points on monsters.

Chapter 2 : SRD:Rogue - Dungeons and Dragons Wiki

DnD 5e - The Rogue Handbook. Last Updated: July 26th, Disclaimer. I will use the color coding scheme which has become common among Pathfinder build handbooks, which is simple to understand and easy to read at a glance.

You can take any feat, paragon path, or epic destiny for the new class. This means you could take any wizard paragon path as a warlock for example, blood mage or spellstorm mage, or any fighter paragon path as a ranger for example, pit fighter. If a paragon path from another class interests you more than what your class offers, this feat will open it up to you. You gain free training in 1 skill from the class you multiclass into, as though you took the Skill Training feat. For some classes, this is a specific skill Arcana for wizard, Religion for cleric, Thievery for rogue. All other classes let you pick any skill that is a class skill for that class. This means multiclassing can often be better than taking the Skill Training feat if you can meet the requirements, because you gain training plus extra benefits. You gain one class feature from the new class, determined by the multiclass feat taken. Multiclass feats may specify limited versions of class features, that is, the ability to use a normally at-will action once per encounter, or a normally encounter action once per day. For example, a non-multiclassed warlord can use inspiring word two or three times per encounter. The Student of Battle feat lets a non-warlord multiclass as warlord and use inspiring word once per day. You gain proficiency in implements the new class is proficient in, and you can use any implement with which you are proficient with any implement keyword power. All of the above is provided with only 1 feat. If you have more feats to spare, the power swap feats may interest you. There are three power swap feats, each requiring you to be a specific level before you can take them: Novice Power level 4: Even though you have to be a certain level or higher to take these feats, you can use them to swap powers of any level. Adept Power lets you swap any daily power of any level from your primary class for any daily power of the same level or lower in your secondary class. You can only do this with 1 power per swap feat, but every time you gain a level you can change your mind about which powers the feats apply to. Basically you undo the swap you did when you took the feat and decide again. Paragon path and epic destiny powers are not swappable through these feats. You are a warlock who has multiclassed into wizard. You take Novice Power at level 6 and decide you want to swap your level 3 warlock encounter power for a level 3 wizard encounter power. You decide upon Icy Rays. You had swapped a L6 warlock utility spell for a L6 wizard utility spell, but found something you liked better when you leveled up to level 10. You decide to undo your previous decision and grab the higher level power instead. You get your L6 warlock utility spell back and lose the level 6 wizard spell, and then trade out your L10 warlock spell for the L10 wizard spell you liked. Paragon multiclassing Main article: Paragon multiclassing There is one final perk to multiclassing. If you take a multiclass encounter, a multiclass utility, and a multiclass daily feat such as the three power swap feats, you can decide to paragon multiclass instead of choosing a paragon path. At level 11, instead of gaining the paragon path encounter power, you can choose any encounter power of 7th level or lower from the new class. At level 11, you may use an action point to regain the use of an expended encounter power from the new class, instead of gaining a standard action. At level 12, instead of gaining the paragon path utility power, you can choose any utility power of 10th level or lower from the new class. At level 20, instead of gaining the paragon path daily power, you can choose any daily power of 19th level or lower from the new class. See also Edit Characters with two equally split classes are called hybrid characters, which use completely separate rules from multiclassing. If you want to branch out further or branch out without having to multiclass, eternal seeker is an ideal epic destiny. Unearthed Arcana in Dragon Magazine provides alternate multiclass rules, picking class abilities for a given level in another class.

Chapter 3 : Boxing With Shadows: A Rogue's Handbook - Rogue - Class Forums - D&D Beyond Forums -

Boxing With Shadows: A Rogue's Handbook Overview. Whether you are playing D&D for the first time or are a veteran player, building a new character can be a daunting task.

Dwarves, elves, halflings and humans are all labeled as "common" races who will be seen practically everywhere save the drow subrace for elves, whilst the others are labeled as being "uncommon" races. Many races have subraces; they must choose to be a specific kind of that race for further added bonuses. Race design is similar to 4e, minus the "racial powers" setup due to the loss of that mechanic; all bonuses, no penalties - with a few subrace exceptions. This carries over the 4e philosophy of not completely screwing players who want to build something unconventional, like a halfling barbarian or a half-orc wizard. The first DMG includes rules for custom-building subraces and whole races, with the Eladrin and Aasimar used to demonstrate the rules. Dragonborn Essentially, they are their 4e counterparts with vaguer backgrounds, dragonborn are still pretty close to what they were. Not terrible, even if laughably outclassed in almost every way by other races with similar stat bonuses. Dwarf Your standard issue dwarf. Short and stout, grumpy but loyal, love digging, and tough as a hammer sammich. They get two subraces; Hill and Mountain. Elf Still pretty standard; graceful, eerie, beautiful, mary-sueish bastards. They get three subraces; high, wood and dark. High elves are the magically adept elite. Wood elves are the iconic forest-dwelling primal elves. The Sea Elf comes with the above mentioned ft swim speed as well as the ability to breathe under water as part of the "Child of the Sea" racial feature. Avariel are the winged elves of the Forgotten Realms, nearly driven to extinction by dragons. You have a flying speed of 30 feet while not wearing heavy or medium armor, and know Auran. Unless you are in it for the flavor, there is really no reason to pick them, seeing how there are plenty of better races with flight out there. The Grugach of the Greyhawk setting are xenophobic, isolationist forest dwellers, known to massacre anyone unfortunate enough to stumble into their realm. They get a Strength score increase of 1, a proficiency with the spear, shortbow, longbow, and net going with their savage theme. They can choose a single cantrip from the druid spell list, using Wisdom as their spellcasting ability. Their xenophobic nature also manifests itself by having their ability to speak Common replaced by Sylvan, so you better use a background feature to learn it. Shadar-kai have returned as an elf dub-race, being now a hybrid between their 3rd edition lore of being fae dwelling on the Plane of Shadow, and their 4th edition lore that presented them as humanoids from Shadowfell. Ironically, the fact that they are now basically insane BDSM elves from a different plane makes them seem allot like a certain other type of Dark Elf. They get a Charisma score increase of 1, and the choice between chill touch, spare the dying, or thaumaturgy, with Charisma as their spellcasting ability. Once per short rest, they can also teleport up to 15 feet to an unoccupied space they can see, and gain resistance to all damage until the start of their next turn. With Dragonlance supported, but the Kender race thankfully missing after playtest, these seem to hold up as the Kender replacement. These are the "svirfneblin", the Underdark-dwelling gnomes mentioned but mostly ignored in editions past. They can also grow beards, something that may have been in previous editions, but is directly addressed in this one. The best PHB race for any Cha-based class, due to their tremendous versatility, and easily has the most raw power. Look at it like this: It might not be the optimal feat for your build, no, but can you easily deny that it beats out any other feat in the game for raw power? Well, a half-elf is essentially a variant human who gets a feat like that. Any kind of half-elf can trade for an upgrade to darkvision and proficiency in perception, half-high elves can gain a wizard cantrip, half-wood elves can gain a five-foot speed boost or an improved ability to hide in the wild, and both of the above can gain elf weapon training. This effectively makes them the best barbarians in the game and gives barbarian-lite abilities to any other classes. This new design eliminates the culturally awkward standard of male orcs forcing themselves on human women, to the point of actually raising the idea that the race could be used for playing a half-dwarf, half-orc. Halfling Small, cheerful, practical creatures, halflings try to make friends with anybody. Their two subraces are Lightfoot and Stout. The playtest release featured the infamous Kender of Dragonlance as yet another halfling subrace. Of course, if an official Dragonlance playbook ever comes out doubtful, at this point, given

the lackluster success of it in 3. Human Humans are the versatile race once again. The feat option, given how strong feats are in 5th, can actually make it very hard to choose any other race, even ones that specialize in a specific area, over humans for a build given the sheer rapidity of power the variant human allows. Tiefling Following in the footsteps of 4e, with a unified if still very variable appearance and a tiefling racial backlore as "descendants of a cursed empire" rather than "spawn of a human and a fiend". Pretty much all of the 3e variants made it through as sub-types. Gotta pick a sub race from the following: Nice utility, as all alternative movements are. Good for other Dex-based classes, completely redundant for a rogue or high-level ranger. Good for a control fighter and the like. Unarmed strikes may only deal a single point damage, but the real power of this ability is essentially two-weapon fighting without needing the fighting style to add the ability score modifier to the damage roll. Good for mage-hunting and utility. Warforged Same old magic robots. Very simple, yet very effective: All of these are somewhat abusable, so your DM might tone them down. On the plus side, they no longer have healing penalties and such. Only four varieties this time; Earth, Air, Water and Fire. Also, got a lot more cultural tweaks than just about anyone was expecting. They also have horns, which they are automatically proficient with, that deal 1d10 piercing damage, offer advantage on shoving checks, automatically shove when used as part of an Attack action, and can be used to gore an enemy as a bonus action even after a Dash. Gothic Heroes[edit] Revenant The most exotic race to come out of 5e yet, the Revenant is a member of any of the other races that has died and then risen from the grave as an undead creature in order to pursue an all-compelling goal. The drawback is, once you complete the goal that brought you back from the grave, you die well and truly, passing on to the afterlife with no further possibility of resurrection. Gith One of the biggest and most important subrace splits in the game over here. Zendikar[edit] Appearing on the Magic: As a result, it included assorted Zendikaran races, from humans and elves to goblins, vampires, merfolk and kor. Unlike traditional Merfolk , these ones come with legs, so they can actually walk around on land like Tritons. They have to pick one of the three Creeds to follow, which functions as a subrace choice. Zendikaran Vampire Aligned to Black Mana, Zendikaran Vampires are not undead, but infused with a necrotic disease that requires them to feed on the life-energy of others. This is a special attack that they can only do on a target that is willing, restrained, grappled or incapacitated; it inflicts 1 piercing damage and D6 necrotic damage, which A: Zendikaran Goblin Aligned to Red Mana, these goblins are tough and hardy creatures. Grotag Tribe Goblins receive free proficiency in Animal Handling. Lavastep Tribe Goblins have Advantage on Dexterity Stealth checks made in rocky or subterranean environments. Tuktuk Tribe Goblins receive free proficiency in thieves tools. Zendikaran Elves What to really say about these guys? Innistrad[edit] Appearing on the Magic: So instead you get an entirely new "human race", with assorted sub-races reflecting specific provinces of Innistrad. They essentially have the Mobility feat, but without having the mobility feat so you can double up on it if you gotta go fast. In mid-September, it was revealed that the book would feature roughly a dozen "deeply detailed" monstrous PC races, and an undisclosed larger number of monsters given "quick rules" for PC use. However, this turned out to be WoTC playing it vague and the end result was that there were only thirteen races in it, one of which was effectively a reprint. The Monstrous Adventurers mark the first return in 5th edition of racial ability score penalties, something that brought a lot of rage and skub from those who hated this idea and those who loved it. Not helping is that of all the races in the book, only the orc and the kobold get these penalties. The designers essentially tried to sidestep some critiques of flagrant balance issues with the "monstrous" races by saying that they are not intended to be truly balanced, and that all DMs have free reign to modify or ban them. Of course, this change in lore from 4e was met with huge amounts of skub. Aasimar Very, very different from their DMG examples. Each of the three subraces, at 3rd level, gets an "angelic manifestation", a transformation they can enter as an action and which lasts for 1 minute or until they end it, with bonuses depending on the subrace. Naturally, they had to undergo a fair amount of changes, since 5e wants to avoid letting PCs be Large. Not even in cultural information. They are surprisingly fitting, since they were first introduced as a player character race in the Forgotten Realms setting. Medium sized, 30ft land and swim speeds, amphibious, can cast Fog Cloud at will and Gust of Wind at 3rd level and Wall of Water at 5th level once per day with Charisma, telepathically talk to water-breathing creatures, are Resistant to Cold and immune to deep water environments. Exactly which ones are broken is

and forever will be skub , but general agreement is that the would-be orc and kobold will be far happier using re-colored half-orcs and halflings as a template, respectively, and that the yuan-ti pureblood is gob-smackingly powerful enough to make even the half-elf blush. One of the only monsters not to get their core racial power: That said, Pack Tactics is incredibly strong due to ANY form of advantage cancelling out disadvantage. What makes a kobold powerful is not that they have access to Advantage, but that they can pretty much never have Disadvantage when near an ally. This opens up a GWM kobold, or a long range sniper kobold as actually viable options. Put a Kobold on a Wolf mount for extra shenanigans. As for their crunch You have Advantage on all saving throws caused by spells and magical effects".

Chapter 4 : D&D Beyond - An official digital toolset for Dungeons & Dragons (D&D) Fifth Edition (5e)

Highlights []. By the end of it, you can make your initiative equal to 20, allowing you to jump straight into most battles. You'll be able to move 11 squares and hit a target for triple damage in a single turn.

Acrobatics - Useful for getting out of grapples, but not much else. Performance - Not really necessary, but it might come in handy for distractions of some kind. It does get damage resistance to one element, which is nice, but not enough to make it a good choice. Resistance to poison is good and free pseudo-Toughness feat is good, but not enough to warrant picking this race. Elf Drow - Proficiency in Perception, advantage against being charmed, Superior Darkvision, and racial magic, as well as great stat bonuses, make Drow look like very good choices for Rogues. The one thing holding them back from being better is Sunlight Sensitivity. Disadvantage on attacks means no Sneak Attack, so with only one attack per round, you are absolutely useless. Free Minor Illusion is good, as well. Fey Ancestry and two extra skills makes this a solid choice for any Rogue. This race is pretty awful for Rogues. Advantage and resistance to poison are nice pluses, but the loss of hiding behind allies makes them just not as good. Considering how few feats you get as a Rogue early on, due to needing stat increases, this is a huge boon. Not really good, but not awful either. The only thing keeping this from being absolutely useless is Pass Without Trace at level 1. Overall, just a bad choice. Genasi Fire - Resistance to fire is nice, but not good enough to warrant picking this class. Genasi Water - Unless you are playing in an underwater campaign, most of what you get from this race is useless. Stones Endurance is nice, but not good enough. Picking up a blade cantrip can increase your damage by a fairly good amount, and Wood Elf gives you access to both Mask of the Wild and Fleet of Foot. Tiefling Feral - Great stat increases, but the real value comes in the choices. Both of them still use your Charisma stat as the spell casting mod and you lose the bonus to CHA. No Dex, and mostly useless racial features. Aasimar Protector - No Dex. Aasimar Scourge - Radiant Consumption puts this race into a special category of bad. Bugbear - Free proficiency in Stealth, reach, and extra damage dice on surprise attacks which are doubled on a crit make these guys excellent Assassins. The only thing holding them back from being great is the useless bonus to STR. Lizardfolk - Like Hobgoblins, these guys have some okay features, but nothing to justify picking them. Orc - No stealth. Tabaxis have everything you could want in a Rogue. Triton - Tritons are like the Humans of the sea. Okay, but not Rogues. Sneak Attack - This is what puts you on a level playing field with the other classes in terms of damage. The only problem with Sneak Attack is that you only have one shot to deal your damage, so missing makes you useless. You can increase your chances of hitting by attacking with an offhand weapon, but that cuts into your action economy with your Cunning Action. Uncanny Dodge - Allows you to spend your reaction to halve the damage of an incoming attack you can see. Good feature that is only limited by using up your reaction. Elusive - This is pretty good. Stroke of Luck - Once per short rest you get to hit or succeed. As far as capstones go, this one is incredibly weak. While they may not be as effective as a true caster, they are able to provide some utility, while still keeping the damage potential that all Rogues share. Mage Hand Ledgermain - Not that strong of an ability, though picking locks and disarming traps from 30 ft away should put you at a safe distance, should you fail. In comparison to the other rogues who are limited to hitting things very hard, this allows you to have unparalleled flexibility with what you can do and accomplish. While your spellcasting may never be as strong as a full, or even half-caster, you will be the king of versatility among your fellow rogues. Forcing disadvantage on saving throws is great and makes it more likely for your spells to land. The limiting factor, however, comes from the fact that your spells are going to be nowhere near as powerful or as useful as any other casters in your party. Versatile Trickster - This ability requires a lot of set up for it to be useful, and it also only has a 30 ft range on it. You need to summon the hand Action, move the hand Bonus Action, wait for your next turn, help Bonus Action and attack Action. Unless you had Mage Hand prepared, this is a waste when you could simply use Cunning Action to hide, then attack. Spell Thief - Fairly subpar as a Archetype Capstone, because at later levels, creatures have huge saving throw bonuses and generally also have proficiency in their spellcasting mod and if they succeed, the spell still goes off. Even on a success, if the spell was AoE, you only save yourself and none of your allies. To put a final nail in the coffin,

this ability is once per long rest, and so limits its usefulness even further. Assassin - Specializing in first turn nova gimmicks, these guys are absolutely deadly when they get the drop on someone, but once combat has started, they are no different than the rest of their compatriots. They do have some nice out of combat potential with their Archetype features, but those depend mostly on how well you can roleplay. On top of this, if you manage to surprise an enemy, the hit is an automatic crit so you get to double your sneak attack dice. Great way to start out the Archetype. Death Strike - This is really good if they fail the save. If you do manage to hit though, you get an auto crit, and then double the total damage of that crit. With Master of Tactics, he is able to advantage to his teammates. Master of Tactics - Give your ally advantage on their first attack against a creature within 30 ft of you every turn. Once you use it the first time though, the enemies will usually be smart enough to walk around to get a clear shot. Swashbuckler - The most front loaded of the Archetypes. All of this guys best features are all at the early levels which makes him an ideal candidate for multiclassing to pick up better features from other classes without giving up too much of value from his own class. Fancy Footwork - The Mobile feat, minus the movement. This allows you to dual wield without fear of not having your bonus action to disengage. Very good for weaving in and out of fights. The real boon here though is the ability to sneak attack when you are by yourself. Keep in mind though that YOU need to be isolated, not your enemy. Panache - Essentially the Friends cantrip with no repercussions. It has an additional in combat function of acting as a Taunt. Do keep in mind that the Taunt is broken if any of your allies attacks the creature. Only usable once per short rest, so not really that great. Fast Hands - This is actually not too bad of a starting feature. Consuming or feeding a potion as a bonus action is a pretty big deal if someone is down, or you are very close to going down. Outside of those situations though, this is only as useful as your DM allows it to be. Second-Story Work - You can climb faster. Supreme Sneak - Conditional Advantage on stealth checks. Use Magic Device - Pretty great skill. You can use any magical item you want while ignoring all of the requirements Robe of the Archmagi, for example. Note that this does not mean that you can exceed the attunement limit cap, as you only ignore the items restrictions. Obviously, an ally might want the item as they can actually use it properly, but if no one wants it, hey ho you can use it. You get two actions, two bonus actions, two movements, and most importantly two chances for sneak attack. There is no prerequisite to activate it either, it just happens at the start of every combat. Feats Actor - Not very good in general. The caveat to the advantage on Deception checks is that you must be trying to pass yourself off as someone that you are not. If it was general Deception, it would probably be up a tier. Great on anyone, especially a Rogue. Athlete - Standing up only being 5 ft is nice, but everything else is pretty much useless. Charger - You have Cunning Action, why do you need this? There are better options here. Dual Wielder - An okay feat if you plan to Dual Wield. It only nets you 2 extra damage per turn on average, so not really worth it when you can spend this on other feats. Inspiring Leader - Only really useful as a Swashbuckler, but if there is a Bard leave it for them. Keen Mind - Absolutely useless if you take notes at all. Otherwise, take something else or spend downtime learning other languages. Mage Slayer - Easy way to get a second attack and more sneak attack off against a caster every round. Magic Initiate - Allows you to pick up two cantrips as well as one first level spell. Allows you to pick up one of the Blade cantrips and a nice utility spell like Find Familiar for easy advantage or something else of your choice. Martial Adept - You get two Battle Master maneuvers and one die to add to an attack. Some notable ones are Menacing Attack and Trip Attack.

Chapter 5 : Building the Best Assassin (Executioner Build) in D&D ~ Ivir's Insanitarium

Scoundrel is the subclass of rogue introduced in the Player's Handbook. It is sometimes referred to as original rogue or o-rogue. Merric, halfling thief (D&D).

This is a Handbook concerning itself with the standard 4e Rogue. Originally posted by lordduskblade: Power Source and Role: The Martial power source as a whole is more aggressively oriented than other power sources, and the tendency is further expanded upon by the Striker role, which is perhaps the most aggressive by nature. To that end, the Rogue is geared toward bringing things down, by any means necessary. You actually have a decent enough of a collection of double-up attacks and minor action swings to be very solid at this though Ranged Rogues are markedly worse at it. Additionally, you have access to a coup-de-grace oriented combination of attacks for a very different approach to the same problem. Damage Per Round DPR - Usually referred to as the damage value that you can consistently rely on producing round after round, your combination of high accuracy, the ability to tag defenses other AC, combined with the most damaging Striker feature means you have quite the talent for this. Among the Strikers, only the Warlock is a match for you here. This is obviously a bit easier to do if you mostly engage in Ranged combat or can provide enough disincentives to anyone thinking of attacking you like being hidden or hitting him back, of course. Not your area of expertise, but you are good at it. Secondary Role Effectiveness Spoiler: This is a job best left for others, though Brutal Scoundrels with the right feat investment can be serviceable. Leader - The role of the Rogue is mostly to take advantage of opportunities, though on occasion you can grab a power to help others. Your basic game mechanics are pretty standard-issue, with the notable exception of Weapon Talent: You got the standard-issue Striker hit point total, which is all you could really expect, honestly. Armor - Only having Leather and no shields means you got almost nothing on this deal. First Strike - Getting a free round of Combat Advantage since, barring horrible luck, you should be very high up on initiative orders is never a bad thing. Sneak Attack - The most damaging extra damage Striker feature, it does have a caveat in that requires a status effect and specific weapon groups to work properly. Ruthless Ruffian MP - While at first glance it seems that this is a less conditional version of the Brutal Scoundrel, the fact of the matter is that the weapons it offers you are horrible for a damage-focused character, its attribute needs pull your character in many different directions simultaneously, and the primary effect for the power line it favors Rattling is not even build-specific, which means that other builds will do what it does, do it better, and be able to do something else as well. The Shuriken bonus is pretty much wasted, though. While two of those are non-choices, believe me when I say no Rogue with a shred of sanity would have gone without them anyway. Acrobatics - Given the bonkers amount of nice powers that require you have this skill, as well as general Rogue flavor, combined with the fact that it keys off your most important ability score, this is as much a non-choice as the other Dexterity-based skills. Bluff - The classic con-man skill, any Rogue with a positive Charisma modifier should be considering picking it up. Dungeoneering - In all likelihood, the party radar should have this skill covered. Intimidate - This skill is vital if you plan to use Rattling powers, and if you want to have a wide plethora of social skills. Perception - While your Wisdom may or may not be awesome, there really is little reason to skip out on this skill. Thievery - Again, the Rogue concept pretty much demands having this skill. Nature of the Dirty Deeds Ability scores vary according to an exact build, but these guidelines hold for the average Rogue. Strength - As a Brutal Scoundrel, you want this to be as high as you can afford it to be. No one really wants to dump this all the way down, though: Athletics is an important skill. Constitution - More HP and surges are nice for the rather squishy Rogue, and you can also use it to afford an armor upgrade, though your ability score needs likely call you elsewhere. Dexterity - This is your main stat. Boost it every chance you get. A rudimentary investment should be enough for Cunning Sneaks looking to use the secondary effects on their powers, and everyone else can just flat-out dump it. Arguably more important than Charisma for Brutal Scoundrels. Brutal Scoundrels could also use it to round themselves out on the skill and defense fronts. Dragonborn - It carries both secondary ability scores, which makes it a serviceable candidate. However, they do bring toughness to the not-that-tough Rogue, and they have racial support to back them up, and that does

count for something. A strong choice nevertheless, especially because the teleport opens up a huge amount of tactical options for you. However, it does feature a top-notch racial ability in Elven Accuracy to make sure your important stuff lands and some quality racial support to make its case. To boot, your racial support for this class is actually pretty good gasp! A very strong pick for this sort of thing. Tiefling - You get a secondary attribute, a decent "revenge" feature, and a tasty bonus to hit when your opponent is bloodied. Additionally, the racial support offers an opportunity to make up for some of the lower Dexterity. A serviceable choice overall. Not their line of work. Gnome - While it does provide the all-important Dexterity bonus, and it has some strongly related racial abilities and feat support, the fact of the matter is that the race is Small and slow, which holds it back a bit. A prime pick for a Rogue. Shifter, Longtooth - This provides both secondary attributes for the average Brutal Scoundrel, as well as a racial power that will make you a heck of a lot harder to take down. Shifter, Razorclaw - Dexterity is nice to have, Wisdom is decent for a Brutal Scoundrel and sweet on the right Cunning Sneak, and the power is mobility heaven. A bit overshadowed by the Elf and his great racial support, though. Githzerai - Though similar to Elves with regards to their attribute bonuses, they trade in some of that shifty elusiveness for some straight-up toughness, making them more appealing to Rogues who like to gamble, though the archetype they are best suited for Cunning Sneak is not much of a gambler. Minotaur - With the advent of its latest and most official write-up, the Minotaur gets the same stat boosts as the Longtooth Shifter if you choose, which can make you a decent Brutal Scoundrel. Shardmind - You get more skill bonuses than anybody else good, but you only get a secondary attribute not so good. The racial power hands you free CA, which is nice to have. Not the worst pick you could make. Wilden - The Aspect of the Hunter in particular is appealing, and you do get the oh-so-important Dexterity bonus. A very nice pick for you. Races - Other Rulebooks Spoiler: Changeling EPG - This is one of the prime races for your line of work. While the utility of the disguise feature is rather campaign-dependent though I imagine the average campaign will have at least a few opportunities to use it, the rest of the features are rock-solid for any Rogue. Drow FRPG - Another top-notch race, it has a power to grant CA at Melee and at range, along with the perfect ability scores for the job and some very powerful racial feats. The manifestations are lots of fun for you, though. Firesoul, Stormsoul, and Watersoul in particular are good for you. Not the line of work for them. A middle of the road race for Rogues. Shade HoS - Stealth training for free is redundant on you, and losing a surge hurts the already fragile rogue, plus the racial Utility can be replicated in various ways. It has the right stats for the job, but not much else. Toss in some Elf-like base speed and a minor action attack, and you have a favorite. Vryloka HoS - Has the right ability scores, higher-than-average speed, and an excellent racial power. Warforged EPG - These guys are tough as nails, have a Strength bonus, and a bunch of useful racial abilities. A solid pick for a Brutal Scoundrel Rogue. Races - Dragon Magazine Spoiler: Gnoll D - Dexterity and Constitution are good bonuses to have, and that high speed and charging bonuses make you a "shoot first, ask questions later" kind of Rogue. Overall, very solid, especially after the Dragon article, which actually makes charging a better idea than normal. Shadar-Kai D - About the same as Eladrin, though the shorter range on the teleportation racial power is not quite as useful though the bonus to all defenses is. Races - Monster Manuals Spoiler: A dominating choice for a Brutal Scoundrel. The racials are unimpressive and the aura is overkill few, if any, monsters spend healing surges. Githyanki MM - Meh. Goblin MM - Slightly weaker than the Halfling because of no racial feats, it has the same racial stat allotments, which are very awesome for Rogues. A great choice regardless of the lack of support. Kenku MM 2 - Stat bonuses in the right places, and extra bonuses to hit for flanking? A tasty choice for a Rogue. Kobold MM - While the ability score bonuses may not match up in ideal fashion, the fact of the matter is that Shifty is an incredibly powerful tool in the hands of a Rogue, allowing him a lot more tactical flexibility. Simplest of the Dirty Deeds A key difference in Rogue powers is their range: Therefore, the powers have been separated to bear that in mind. Rogues in particular are interesting in that there are few At-Wills that are truly must-haves. Acrobatic Strike MP 2 - Escaping grabs At-Will is nice, but the real draw is that you get a shift outside your move action. This is especially nice for a Strength-based Melee Rogue or anyone who indulges in the feat support to make it better, since they get a pain-free way to maneuver into flanking consistently, mostly without having to sacrifice a move action. Clever Strike PHH 2 - This At-Will power can be pretty good in certain situations, because it allows you to get your

CA and thus your Sneak Attack damage in regardless of how hard it may be to get a flank and stay standing. Obtaining Combat Advantage is not hard enough to merit using this At-Will, and even if it were, it is only the superior option to only having your normal weapon damage for a few levels at most. The only thing that this At-Will truly offers is the ability to disengage from Melee efficiently by sliding the enemy as well as allowing you to shift. Riposte Strike PHB - While this At-Will has a few hoops you have to jump through in order to use it effectively, this can either provide a hefty disincentive to attack you which can help the Rogue hold his own in combat better, or let you put out some nice extra punch on your attacks. Either way, this is pretty good for Strength-based Rogues, especially if they go ahead and partake in its support. Preparatory Shot MP 2 - Unnecessary; CA is not impossible or even hard to get as a Rogue, and the damage this attack carries is just plain pitiful. Disheartening Strike MP - While a power with this control context seems a bit out-of-place on a Rogue at first glance, giving an enemy -2 to hit can help the Rogue stand in combat for a bit longer, and it becomes better for a Ranged Crossbow build looking to wreak havoc from the back rank.

Chapter 6 : [4e] Artful Dodger Rogue

Player's Handbook - Free.

As with the law-vs-chaos axis, a neutral position exists between the extremes. Characters and creatures could be lawful and evil at the same time such as a tyrant, or chaotic but good such as Robin Hood. In that edition, a character who performs too many actions outside their alignment can find their alignment changed, and is penalized by losing experience points, making it harder to reach the next level. A player decides how a character should behave in assigning an alignment, and should then play the character in accordance with that alignment. In games, the Dungeon Master referee decides when alignment violations occur, as it is subjective and often frowned upon, if not outright disallowed. Chaotic creatures and individuals embraced the individual above the group and viewed laws and honesty as unimportant. They believe in maintaining the balance between law and chaos and were often motivated by self-interest. On the downside, lawfulness can include closed-mindedness, reactionary adherence to tradition, judgmentalness, and a lack of adaptability. Those who consciously promote lawfulness say that only lawful behavior creates a society in which people can depend on each other and make the right decisions in full confidence that others will act as they should. Chaos implies freedom, adaptability, and flexibility. On the downside, chaos can include recklessness, resentment toward legitimate authority, arbitrary actions, and irresponsibility. Those who promote chaotic behavior say that only unfettered personal freedom allows people to express themselves fully and lets society benefit from the potential that its individuals have within them. Someone who is neutral with respect to law and chaos has a normal respect for authority and feels neither a compulsion to follow rules nor a compulsion to rebel. Although player characters can adventure for personal gain rather than from altruistic motives, it is generally assumed that the player characters will be opposed to evil and will tend to fight evil creatures. Good characters make personal sacrifices to help others. Evil implies harming, oppressing, and killing others. Some evil creatures simply have no compassion for others and kill without qualms if doing so is convenient or if it can be set up. Others actively pursue evil, killing for sport or out of duty to some malevolent deity or master. People who are neutral with respect to good and evil have compunctions against killing the innocent but lack the commitment to make sacrifices to protect or help others. Neutral people are committed to others by personal relationships. Within the game, Paladins, altruistic heroes, and creatures such as angels are considered good. Villains and violent criminals are considered evil, as are inherently evil creatures such as demons and most undead.

Chapter 7 : The 4e Thief is brutally effective and boring | Online Dungeon Master

*If the *player* is the one feeling like the character is boring, suggest they re-spec the character as a Classic 4E Rogue. They'll get lots more options, movement powers, and cool new toys to play with, but stay basically the same character.*

Havelock is a currently Level 10 Drow Assassin Executioner build. The Assassin Class So you want to play an assassin. Unlike other strikers damage dealers you have multiple venues to deal damage, from poisons, to daggers, to garrotes, to shrunken This guide will list the main options that are available as well as my top choices. Rather than using abilities like taking on a shade form by channeling powers of the Shadowfell basically using dark magic the Executioner relies primarily on martial abilities with 1 or 2 exceptions. The Executioner build is in fact so distinctly removed from the Assassin class that it should really be its own separate class. In my opinion the Executioner build should be renamed "Assassin" and the current assassin should be renamed to a new class that better describes its mechanics And, if the attack misses, you deal damage minus 1 shroud. Both, however, are great choices. There are there main guilds, each of which deepening on the story of your campaign have satellite offices in most cities and cultures. The very existence of this guild of executioners is often dismissed as myth or urban legend. The League of Whispers keeps its membership a secret. Although individual members might be known as assassins, their association with the guild is rarely more than a matter of speculation for nonmembers. The league keeps its existence a mystery by executing anyone who discovers the truth. The order holds secret meetings once every full moon, where the members converge to discuss jobs, trade secrets and tricks, and receive orders from their Grandfather of Assassins. Choosing this Guild will give you the following abilities: A basic Crowd Control opportunity. Knocks a target prone. Must use a hand crossbow. Must use a blowgun. Allows you to shoot a poisoned dart at your enemy, applying 1 poison to them. This is basically a ranger who uses poison. If you choose this class, I only recommend Bola Takedown if you plan on handling crowd control typically a controller task, not a striker task. Poison Dart would be your go to ability as it allows you to apply your assassin poison to the target from a distance. Of all the warriors in the realm to draw steel in combat, the ninja is the most mysterious. The streets are full of whispered rumors about these silent spies and killers, who seem able to appear anywhere at any time. Some say that ninja can alter their appearances so skillfully that one of them can stand before a victim in the guise of a lifelong friend or trusted retainer, and awaken no suspicion; and that they can kill with a single sword stroke. Target 1, 2, or 3 creatures. If it hits, apply a poison to all three targets. The only good ability is Poisonous Shuriken. This is essentially a version of Precision Dart that hits multiple targets. This order of assassins works to keep society in balance. If any organization grows too powerful, too corrupt, too wealthy, or too vile, the Red Scales weigh and measure the members of that organization and then collect a payment that they are owed in blood. Though one might call the Red Scales idealists, none can say what truly drives them. They say that his eyes are orbs of golden fire, a feature he gained, along with his new policies, only after he returned from a journey to the distant East. Allows you to strangle an enemy, grabbing them and forcing them to take a -2 penalty to attacks against yourself so long as you sustain it. Can only be used if you were stealthed or invisible, or otherwise hidden from a creature. Must be used with a dagger. Applies a poison to the target even if it misses. A 1-square shift followed by a knockdown attack, and if you hit you can shift back where you started. This is the option I chose Red Scales, as it fits more in with the Assassin theme than any other build, and besides, you get to freaking strangle people. I however plan to Role Play as an assassin, and to me, having the Garrote and Poison Dagger just seems more Assassiny to me. You definitely want to choose 1 or the other. As a general rule, when it doubt, go with the higher number of die rather than the higher die number, if that make sense. The most likely damage output on it will be either 16 or 17 7. This one again is a no-brainer. Choose Eye of the Basalisk. The most likely outcome on a 6d10 roll is either 32, 33 or 34 5. That means that you have just as likely a chance of getting a damage roll higher than 33 as you do of getting one lower than Race What Race you choose is mostly an aesthetic or role playing choice. For my part, I chose to play a Drow, as the Assassin Executioner theme really sets in with the Drow character. Gives you a few extra damage dealing abilities. If you choose Eladrin, go with the Dexterity. Gnomes can make a Stealth check

anytime they make an Initiative roll and have any kind of cover or concealment. Also you can choose to have your past life option be one of the other races listed so you can meet pre-requisites, like Drowmesh armor, for example. Themes will give you unique bonuses or extra abilities, whereas Backgrounds will give you extra skill training, skill bonuses or languages. Both of which are useful to have. If its a standard rather than Encounter ability even better, as it can replace your At-Will attack. Abilities that give you an extra utility are a good choice here, although "Utility" is a rather nebulous term. By Utility I mean abilities that give you an added skill. For example, there are themes that give you extra abilities your class might not have, such as an additional stealth, abilities that weaken, ensnare or knock targets prone, or anything that is going to be situationally useful. Some feats give you extra movement, or escape abilities if hit, for example. Anything that allows you to move, escape or shift without incurring opportunity attacks is a good thing. The Skulking Spy ability gives you an optional shift replacing your standard move action, however up to your speed. At the end of that shift, you can make a stealth check to become hidden. As a stealth class, an extra opportunity to become hidden is very useful. All of your attacks use your dexterity modifier, so pumping points into Dexterity is your top priority. Skills What skills you choose will depend on what type of game you play. For Havelock at level 1 the skills I chose were these: This is great because you can later take a feat that allows you to make a stealth check whenever you become hidden! A better version of Smoke Bomb basically. In general, however, its a waste of a feat. Good for certain situations I suppose Only useful in Role Playing heavy games. Good if you need to scout out a position. Not really useful in my experience. Feat Priority To Hit You definitely want to be able to hit your targets. Anything that gives you a vanish, stealth, escape or invisibility is going to give you a great boost to your damage and Role Play opportunities. Defense Defense is key, but you may want to prioritize damage dealing before defense. Unless of course you can Bluff your way out I was forced to choose this feat when my DM began crafting monsters immune to poison. For lore purposes, a Ki Focus allows the Assassin to channel dark abilities. Even though Executioners are martial rather than shadow classes, you still need your Ki Focus. The in-game reason is simple: For this reason, when purchasing weapons, go for weapons with the best secondary abilities i. Your Ki Focus should always be the one you put your money on. Until I read a few of his forum posts I had been using dual daggers. However, he pointed out that Rapiers are the best weapon for an Assassin to use due to their damage 1d8 on a rapier vs 1d4 on a dagger. Red Scale Executioners Dagger Red Scale Guild members will need to have a Dagger handy in order to use your Poisoned Dagger ability, although you might want to look at a Dynamic Weapon, which can change into any type of melee weapon you choose. This is useful because there are other weapons that deal more damage than Daggers, but these are still necessary in order to apply your poisons. In addition, the target takes a -2 penalty to attacks made against you so long as the ability is sustained. Blowgun An absolute must for your Poison Dart ability. Keep in mind that these are two-handed weapons, so plan your feats accordingly. As an absolute must get the Blowgun Training feat as this increases its range and its Crit damage. Hand Crossbow This one is a better choice overall vs a short bow. You can use the Two-Weapon defense Feat for a little boost in survivability, and it does increased damage 1d8 vs 1d6 on a Short Bow at the cost of range. Conclusion I hope this guide has been helpful.

Chapter 8 : Zenith Games: 4e Guide to the Guides

Speed up your game with official D&D® power cards. Players using Player's Handbook(R) Power Cards don't need to crack open a rulebook every time they cast a spell--all the crucial information is right in front of their eyes.

Ability Scores Pump Dexterity and do as you will with the rest. Certain class features Expertise, Reliable Talent, Slippery Mind can help compensate for low or mediocre scores for certain skills or saves. This is for Athletics checks only, and you can get by without it. Aspiring spider monkeys may want , others want One of the big three saves. This is for attacks, damage, AC, Initiative, skills and class features. Str-based rogues will still want here. Hit points are important, but you will develop ways to avoid or mitigate damage. Melee rogues want , others want Intelligence: Arcane Tricksters will want , others want Scout-types want , others want Silver-tongued rogues and Swashbucklers want , others want Races When choosing a race, you want a Dex boost first and foremost. Also, note that darkvision is more important for Rogues than other classes for two reasons. Secondly, Uncanny Dodge only works against opponents you can see. These husky fellows are built to be front line meatshields, not sneaky skirmishers. These guys are your best bet for a Str-based rogue. Trance lets you sneak about for 4 hours while everyone else is sleeping. Naturally Stealthy use Cunning Action to hide behind an ally and immediately shoot off a Sneak Attack , is probably the single best ability for rogues to have. Being resistant to poison is good, but not nearly as great as Naturally Stealthy. Grab a skill and one of the recommended feats and go to town. As a Str-based rogue, you will likely need to multiclass or pick up a feat to improve your armor. Only one subrace is worth it. These guys make great Arcane Tricksters. They should just go wizard instead. They have darkvision, two extra skills, one extra language, advantage vs charm saving throws and immunity to magical sleep. Like the Dwarves, Half-Orcs are made to smash, not to sneak. For a Str-based rogue, you will want to multiclass or pick up a feat to improve your armor. These shiny fellows are meant to be clerics or paladins, not rogues. Perfect for becoming an Arcane Trickster. Flight at first level! Good stats, plus levitate once per long rest, and you can hold your breath forever. Pass without trace, once per long rest, and ignore rocky difficult terrain. You could probably make a Str-based rogue with this, with pass without trace making up for a low Dex score for stealth. Darkvision, fire resistance, some fire spells. Acid resistance, amphibious, swim speed, some water spells. Great Arcane Trickster stats with ft Darkvision and situational advantage on Stealth. Same advantage on saving throws vs magic and 25ft speed as other gnomes. Solid, but no darkvision. I measure these against full-blooded elves rather than against Half-Elves. Full-blooded Wood Elf is probably better, but this is still decent. Certain Cantrips are quite good greenflame blade or booming blade come to mind. Your spellcasting stat is Intelligence. Drow Magic faerie fire, specifically without sunlight sensitivity, better than being a full-blooded Drow. Your spellcasting stat is Charisma. Swimming speed is definitely not worth two skills. Great package, just not for rogues. Could work as a Str-based rogue. Good abilities for a Str-based rogue, but no darkvision. You could probably make a Str-based rogue with this, I guess, maybe. Forgery expert, 2 extra roguish skills, and sound mimicry make for a natural rogue, but no darkvision. The roleplaying sounds like a headache incapable of creativity, can only speak by mimicking previously heard sounds. No attack stat, no way. Darkvision, limited double speed, climb speed, perception and stealth. Amphibious, some water spells, and cold resistance. No good for most except maybe Str-based rogues, but no darkvision. Awkward stats, but overall this is pretty sweet. Small but still has 30ft speed, darkvision, limited minor extra damage vs larger foes, and bonus action disengage or hide which is redundant for rogues. Good stats, but features are uninspiring. Small but still has 30ft speed, darkvision, limited ability to grant advantage to allies by groveling, and sunlight sensitivity. Even with the Dex and darkvision, kobolds are only for players who want to roleplay a serious underdog. Darkvision, bonus action sprint made redundant by Cunning Action and intimidation. Darkvision, suggestion, magic resistance! Powerful package, just not for rogues. Proficiency in two social skills, 2 extra languages, 1 extra tool proficiency with double bonus thieves tools is best , a defensive reaction ability, and the amazing Change Appearance action. Reaction to roll Wis saves with advantage, telepathy, advantage but not automatic proficiency with one social skill, and borderline-useless immunity to psychic damage and dream-related

magic. Oddly enough, you can build a Str-based Arcane Trickster with this, if that strikes your fancy. Talk with your DM to see if being a Revenant is right for you. Great for melee rogues. Awesome for ranged rogues, but for Scouts the reaction ability is made completely redundant by the Skirmisher ability. This is fine, I guess. That Old Black Magic: Same as vanilla tiefling. Only downside is no darkvision. Honestly, just pick the Envoy instead. Flight is possibly the most contentious racial feature. I would never allow this in any game that I DM. These are essentially half-orcs that traded in their darkvision for a headbutt natural weapon. Fine for a Fighter, but not for a Rogue. Bad for Rogues, and IMO just badly designed. Almost as good as Half-Elves but with a very interesting flavour. Born from magical mishaps, these hedonistic creatures rarely live longer than a few years, so why waste time following the rules? These stereotypical scientist-types are more or less medium-sized Rock Gnomes, better suited as Wizards or Artificers, eventually than Rogues. These mountain dwellers would be perfect Thieves, if they had darkvision and if you can explain away their tradition-bound, community-oriented nature. There are some weird game design choices going on with these emotionally detached fellows. A neat spin on an old idea, but better suited to sorcerers or warlocks than rogues. Advantage on stealth checks in rocky or underground terrain. Still great, even without Trance. You could go Strength-based with these guys. Same as basic Human. Great for two-weapon fighting, although being a Swashbuckler accomplishes the same thing. The specific wording indicates that you choose ether skills or tools, so no mix-and-matching. Backgrounds Aim for two good skills, or one good skill and some nice extras. Note that if a character gains the same proficiency from two different sources, you can choose a different one of the same type ie a skill or tool. Deception, Sleight of Hand. Two relevant skills, two relevant tools, 55gp worth of swag, and a fluff item like loaded die or signet ring. Spy variant can legitimize your activities. One free instrument, costume, and 15 gp. This feature is actually pretty good.

Chapter 9 : Rogue | D&D4 Wiki | FANDOM powered by Wikia

4e Guide to the Guides Below is a comprehensive list to guides for Wizards of the Coast's 4th Edition of Dungeons and Dragons (4e). This list is primarily drawn from The_Collective's awesome list over at the Wizards of the Coast Forum.

Creative origins[edit] The abilities of the thief class were drawn from various archetypes from history and myth, but clear debts from modern fantasy literature can be traced to characters such as J. They had 4-sided hit dice under the new combat system introduced in that supplement. In the later Moldvay and Mentzer editions of the Basic Set , they could be any of the three available alignment options Lawful, Neutral and Chaotic. Thieves had to be Human , as this edition treated non-human races as distinct classes. Thieves could be of any alignment other than lawful good while bards had to be at least partially neutral. The thief was the robber, the thug, or the "expert treasure hunter". They specialized in the acquisition of goods, stealth, and disarming traps. Unlike in 1st edition, 2nd edition allows thieves to specialize in skills so that they needed only a few levels to master two skills. The assassin class, a sub-class of the thief in first edition, was excluded from the second edition core rules. The assumption was that an assassin could be treated mechanically as a normal thief who simply specialized in assassination-related skills. In fact, the character class still bears only three large divergences from other character classes, namely their superior aptitude for skills, their capacity to notice traps, and their signature "sneak attack" maneuver. The rogue class is given 8 skill points per level, higher than any other character class. However, the number of skill points is modified by the Intelligence attribute, so it is possible for a very low intellect rogue to be no better off than a particularly bright fighter, although they would still have a broader range of skills to choose from. Also, 3rd edition skills removed the flat percentage rolls that previous thieves had used, using their Difficulty Class mechanic to let a rogue have a better chance against the cheap locks and ordinary guards that might appear in lower-level games. Modifying the skills system, rogues are normally the only class allowed to search for most traps; nobody else has the training to recognize them. The rogue has the ability to deliver a sneak attack whenever an opponent loses its Dexterity bonus to Armor Class i. The rogue can then take advantage of this momentary weakness to strike at a vital part of the anatomy provided the creature has a discernible enough anatomy to suffer a critical hit. This ability was formerly a "backstab," which made it difficult to define when it might be applied in open combat. Allowing flanking attacking while a teammate is on the opposite side of the target to create a sneak attack makes the rogue deal a great amount of damage. The Iconic rogue is Lidda, a halfling female. They are also highly skilled, with the most trained skills of any class in the game and all with training in stealth and thievery a skill that includes picking locks and pockets, and disarming traps. In fourth edition rules, there are two very different mechanical conceptions of the same class; Rogues and Thieves. Martial Power added the Ruthless Ruffian who can use maces easily and focuses on intimidating people as well as hurting them, and Martial Power 2 added the Cunning Sneak who can hide in shadows where no one else can and therefore normally specialises in ranged attacks, and added in the option to choose as their weapon talent the crossbow. Thief, Assassin, and Arcane Trickster. Thief archetype focuses on rogues who steal, giving bonuses for sleight of hand, climbing and sneaking. Assassin archetype deals with rogues who kill for a living, giving bonuses critical hits and creating false identities. Arcane Trickster archetype opens up limited magic to rogues allowing them to cast spells.