

S&S 5E: Rogue

Gambler

Signaling for her posse to hold up, a halfling Gambler tiptoes through the saloon. She leans close to the door, listenin', then whips out her tools and picks that lock quicker than a rattlesnake strikes. Then she vanishes into the shadows as her gunslinger buddy steps up to boot the door wide open.

A human lurks in the dark of a back alley while his partner in crime gets ready for the ambush. When their mark — a notorious cattle rustler — strolls by, the partner hollers out, the rustler comes nosin' around, and the assassin's blade silences him before he can utter a peep.

Holdin' back a chuckle, a gnome lass wiggles her fingers and like magic, snatches the key ring from the sheriff's belt. Quick as a flash, the keys are in her hand, the jail door swings open, and her and her gang are free as birds.

Gamblers rely on their cunning, stealth, and exploitin' their enemies' weak spots to gain the upper hand in any situation. They're darn good at findin' ways out of a pickle, showin' a resourcefulness and versatility that's the backbone of any successful posse.

Luck of the Draw

Gamblers put as much elbow grease into masterin' a mix of skills as they do into honin' their fightin' chops, givin' them a wide range of know-how that few others can match. Many focus on sneakin' and trickery, while others perfect skills useful in rough and tumble places, like climbin', spotin' and disarmin' traps, and crackin' safes.

When it comes to a shootout, Gamblers favor cleverness over raw power. A Gambler would rather land one deadly shot, right where it hurts the most, than wear down an opponent with a flurry of bullets. Gamblers got a near-mystical talent for sidesteppin' danger, and some even pick up a few magic tricks to add to their bag of tricks.

Life of Ill Repute

Every town and outpost's got its share of Gamblers. Most live up to the bad name, scrapin' by as burglars, hired guns, pickpockets, and swindlers. Often, these varmints band together in outlaw gangs or crime families. A good number of Gamblers go it alone, but even they might take on a greenhorn to help in their cons and heists. A few make an honest day's livin' as

safe-crackers, sleuths, or rat-catchers, which ain't for the faint of heart in a world where giant critters—and werecritters—prowl the streets.

As adventurers, Gamblers are found on both sides of the law. Some are tough outlaws lookin' to strike it rich in treasure troves, while others turn to adventurin' to dodge the law. Some train their skills with the sole purpose of breakin' into ancient ruins and secret vaults in search of riches.

Creating a Gambler

As you shape your Gambler character, ponder on how they stand with the law. Got a history of crime? Are you dodgin' the law or a furious gang boss? Or did you ditch your gang for bigger risks and rewards? Is it greed drivin' your adventures, or some other yearnin' or principle?

What set you off from your old life? Did a big scam or robbery gone south make you rethink your ways? Maybe you hit the jackpot and the loot gave you the means to leave your rough life behind. Did the call of the wild finally lure you from your home? Perhaps you found yourself without kin or a mentor, and needed a new way to make ends meet. Or maybe you teamed up with a new ally—another member of your adventure group—who showed you new ways to make a livin' and use your special talents.

QUICK DRAW

You can whip up a Gambler right quick by followin' these tips. First, make sure Dexterity is your top-notch ability. Choose Intelligence next if you're keen on bein' a top detective or aim to follow the Arcane Trickster path. Pick Charisma if you're plannin' to focus on bluffin' and socializin'. Second, pick the charlatan background.

The Gambler Table

Level	Proficiency Bonus	Backstab	Features
1st	+2	1d6	Skill Mastery, Backstab, Gambler's Gab
2nd	+2	1d6	Witty Response
3rd	+2	2d6	Gambler Archetype

4th	+2	2d6	Ability Score Improvement
5th	+3	3d6	Dodge and Weave
6th	+3	3d6	Skill Mastery
7th	+3	4d6	Duck and Cover
8th	+3	4d6	Ability Score Improvement
9th	+4	5d6	Gambler Archetype Feature
10th	+4	5d6	Ability Score Improvement
11th	+4	6d6	Trusty Trade
12th	+4	6d6	Ability Score Improvement
13th	+5	7d6	Gambler Archetype Feature
14th	+5	7d6	Perceptive Hearing
15th	+5	8d6	Evasive Thoughts
16th	+5	8d6	Ability Score Improvement
17th	+6	9d6	Gambler Archetype Feature
18th	+6	9d6	Shady
19th	+6	10d6	Ability Score Improvement
20th	+6	10d6	Lady Luck's Lover

Class Features

As a Gambler, you gain the following class features:

Hit Points

Hit Dice: 1d8 per Gambler level

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

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per Gambler level after 1st

Proficiencies

Armor: Light armor

Weapons: Simple weapons, hand crossbows, longswords, rapiers, shortswords, revolvers

Tools: Dice set, one type of gaming set, thieves' tools

Saving Throws: Dexterity, Intelligence

Skills: Choose four from Acrobatics, Athletics, Deception, Insight, Intimidation, Investigation, Perception, Performance, Persuasion, Sleight of Hand, and Stealth

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a rapier or (b) a shortsword
- (a) a shortbow and quiver of 20 arrows or (b) a revolver
- (a) a burglar's pack, (b) a dungeoneer's pack, or (c) an explorer's pack
- Leather armor, two daggers, and thieves' tools

Skill Mastery

At 1st level, pick two of your skill proficiencies, or one of your skill proficiencies and your know-how with burglar's tools. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.

At 6th level, you can choose two more of your proficiencies (in skills or with burglar's tools) to gain this benefit.

Backstab

Startin' at 1st level, you know how to hit where it hurts and take advantage of a foe's distraction. Once per turn, you can deal an extra 1d6 damage to one critter you hit with an attack if you have the upper hand on the attack roll. The attack must use a weapon fit for a quick draw or a shootin' iron.

You don't need the upper hand on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't out cold, and you ain't at a disadvantage on the attack roll.

The amount of the extra damage increases as you gain levels in this class, as shown in the Backstab column of the Gambler table.

Gambler's Gab

Durin' your Gambler trainin' you picked up thieves' cant, a secret mix of slang, jargon, and code that lets you sneak messages into regular chitchat. Only another critter that knows thieves' cant gets what you're sayin'. It takes four times longer to pass on such a message than it does to speak the same idea out loud.

Plus, you understand a set of secret signs and symbols for passin' short, simple messages, like if a place is risky or belongs to an outlaw gang, whether there's loot nearby, or if the locals are easy targets or will hide outlaws on the run.

Witty Response

Startin' at 2nd level, your quick thinkin' and agility let you move and act fast. You can take a bonus action on each of your turns in a gunfight. This action can only be used to take the Dash, Disengage, or Hide action.

Gambler Archetype

At 3rd level, you choose an archetype that you follow in the use of your Gambler abilities: Bandit, detailed at the end of the class description, or one from another source. Your archetype choice gives you features at 3rd level and then again at 9th, 13th, and 17th level.

Ability Score Improvement

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

Using the optional feats rule, you can skip this feature to take a feat of your choice instead.

Dodge and Weave

Startin' at 5th level, when a shooter that you can see aims at you, you can use your reaction to halve the damage against you.

Skill Mastery

At 6th level, choose two more of your skill proficiencies, or one more of your skill proficiencies and your know-how with burglar's tools. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.

Duck and Cover

Startin' at 7th level, you can nimbly dodge out of the way of things like a dragon's fire breath or a blizzard spell. When you're in the path of something that lets you make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Trusty Trade

By 11th level, you've honed your chosen skills to near perfection. Whenever you make an ability check that lets you add your proficiency bonus, you can treat a d20 roll of 9 or lower as a 10.

Perceptive Hearing

Startin' at 14th level, if you can hear, you know the whereabouts of any hidden or unseen critter within 10 feet of you.

Evasive Thoughts

By 15th level, your mind's become stronger. You gain proficiency in Wisdom saving throws.

Shady

Startin' at 18th level, you're so slippery that attackers hardly ever get the better of you. No attack roll has the upper hand against you unless you're out cold.

Lady Luck's Lover

At 20th level, you've got an uncanny talent for succeedin' when you need to. If your attack misses a target within range, you can turn the miss into a hit. Or, if you fail an ability check, you can treat the d20 roll as a 20.

Once you use this knack, you can't use it again until you finish a short or long rest.

Gambler Archetypes

Mystic Outlaw

Some outlaws enhance their razor-sharp skills of stealth and agility with the uncharted power of magic, learning tricks of enchantment and illusion. These rogues include swindlers and safe-crackers, but also jesters, troublemakers, and a significant number of trailblazers.

Mystic Outlaw Features

Gambler Level	Feature
3rd	Spellcasting, Ghost Hand
9th	Mystic Jump
13th	Skilled Prankster

17th	Mystic Rogue
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Spellcasting

3rd-level Mystic Outlaw feature

When you reach 3rd level, you gain the knack for castin' spells. Look at Spells Rules for the general ways of spellcastin' and the Spells Listing for the wizard spell list.

Cantrips

You learn three cantrips: mage hand and two others of your choice from the wizard spell list. At 10th level, you learn another wizard cantrip of your pickin'.

Spell Slots

The Mystic Outlaw Spellcasting table shows how many spell slots you got for castin' your wizard spells of 1st level and up. To cast one of these spells, you gotta use a slot of the spell's level or higher. You get all your used spell slots back after a long rest.

For example, if you know the 1st-level spell charm person and have a 1st-level and a 2nd-level spell slot, you can cast charm person usin' either slot.

Spells Known of 1st-Level and Higher

You know three 1st-level wizard spells of your choice, two of which you gotta pick from the enchantment and illusion spells on the wizard spell list.

The Spells Known column of the Mystic Outlaw Spellcasting table shows when you learn more wizard spells of 1st level or higher. Each of these spells must be an enchantment or illusion spell of your choice, and must be of a level for which you got spell slots. For example, when you reach 7th level in this class, you can learn a new spell of 1st or 2nd level.

The spells you learn at 8th, 14th, and 20th level can be from any school of magic.

Whenever you gain a level in this class, you can swap one of the wizard spells you know with another spell from the wizard spell list. The new spell must be of a level for which you got spell slots, and it must be an enchantment or illusion spell, unless you're swappin' the spell you gained at 3rd, 8th, 14th, or 20th level from any school of magic.

Spellcasting Ability

Intelligence is your spellcastin' ability for your wizard spells, since you learn your spells through hard study and memorization. You use your Intelligence when a spell refers to your spellcastin' ability. Plus, you use your Intelligence modifier when settin' the saving throw DC for a wizard spell you cast and when makin' an attack roll with one.

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

Spell attack modifier = your proficiency bonus + your Intelligence modifier

Mystic Outlaw Spellcasting

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

Ghost Hand

3rd-level Mystic Outlaw feature

Startin' at 3rd level, when you cast mage hand, you can make the spectral hand invisible, and you can do the followin' extra tasks with it:

- You can stash one object the hand's holdin' in a bag or pocket worn or carried by another critter.
- You can snatch an object from a bag or pocket worn or carried by another critter.
- You can use burglar's tools to pick locks and disarm traps from a distance.
- You can pull off one of these tricks without bein' spotted by a creature if you're slick enough on a Dexterity (Sleight of Hand) check, sneaky like, against the creature's Wisdom (Perception) check.

Plus, you can use the bonus action given by your Cunning Action to control the hand.

Mystic Jump

9th-level Mystic Outlaw feature

Startin' at 9th level, if you're hidin' from a critter when you cast a spell on it, that varmint has a tougher time resistin' it and gets disadvantage on any savin' throw it makes against the spell this turn.

Skilled Prankster

13th-level Mystic Outlaw feature

At 13th level, you get the knack for distractin' targets with your mage hand. As a quick move on your turn, you can point out a critter within 5 feet of the spectral hand conjured by the spell. Doin' this gives you the upper hand on attack rolls against that critter until the end of the turn.

Mystic Rogue

17th-level Mystic Outlaw feature

At 17th level, you gain the knack for magically pilferin' the know-how to cast a spell from another spellcaster.

Right after a critter casts a spell that targets you or includes you in its blast radius, you can use your quick reflexes to force the caster to make a savin' throw usin' their hex-slingin' ability modifier. The DC matches your spell save DC. If they fail, you block the spell's effect on you, and you rustle up the knowledge of the spell if it's at least 1st level and somethin' you can cast (don't matter if it ain't a wizard spell). For the next 8 hours, you know the spell and can cast it usin' your own magic. The caster can't use that spell until the 8 hours are up.

Once you pull off this trick, you can't do it again until after a long rest.

Reaper's Hand

Your know-how's been honed in the rugged expanse of the wild frontier, makin' you a stern dispenser of justice. Them that tread this path are a varied lot: guns for hire, undercover lawmen, bounty hunters, or even fire-and-brimstone preachers set to strike down the foes of their creed. Sneakin', poisons, and disguise are the tools of your lethal craft.

Reaper's Hand Features

Gambler Level	Feature
3rd	Extra Proficiencies, Quickdraw Execution
9th	Man of Many Masks
13th	Impersonator
17th	Death Dealer

Extra Proficiencies

3rd-level Reaper's Hand feature

When you mosey down the gambler path at 3rd level, you get savvy with the gear for disguisin' yourself and brewin' up poison.

Quickdraw Execution

3rd-level Reaper's Hand feature

Startin' from 3rd level, you're at your meanest when you catch your foes unawares. You've got the upper hand in shootouts against any varmint that hasn't made a move in the fray yet. Plus, any time you land a hit on a critter that's caught flat-footed, it's a surefire critical hit.

Man of Many Masks

9th-level Reaper's Hand feature

Startin' at the 9th level, you're a dab hand at creatin' fake personas for yourself. You need to spend a week and 25 gold coins to rustle up the history, line of work, and connections of a new identity. You can't take on an identity that belongs to someone else. For instance, you might get

yourself the right duds, letters of introduction, and convincing papers to set yourself up as a trader from a distant town lookin' to rub elbows with other wealthy merchants.

From that point on, if you put on this new identity as a disguise, folks will see you as that person until they got a clear reason to think otherwise.

Impersonator

13th-level Reaper's Hand feature

At 13th level, you gain the skill to perfectly mimic another fella's talkin', writin', and ways. You need to spend at least three hours studyin' these parts of the person's ways, listenin' to their talk, lookin' over their handwriting, and watchin' their mannerisms.

Your trickery is invisible to the untrained eye. If some suspicious critter gets a hunch somethin's not right, you've got the upper hand in any Charisma (Deception) check you make to stay under the radar.

Death Dealer

17th-level Reaper's Hand feature

Startin' at the 17th level, you turn into a master of swift demise. When you strike and hit a critter that's caught off guard, it's gotta make a Constitution savin' throw (DC 8 + your Dexterity modifier + your proficiency bonus). If the critter fails, you double the damage of your attack against it.

Detective

As a quintessential Tracker, you're top-notch at uncoverin' secrets and solvin' riddles. You lean not just on your keen eye for detail, but also on your honed skill in readin' the doin's and sayin's of other critters to figure their real motives. You're skilled at handlin' varmints that skulk among and prey on regular folks, and your command of knowledge and sharp deductions make you the ideal fella to root out and put an end to sneaky evils.

Detective Features

Gambler Level	Feature
3rd	Keen Listener, Detail Spotter, Tactical Analysis

9th	Unwavering Gaze
13th	Infallible Perception
17th	Vision for Vulnerability

Keen Listener

3rd-level Detective feature

When you pick this archetype at 3rd level, you get a nose for sniffin' out lies. Whenever you make a Wisdom (Insight) check to see if a critter is fibbin', treat a roll of 7 or lower on the dice as an 8.

Detail Spotter

3rd-level Detective feature

Startin' at 3rd level, you can use a quick move to make a Wisdom (Perception) check to spot a hidden critter or object, or to make an Intelligence (Investigation) check to find or make sense of clues.

Tactical Analysis

3rd-level Detective feature

At 3rd level, you learn to suss out an enemy's strategies and cook up a plan to counter 'em. As a quick move, you can make a Wisdom (Insight) check against a critter you can see that ain't laid low, contestin' with the target's Charisma (Deception) check. If you come out on top, you can use your Backstab on that target even if you don't have the upper hand on the attack roll, but not if you're at a disadvantage.

This advantage lasts for 1 minute or until you successfully use this feature on a different varmint.

Unwavering Gaze

9th-level Detective feature

Startin' at 9th level, if you mosey no more than half your pace on the same turn, you get the jump on any Wisdom (Perception) or Intelligence (Investigation) check.

Infallible Perception

13th-level Detective feature

Startin' at 13th level, your senses get so sharp they're near 'bout impossible to fool. As an action, you can pick up on the presence of illusions, shapechangers not in their true form, and other magic meant to bamboozle the senses within 30 feet of you, as long as you ain't blind or deaf. You can tell somethin's tryin' to hoodwink you, but you don't get no clue about what's bein' hidden or its real nature.

You can call on this ability a number of times equal to your Wisdom modifier (at least once), and you get all them uses back after a long rest.

Vision for Vulnerability

17th-level Detective feature

At 17th level, you become a whiz at exploitin' a critter's weaknesses by keenly watchin' its strategies and movements. When your Tactical Analysis feature applies to a creature, your Backstab damage against that varmint ramps up by 3d6.

Puppeteer

Your focus is set on folks and the clout and secrets they got tucked away. Spies, envoys, and crafty planners often tread this trail, livin' lives thick with intrigue. Words are your arsenal as much as blades or poison, and secrets and favors are the treasures you prize most.

Puppeteer Features

Gambler Level	Feature
3rd	Master of Disguise, Tactician
9th	Reading the Land
13th	Distraction
17th	Heart of Lies

Master of Disguise

3rd-level Puppeteer feature

When you take on the Puppeteer role at 3rd level, you get handy with the disguise kit, the forgery kit, and one gamblin' set of your pickin'. You also pick up two languages of your choosin'.

Additionally, you can faultlessly copy the way of talkin' and accents of a critter you've listened to for at least a minute, lettin' you masquerade as a local talker of a certain area, as long as you know the language.

Tactician

3rd-level Puppeteer feature

Startin' at 3rd level, you can use the Help action as a quick move. Plus, when you use the Help action to lend a hand to a buddy in attackin' a critter, the target of that attack can be within 30 feet of you, instead of just 5 feet, as long as the target can see or hear you.

Reading the Land

9th-level Puppeteer feature

Startin' at 9th level, if you spend at least a minute watchin' or jawin' with another critter outside of a scuffle, you can pick up on some clues about its capabilities compared to your own. The DM'll let you know if the critter's your match, better, or not up to snuff in regard to two of these features of your choosin':

- Intelligence score
- Wisdom score
- Charisma score
- Class levels (if they got any)

At the DM's call, you might also get a hunch about a piece of the critter's past or one of its personality quirks, if it's got any.

Distraction

13th-level Puppeteer feature

Beginnin' at 13th level, you can sometimes make another critter take a bullet meant for you. When you're in the crosshairs of an attack and a creature within 5 feet of you is givin' you cover against that attack, you can use your quick reflexes to make the attack hit that critter instead of you.

Heart of Lies

17th-level Puppeteer feature

Startin' at 17th level, nobody can pry into your thoughts with telepathy or any other trick unless you let 'em. You can plant fake thoughts by winnin' a Charisma (Deception) check against the mind reader's Wisdom (Insight) check.

What's more, no matter what yarns you spin, any magic tryin' to figure if you're speakin' true says you're as honest as the day is long, if that's what you want. And no magic can strong-arm you into tellin' the truth.

Ghost-Rider

Many gamblers walk the thin line 'tween livin' and dyin', riskin' their own hides and takin' those of others. While journeyin' this trail, some gamblers unearth a mystic bond with death itself. These gamblers learn secrets from those who've passed and become soaked in dark energy, turnin' into somethin' like spectral riders. Outlaw bands prize 'em as mighty gatherers of secrets and spies.

In Shadowfell, the shadar-kai are pros at these grim skills, and some are willin' to share their know-how. In places like Thay in the Forgotten Realms and Karnath in Eberron, where necromancers do their dark work, a Ghost-Rider might become a wizard's trusted sidekick. In temples to gods of the hereafter, the Ghost-Rider might serve as a scout, trackin' down those tryin' to dodge death and snatchin' up knowledge that'd otherwise be lost to the grave.

How'd you come by this eerie power? Did you bunk in a deserted town and wake up with these new talents? Or did you hone 'em in a temple or with an outlaw gang devoted to a god of the grave?

Ghost-Rider Features

Gambler Level	Feature
3rd	Echoes of the Fallen, Death's Scream
9th	Mementos of the Dead
13th	Spectral Soar
17th	Reaper's Companion

Echoes of the Fallen

3rd-level Ghost-Rider feature

Echoes of them that've passed on stick to you like burrs on a saddle blanket. Whenever you finish a short or long rest, you can pick one skill or tool know-how that you ain't got and gain it,

as a ghostly spirit shares its savvy with you. You lose this know-how when you use this feature to pick a different skill or tool expertise that you're missin'.

Death's Scream

3rd-level Ghost-Rider feature

As you edge someone a step closer to meetin' their maker, you can harness the grim power of death to harm another as well. Right after you deal your Backstab damage to a critter on your turn, you can set your sights on a second critter that you can spot within 30 feet of the first one. Roll half the number of Backstab dice for your level (round up), and the second critter takes necrotic damage equal to the total of the roll, as the moans of the departed rustle around 'em for a spell.

You can call on this ability a number of times equal to your proficiency bonus, and you get all them uses back after a long rest.

Mementos of the Dead

9th-level Ghost-Rider feature

When a life ends near you, you got the knack to snatch a token from the departin' soul, a bit of its life essence that takes a tangible shape: as a quick move when a critter you can see kicks the bucket within 30 feet of you, you can hold out your open hand and a Tiny keepsake, a soul memento, will appear there. The DM decides what this memento looks like, or has you roll on the Trinkets table in the Player's Handbook to come up with it.

You can tote a max number of soul mementos equal to your proficiency bonus, and you can't rustle up one if you're already carryin' your limit. You can use soul mementos in these ways:

- While you got a soul memento with you, you got an edge on death savin' throws and Constitution savin' throws, 'cause your vigor is boosted by the life force in the object.
- When you land Backstab damage on your turn, you can smash one of your soul mementos you're packin' and then right away use Death's Wail, without usin' up a turn of that ability.

As an action, you can destroy one of your soul mementos, no matter where it's stashed. When you do this, you can ask the spirit tied to the memento one question. The spirit shows up and answers in a tongue it knew while alive. It ain't bound to be honest, and it gives you a straight answer, hankerin' to be set free. The spirit only knows what it knew in life, as the DM figures.

Spectral Soar

13th-level Ghost-Rider feature

You can shift partway into the realm of the departed, turnin' sorta like a specter. As a quick move, you morph into a ghostly shape. While you're in this form, you got a flyin' speed of 10 feet, you can hover, and any varmint tryin' to land a hit on you is gonna find it tougher 'cause their attack rolls are at a disadvantage against you. You can also drift through critters and objects as if they were rough terrain, but you'll take a hit of 1d10 force damage if you end your turn inside a critter or an object.

You keep this ghostly shape for 10 minutes or until you decide to end it as a quick move. To use this trick again, you gotta wait out a long rest or smash one of your soul mementos as part of the quick move you use to kick off Spectral Soar.

Reaper's Companion

17th-level Ghost-Rider feature

Your ties to the grim reaper have gotten so close that you snag these perks:

- When you unleash your Death's Wail, you can spread that necrotic hurt to both the first critter and the second one.
- At the end of a long rest, a soul memento shows up in your hand if you ain't holdin' any, as the spirits of the departed are pulled toward you like moths to a flame.

Scout: Tracker

You've sharpened your sneakin' and survivin' skills way out beyond the commotion of town life, makin' you fit to scout ahead of your gang on ventures. Gamblers who take up this mold are as at ease on the open range and amongst frontiersmen and trackers as they are in a saloon. Many Trackers act as the lookout and listenin' posts of their posses. Ambusher, scout, bounty hunter — these are just a few of the hats Trailblazers don as they wander the wild west.

Tracker Features

Gambler Level	Feature
3rd	Drifter, Outdoorsman
9th	Key Maneuverability
13th	Surprise Attack Ace

17th	Quick Draw
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Drifter

3rd-level Tracker feature

Startin' at 3rd level, you're as slippery as a rattlesnake in a tumbleweed during a dust-up. You can skedaddle up to half your pace as a quick reaction when a varmint finishes its turn within 5 feet of you. This movin' about don't stir up no opportunity attacks.

Outdoorsman

3rd-level Tracker feature

When you pick this mold at 3rd level, you get savvy in the Nature and Survival skills if you ain't already. Your proficiency bonus is doubled for any ability check you make usin' either of these know-hows.

Key Maneuverability

9th-level Tracker feature

At 9th level, your walkin' speed gets a boost of 10 feet. If you're good at climbin' or swimmin', this here increase applies to them speeds too.

Surprise Attack Ace

13th-level Tracker feature

Startin' at 13th level, you're a downright ace at settin' up ambushes and bein' the quickest to draw in a showdown.

You got an edge on initiative rolls. Plus, the first varmint you strike durin' the first round of a tussle becomes a sittin' duck for you and your compadres; attack rolls against that target are easier and have advantage 'til the start of your next turn.

Quick Draw

17th-level Tracker feature

Startin' at 17th level, you can strike with the quickness of a rattlesnake. If you take the Attack action on your turn, you can make one extra attack as a bonus action. This attack can benefit from your Backstab even if you've already used it this turn, but you can't use your Backstab on the same target more'n once in a turn.

Mind-Slinger

While most gunslingers let fly with iron and lead, and a heap of thieves use gadgets and guile to sneak into secure spots, the Mind-Slinger battles and sneaks in with the power of the mind, bustin' through barriers both solid and in the noggin. These gamblers dig up psionic energy within themselves and put it to use in their roguish deeds. They're often hired by thieves' outfits, though they're eyed with suspicion by those leery of the odd mind powers they pack. Most sheriffs and outlaws alike would be tickled pink to have a Mind-Slinger on their side.

Out in the wilds of primeval forests on the Material Plane and in the rough, untamed frontiers, some wood elf rovers follow the trail of the Mind-Slinger, actin' as quiet, lethal protectors of their territory. In the never-endin' skirmish among the Gith, a githzerai is nudged toward becomin' a Mind-Slinger when a softer touch is needed against their githyanki rivals.

As a Mind-Slinger, your mental gifts might've been spookin' you since you were knee-high to a grasshopper, only showin' their true strength as you faced the trials of adventurin'. Or you might've tracked down a reclusive band of mental masters and spent years learnin' to bring forth your power.

Mind-Slinger Features

Gambler Level	Feature
3rd	Mental Might, Mind Shots
9th	Spirit Shooters
13th	Mind Cloak
17th	Rift Brain

Mental Might

3rd-level Mind-Slinger feature

You're sittin' on a wellspring of mental energy inside yourself. This energy is like your Psionic Energy dice, each one a d6. You got a number of these dice equal to twice your proficiency bonus, and they power various psionic abilities you got, as detailed below.

Some of your abilities use up the Psionic Energy die they need, as spelled out in an ability's description, and you can't use an ability if it needs a die and you're all out. You get all your spent

Psionic Energy dice back when you finish a long rest. Plus, as a quick move, you can get back one used-up Psionic Energy die, but you can't do that again 'til after a short or long rest.

When you hit certain levels in this class, the size of your Psionic Energy dice grows: at 5th level (d8), 11th level (d10), and 17th level (d12). The abilities below use your Psionic Energy dice.

Psyche-Bolstered Skill. When your regular know-how ain't enough, your mental strength can lend a hand: if you flub an ability check usin' a skill or tool you're good with, you can roll one Psionic Energy die and add the number rolled to the check, maybe turnin' a flop into a win. You only use up the die if the roll works out.

Mental Murmurs. You can set up a mind-to-mind link 'tween you and others—just the ticket for sneakin' around without a peep. As an action, pick one or more critters you can see, up to a number equal to your proficiency bonus, then roll one Psionic Energy die. For hours equal to the number rolled, the chosen critters can chat in their heads with you, and you with them. To pass or get a message (no need for an action), you and the other critter gotta be within 1 mile of each other. A critter can't use this mind-talk if it can't speak any languages, and a critter can cut off the telepathic connection anytime (no action needed). You and the critter don't have to know the same lingo to get each other.

The first time you use this ability after each long rest, it don't cost you the Psionic Energy die. Any other times you use it, you use up the die.

Mind Shots

3rd-level Mind-Slinger feature

Y'all can harness yer mind's might as glimmerin' bullets of psychic force. When ya take the Attack action, you can whip up a psychic bullet from yer open hand and let fly with that bullet. This here magic bullet's a simple ranged weapon, slick as a whistle with the finesse property. It's got a fair range of 60 feet, no long shot, and when it strikes, it deals psychic harm equal to 1d6 plus the ability modifier ya used for the attack roll. The bullet up and vanishes right after it hits or misses its mark, and it don't leave no trace on its target if it deals damage.

After ya attack with the bullet, you got the chance to make a ranged weapon attack with a second psychic bullet as a quick draw bonus action on the same turn, long as your other hand's free to conjure it. The damage die for this bonus attack is 1d4, not 1d6.

Spirit Shooters

9th-level Mind-Slinger feature

Your Psychic Shooters are now a reflection of your psi-infused spirit, bestowin' upon ya these abilities that use your Psionic Energy dice:

Guided Shots. When ya take a shot with your Psychic Shooters and miss, you can roll one Psionic Energy die and add that number to the shot. If it turns a miss into a hit, you use up that Psionic Energy die.

Mental Teleportation. As a quick move, you summon one of your Psychic Shooters, spend a Psionic Energy die and roll it, then shoot the bullet towards a spot you can see, as far as 10 times the number rolled in feet. You then hightail it to that spot, and the bullet vanishes into thin air.

Mind Cloak

13th-level Mind-Slinger feature

Y'all can spin a cloak of mind buzz to hide yourself. With a bit of doin', you can vanish from sight, 'long with any gear you're totin', for a spell of 1 hour or till you decide to drop the ruse (no fuss needed). This here invisibility fades quicker than spit on a griddle right after you harm a critter or make one try to save its hide.

Once ya use this trick, you ain't able to do it again 'til you've had a good long rest, unless you burn a Psionic Energy die to pull it off one more time.

Rift Brain

17th-level Mind-Slinger feature

Y'all can steer your Psychic Shooters straight into a critter's noggin. When ya use your Psychic Shooters to deal Backstab damage to a varmint, you can make that target wrangle with a Wisdom saving throw (DC set at 8 plus your proficiency bonus plus your Dexterity modifier). If the target ain't wise enough to save itself, it's stunned for a minute. The dazed critter gets a chance to shake it off at the end of each of its turns, ending the spellbind on a successful save.

Once ya pull off this trick, you can't rustle it up again until after a long rest, 'less you spend three Psionic Energy dice to do it all over again.

Gunfighter

Y'all hone your talents in the fine art of gun-slingin', countin' on quick draw, sharp shootin', and charm in equal measure. While some fighters are all brawn and bulk in ironclad armor, your way

of scrappin' is more of a crowd-pleasin' performance. Duelin' hombres and outlaws are often seen takin' up this trade.

A Gunfighter's a dab hand at one-on-one face-offs and can blaze away with twin pistols while nimbly sidesteppin' around an opponent.

Gunfighter Features

Gambler Level	Feature
3rd	Posh Prancing, Audacious Daring
9th	Showmanship
13th	Graceful Action
17th	Sharpshooter

Posh Prancing

3rd-level Gunfighter feature

When ya saddle up with this specialty at 3rd level, you've mastered the art of shootin' and then slickly slidin' out of trouble's reach. During your turn, if you take a potshot at a critter from a distance, that varmint can't swipe at ya with opportunity attacks for the remainder of your turn.

Audacious Daring

3rd-level Gunfighter feature

Startin' at 3rd level, your boldness sparks your quickness in a showdown. You can tack your Charisma modifier onto your initiative rolls.

You also get another ace up your sleeve for usin' your Backstab; you don't need the upper hand on the attack roll to use your Backstab on a critter if you're within spittin' distance of it (5 feet), no other varmints are that close to you, and your shot ain't hampered. All the other rules for Backstab still apply to you.

Showmanship

9th-level Gunfighter feature

At 9th level, your charm turns downright mesmerizin'. As a move, you can roll a Charisma (Persuasion) check up against a critter's Wisdom (Insight) check. The critter's gotta be able to hear ya, and y'all need to speak the same tongue.

If you come out on top in this showdown and the critter's got a bone to pick with you, it's gonna find itself in a fix when tryin' to hit anyone but you, gettin' disadvantage on them attack rolls. It also can't snap at anyone but you with opportunity attacks. This here effect lasts for a minute, unless one of your posse roughs up the target or casts a spell on it, or if you and the target drift more than 60 feet apart.

Now, if you win the check and the critter ain't already gunnin' for you, it falls under your charm for a minute. While charmed, it views you as a friendly face in the crowd. This effect skedaddles right quick if you or your gang does anything to spook it.

Graceful Action

13th-level Gunfighter feature

Startin' at 13th level, you can use a bonus action on your turn to get the upper hand on the next Dexterity (Acrobatics) or Strength (Athletics) check you make during the same turn.

Sharpshooter

17th-level Gunfighter feature

At the crack of 17th level, your sharpshooting savvy lets you turn near-misses into bullseyes in a gunfight. If your shot don't hit its mark, you can give it another whirl with the wind at your back, rolling again with advantage. Once you pull this off, you can't rustle up this trick again until after you've had a spell of rest, be it short or long.

Outlaw

You hone your craft in the more shadowy lines of work. Bandits, road agents, slick-fingered pickpockets, and other rough types often mosey down this path, but it's also trodden by rogues fancyin' themselves as professional treasure hunters, pathfinders, cave delvers, and sleuths. Alongside sharpenin' your quick-draw and cat-like sneakiness, you pick up know-how handy for prospectin' in old mines, crackin' the code of peculiar tongues, and wranglin' magical trinkets that'd usually be out of your reach.

Outlaw Features

Gambler Level	Feature
3rd	Quick Draw, Upsy Daisy

9th	Ghost of the Prairie
13th	Use Magic Trinket
17th	Outlaw's Repose

Quick Draw

3rd-level Outlaw feature

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

Upsy Daisy

3rd-level Outlaw feature

When you pick this archetype at 3rd level, you gain the skill to scramble up quicker than most; climbin' walls or trees don't slow you down none.

Plus, when you make a running leap, the stretch you cover grows by a number of feet equal to your Dexterity modifier.

Ghost of the Prairie

9th-level Outlaw feature

Startin' at 9th level, you get the upper hand on a Dexterity (Stealth) check if you mosey along no more than half your pace on the same turn.

Use Magic Trinket

13th-level Outlaw feature

By 13th level, you've gotten savvy enough about the ways of magic that you can finagle the use of gizmos even when they ain't tailor-made for your kind. You pay no mind to any class, race, or level restrictions when it comes to handlin' magical items.

Outlaw's Repose

17th-level Outlaw feature

When you hit 17th level, you've turned into a top hand at layin' ambushes and makin' a speedy exit. You can take two turns durin' the first round of any scrap. You take your first turn at your

regular initiative and your second turn at your initiative minus 10. You can't use this feature when you're caught off guard.