

# Archive of Forgotten Lore:

## Rogue

This is Supplemental Material

### Roguish Archetype

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

## Pathfinder

Pathfinders are rogues that explore the wilds and prefer to be around nature instead of the crowded streets of civilization. There is no corner of the wilds that they do not seek to explore. These rogues find a deep connection to nature that allows them to use nature magic. Many pathfinders are caravan guards, guides, pioneers, and protectors of nature.

### Pathfinder Spellcasting

*3rd-level Pathfinder feature*

When you reach 3rd level, you empower your stealth and agility with the ability to cast spells.

**Cantrips.** You learn three cantrips: Druidcraft and two other cantrips of your choice from the druid spell list. You learn another druid cantrip of your choice at 10th level.

**Spell Slots.** The Pathfinder Spellcasting table shows how many spell slots you have to cast ranger spells of 1st through 4th level. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spells when you finish a long rest.

#### Spells Known of 1st-level and higher.

You know three 1st-level ranger spells of your choice. The Spells Known column of the Pathfinder Spellcasting table shows when you learn more ranger spells of 1st level or higher. Whenever you gain a level in this class, you can replace one of the ranger spells you know for

another spell of your choice from the ranger spell list. The new spell must be of a level for which you have spells slots.

**Spellcasting Ability.** Wisdom is your spellcasting ability for your ranger spells since your magic draws on your attunement to nature. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a ranger spell you cast and when making an attack roll with one.

**Spell save DC** = 8 + your proficiency bonus + your Wisdom modifier.

**Spell Attack Modifier** = your proficiency bonus + your Wisdom modifier.

#### Pathfinder Spellcasting

Rogue 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



## Pioneer

*3rd-level Pathfinder feature*

Through your time exploring the wilds you have gained the ability to hide even when you are only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena. Additionally, during your long treks through the wilderness you have bonded with a fey spirit that assumes an animal form. As an action, you can cast the Find Familiar spell, without material components. The familiar disappears after a number of hours equal to your rogue level.

You use cast the spell in this way a number of time equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

## Strider of the Wilds

*9th-level Pathfinder feature*

At 9th level, you learn how to move swiftly through the wilderness. You gain a climbing and swimming speed equal to your walking speed, and your walking increases by 10 feet. Additionally, moving through nonmagical difficult terrain costs you no extra movement and you can pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard.

## Deadly Hunter

*13th-level Pathfinder feature*

Starting at 13th level, you have become an excellent hunter. You gain proficiency with initiative rolls.

On your first turn of each combat, if you take the attack action on that turn you can attack twice, instead of once. Additionally, your weapon attacks score a critical hit on a roll of 19-20, on your first turn of each combat.

## One with Nature

*17th-level Pathfinder feature*

Beginning at 17th level, your attunement to nature also you to temporarily bind your soul to a natural spirit. At the end of a long rest, you can choose one spirit to bind with your soul. At your option, you also gain physical attributes of the spirit you bonded with. For example, if you chose a spirit of the sky, you might grow feathers on your body, or if you chose a spirit of the sea your skin becomes cover in scales, and you grow gills.

**Spirit of the Land.** This spirit allows you to traverse land with swiftness and ease. Your walking speed is doubled and whether mounted or on foot, your travel pace is doubled as well as the travel pace of up to 10 of your companions. Additionally, once per long rest you can use an action to gain resistance to nonmagical weapon damage for 1 hour.

**Spirit of the Sea.** This spirit allows you to explore deepest of depths. Your swimming speed is doubled, and you can breathe both air and water. Once per long rest you can call for aid from a creature of the depths. You can us an action to summon a CR 5 or lower beast type creature with a swim speed within 60 feet of you, for 1 hour. The beast follows your mental commands, has its own initiative in combat, and is friendly to you and your companions.

**Spirit of the Sky.** This spirit gives you the freedom to soar sky. You gain a flying speed equal to your walking speed. You can see up to 1 mile away with no difficulty and you gain 120 feet darkvision.