

## Rogue: Pack Rat (2014)



On your adventures, you've picked up countless bizarre trinkets, gizmos, and doodads. In fact, you have so much junk that you're never quite sure what you'll grab when you reach into your pack. Rather than organizing your tools effectively, you've decided to throw caution to the wind and just make the best of whatever you have on hand.

### Pack Rat Features

Rogue Level	Feature
3rd	Bag of BS, Scrappy Stockpiler
9th	Slapdash Tactics
13th	Semi-Optimized Organization
17th	Magical Miscellany

### Level 3: Bag of BS

Your pack is stuffed to the brim with random (mostly useless) junk from your adventures. As a Bonus Action, you can reach into one container you are carrying and roll on the Bag of BS table to determine a random item that you retrieve. You can also spend 1 Minute searching through the bag to retrieve an item of your choice from the table. When you retrieve an item from the bag, any item that you had previously retrieved from the bag vanishes.

In addition to the listed properties, each item can also be used as an improvised melee weapon with the **Thrown** (20/40 ft) property that deals 1d4 Bludgeoning damage on a hit. If an item has an effect that requires a saving throw, the DC equals 8 plus your Dexterity modifier and Proficiency Bonus.

#### 1d20 Bag of BS

- 1 **Dead Rat.** As an action, you can consume the item and roll 1d4. On a 4, you take 3d6 Poison damage and are **Poisoned** for 1 Hour.
- 2 **Shark Repellent.** The item can be used once as a simple Ranged (10/20 ft) weapon that deals 1d6 Acid damage on a hit. A creature that takes Acid damage from this weapon is also **Frightened** of you until the end of your next turn if it is a Beast with a Swim speed.
- 3 **Light Reading.** The item is a **Book** about one topic of the DM's choice.
- 4 **Banana Peel.** As an action, you can throw the item at an unoccupied space you can see within 40 feet. The next creature that enters that space while the item is there must succeed on a Dexterity saving throw or have the **Prone** condition.
- 5 **Out-of-Tune Instrument.** The item is a **Musical Instrument** of your choice. You are proficient with that instrument while you are holding the item, but you have **Disadvantage** on Charisma (**Performance**) checks to perform with it.
- 6 **Teddy Bear.** While holding the item, you have **Advantage** on saving throws you make to avoid or end the **Frightened** condition.
- 7 **Handheld Mirror.** The item is a **Steel Mirror**. When you succeed on a saving throw against an effect that deals Radiant damage, you can take a Reaction and choose one creature within 30 feet of you that can see you. That creature must succeed on a Constitution saving throw or have the **Blinded** condition until the end of your next turn.
- 8 **Lockpicking Set.** The item is a set of **Thieves Tools**.
- 9 **Oil Flask.** The item is a flask of **Oil**.
- 10 **Glass Orb.** The item breaks immediately after you make an attack using it as an improvised weapon. A creature that takes damage from this attack must succeed on a Dexterity saving throw or take 2d6 Piercing damage.

- 11 Unstable Explosive.** The item explodes 1 minute after it is retrieved from the bag. As an action, you or another creature can throw it at a point within 40 feet that is not behind total cover and trigger the explosion early. When it explodes, each creature within 5 feet of it must succeed on a Dexterity saving throw or take Fire damage equal to half your number of Sneak Attack dice (round up).
- 12 Cast Iron Skillet.** If you hit a creature with an attack using this item as an Improvised Weapon, that creature has **Disadvantage** on its next attack roll before the start of your next turn.
- 13 Grappling Hook.** The item is a **Grappling Hook** attached to 40 feet of rope. While you are holding the rope, you can take a Bonus Action and cause the grappling hook to return to your hand.
- 14 Boomerang.** The item returns to your hand immediately after it is used to make a thrown attack.
- 15 Vaulting Pole.** The item is a 10-foot **Pole**. It has the **Reach** and **Versatile** (1d6) properties when used as an Improvised Weapon.
- 16 Squeaky Hammer.** The item is a **Warhammer** with the **Finesse** property, and you are proficient with it while you wield it. When you hit a creature with an attack using this item, it emits a loud squeak audible out to 30 feet.
- 17 Taser.** You can use the item as a simple Melee weapon with the **Finesse** property that deals 1d10 Lightning damage on a hit.
- 18 Chainsaw.** You can use the item as a simple Melee weapon with the **Finesse** property that deals 2d4 Slashing damage on a hit. Once per turn, when you hit a creature with an attack using the item, it takes an additional 1d4 Slashing damage.
- 19 Experimental Firearm.** You can use the item as a simple Ranged (50/60 ft) weapon that deals 2d10 Force damage on a hit. You do not add your Dexterity modifier to the damage of this attack. Immediately after you use this property, roll 1d4. On a 1, the item loses this property.
- 20 Dumb Luck.** Choose any item from the table.

All items retrieved from the bag noticeably have no monetary value.

## Level 3: Scrappy Stockpiler

Your carrying capacity is doubled.

You also gain proficiency with Improvised Weapons. Any Improvised Weapon that does not have the **Heavy** property gains the **Finesse** property while you wield it.

## Level 9: Slapdash Tactics

When you take a Bonus Action to retrieve an item using your Bag of BS feature, you gain **Advantage** on the next attack roll you make before the end of your next turn.

When you deal your Sneak Attack damage with an Improvised Weapon or an item from your Bag of BS feature, you can take a Reaction immediately after the attack to make another attack against the same target with **Advantage**. You can use this feature a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a **Long Rest**.

## Level 13: Semi-Optimized Organization

You make it slightly easier to find the right item in a pinch. When you would roll on the Bag of BS table, you can forgo rolling and instead retrieve an item of your choice from the table. You can use this feature a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a **Long Rest**.

Additionally, whenever you roll on the Bag of BS table, you can roll twice and use either result.

## Level 17: Magical Miscellany

As an action, you can reach into one container you are carrying and retrieve a magic item from the following list. Once you have retrieved three items with this feature, you can't retrieve another until you complete a **Long Rest**, at which point any item previously retrieved with this feature vanishes.

If you retrieve an item that requires attunement, you can attune to it when you retrieve it, and it does not count against the maximum number of items you can attune to at once.

Magical Miscellany	
Bag of Holding	Immovable Rod
Boots of Striding and Springing <sup>A</sup>	Lantern of Revealing
Broom of Flying	Necklace of Adaptation <sup>A</sup>
Cloak of Elvenkind <sup>A</sup>	Periapt of Wound Closure <sup>A</sup>
Cloak of the Manta Ray	Ring of Warmth <sup>A</sup>
Decanter of Endless Water	Ring of Water Walking
Eversmoking Bottle	Rope of Climbing
Goggles of Night	Slippers of Spider Climbing <sup>A</sup>
Hat of Disguise <sup>A</sup>	Stone of Good Luck (Luckstone) <sup>A</sup>
Helm of Comprehending Languages	Weapon, +1

Despite their magical properties, all items retrieved in this way noticeably have no monetary value.

**DESIGN NOTE: SUSPENSION OF DISBELIEF**

This subclass is based on a zany archetype that doesn't necessarily lend itself to heroic fantasy storytelling. In certain campaigns, some of the features could break immersion. For example, the Bag of BS feature gives you a limitless supply of single-use junk items, and only provides a flimsy explanation for where all these items actually come from. Some tables may be okay with the Looney-Tunes logic presented within these pages, but if you want to play a character using this subclass, you should have a discussion with your table to figure out what the DM and the other players are comfortable with, and to know if you will need to come up with a more grounded explanation for some or all of your features. For example, perhaps your character gained the ability to summon random junk at will after winning a bet against a minor garbage deity.

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