

Rogue - Arcane Trickster

CHARACTER NAME

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Expertise

LVL 1, 6

Choose 2 skills you are proficient with to have Expertise. Sleight of Hand and Stealth are recommended. Add 2 more at Rogue **LVL 6**.

Weapon Mastery

LVL 1

Choose 2 weapons you are proficient with to have Weapon Mastery. On each Long Rest, you can change the kinds of weapons you chose.

Cunning Action

LVL 2

You can take Dash, Disengage, or Hide as a Bonus Action.

Sneak Attack

LVL 1

1/turn. When you attack with Adv., or an ally is within 5 ft. of the target and you aren't attacking with Disadv., and you are using a Ranged or Finesse weapon, you add to the damage. Damage increases with your Rogue Level; **LVL 1** 1d6, **LVL 3** 2d6, **LVL 7** 4d6, **LVL 9** 5d6, **LVL 11** 6d6, **LVL 13** 7d6, **LVL 15** 8d6, **LVL 17** 9d6, **LVL 19** 10d6.

Thieves' Cant

LVL 1

You know Thieves' Cant and 1 other language of your choice.

Spellcasting

LVL 3

You have learned to cast spells. Refer to the PHB.

Mage Hand Legerdemain

LVL 3

Mage Hand spell enhancement.

- You can cast it as a Bonus Action.
- You can make the spectral hand Invisible.
- You can control the hand as a Bonus Action
- You can make DEX (Sleight of Hand) checks through it.

Steady Aim

LVL 3

Bonus Action. If you haven't moved this turn, you get Adv. on your attack but your Speed is 0 for the rest of this turn.

Ability Score Improvement

LVL 4, 8, 10, 12, 16

You gain the Ability Score Improvement feat or another of your choice for which you qualify.

Cunning Strike

LVL 5

You can add one of the following effects to your Sneak Attack damage. Remove the Cost from the Sneak Attack's damage before rolling. Any required save has a DC of 8 + your DEX mod. + PB.

Poison (Cost: 1d6). If you have a Poisoner's Kit on your person, Target makes a CON save or is Poisoned for 1 minute. Can repeat the save at the end of each of its turns.

Trip (Cost: 1d6). If the target is Large or smaller, it makes a DEX save or falls Prone.

Withdraw (Cost: 1d6). After the attack, you move up to half your Speed without Opportunity Attacks.

Uncanny Dodge

LVL 5

Reaction. When an attacker that you can see hits you, halve your damage (round down).

Evasion

LVL 7

If not Incapacitated, attempting a DEX save for half damage gives you no damage if you save or half damage if you fail.

Reliable Talent

LVL 7

Treat rolls of 9 or lower as a 10 on ability checks using a skill or tool proficiency.

Magical Ambush

LVL 9

If you are Invisible when you cast a spell on a creature, it has Disadv. on saves against that spell on that turn.

Improved Cunning Strike

LVL 11

You can use up to 2 Cunning Strike effects when you deal Sneak Attack damage, paying the die cost for each.

Versatile Trickster

LVL 13

Mage Hand spell enhancement.

When you use the Trip option of your Cunning Strike, you can also use that option on another creature within 5 feet of the spectral hand.

Devious Strikes

LVL 14

Cunning Strike enhancements.

Daze (Cost: 2d6). Target makes a CON save or on its next turn it can only move, take an action, or take a Bonus Action.

Knock Out (Cost: 6d6). Target makes a CON save or is Unconscious for 1 minute or until it takes damage. Can repeat the save at the end of each of its turns.

Obscure (Cost: 3d6). Target makes a CON save or is Blinded until the end of its next turn.

Slippery Mind

LVL 15

You gain proficiency in WIS and CHA saving throws

Spell Thief

LVL 17

1/Long Rest. Reaction. Just after a creature cast a level 1 or higher spell of a level you can cast (it doesn't need to be a Wizard spell) on you, or you are in its AoE, the creature makes an INT save (DC = your spell save DC) or the spell has no effect on you and you steal the knowledge of the spell. For the next 8 hours, you have the spell prepared and the creature can't cast it.

Elusive

LVL 18

No attack roll can have Adv. against you unless you are Incapacitated.

Epic Boon

LVL 19

You gain an Epic Boon feat or another feat of your choice for which you qualify. *Irresistible Offense* is recommended.

Stroke of Luck

LVL 20

1/Short or Long Rest.

If you fail a D20 Test, you can turn the roll into a 20.

Trait, Feat or Feature

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