

# 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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