

Rogue - Assassin

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.

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. The amount 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.

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.

Assassinate

LVL 3

Initiative. You have Advantage on Initiative rolls.
Surprising Strikes. On the first round of combat, attacks on creatures that haven't taken a turn are made with Adv.
Sneak Attack enhancement. If it hits on the first round it does extra damage = your Rogue level.

Assassin's Tools

LVL 3

Disguise Kit & Poisoner's Kit.
You get 1 each of these and have proficiency with them.

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 the 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

Sneak Attack enhancement.
Remove the Cost from the damage before rolling. Any required save has a DC of 8 + your DEX mod. + PB.
Add one of the following to each Sneak Attack.
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 isn't bigger than Large, 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 on a save or half damage on a fail.

Reliable Talent

LVL 7

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

Infiltration Expertise

LVL 9

Masterful Mimicry. You can perfectly mimic another's speech, handwriting, or both if you have spent at least 1 hour studying them.
Roving Aim. Speed isn't reduced when using Steady Aim.

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.

Envenom Weapons

LVL 13

Cunning Strike enhancement. The Poison option adds an additional +2d6 Poison damage on a failed saving throw, ignoring Resistance to Poison damage.

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

Death Strike

LVL 17

Sneak Attack enhancement. If it hits on the first round, the target makes a CON save (DC = 8 + DEX mod. + PB) or damage is doubled.

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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