

# 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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