Rogue - Thief

CHARACTER NAME   #_____

Expertise
LVL 1, 6

Choose 2 skills you are proficient with to have Expertise.
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.
Increases with your Rogue Level, refer to the PHB.

Thieves' Cant
LVL 1

You know Thieves' Cant and **1 other language**.

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.

Fast Hands
LVL 3

Sleight of Hand. *Bonus Action.* Make a DEX (Sleight of
Hand) check to pick a lock or disarm a trap with Thieves'
Tools or to pick a pocket.
Use an Object. *Bonus Action.* Take the Utilize action, or take
the Magic action to use a magic item that takes that action.

Second-Story Work
LVL 3

Climber. You gain a Climb Speed equal to your Speed.
Jumper. You can use DEX instead of STR to determine your
jump distance.

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. *DC = 8 + DEX mod. + PB.*
Add one of the following to each Sneak Attack.
Poison (*Cost: 1d6*). Target makes a CON save or Poisoned
for 1 minute. Can repeat the save at the end of each turn.
Trip (*Cost: 1d6*). Target 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.

Supreme Sneak
LVL 9

Cunning Strike enhancement.
Stealth Attack (*Cost: 1d6*). If you are Invisible because you
took the Hide action and you are behind Three-Quarters or
greater Cover, your Sneak Attack doesn't end your Invisible
condition.

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.

Use Magic Device
LVL 13

Attunement. You can attune to up to four magic items.
Charges. When you use a magic item with charges, on a roll
of 6 on a d6 you use it without using a charge.
Scrolls. You can use any *Spell Scroll,* using INT as your
spellcasting ability for the spell. If the spell is a level 2 or
higher spell you must make an INT (Arcana) check (DC 10
plus the spell's level) to cast the spell from the scroll. On a
failed check, the scroll disintegrates.

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

Thief's Reflexes
LVL 17

You take two turns during the first round of any combat. Take
your first turn at your normal Initiative and your second turn
at your Initiative minus 10.

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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