

Rogue - Arcane Trickster

Rogue Level:

CHARACTER NAME

**Cantrips
Known**

**Spells
Known**

Expertise

LVL 1

Proficiency bonus is doubled for 2 skills of your choice, that you are proficient in.

(Your proficiency with thieves' tools is considered a skill for purposes of this feature.)

**Sneak
Attack**
of Dice

Dice Type

Spell Save DC

$$8 + \square_{\text{P.B.}} + \square_{\text{INT}} + \square_{\text{MISC.}} =$$

**Spell Attack
Modifier**

$$\square_{\text{P.B.}} + \square_{\text{INT}} + \square_{\text{MISC.}} =$$

Sneak Attack

LVL 1

(1/turn) When you attack with advantage, or when another ally is within 5 ft of your target, and you hit with a finesse or ranged weapon attack, you do extra damage depending on your rogue level.

LVL 1 1d6; LVL 3 2d6; LVL 5 3d6; LVL 7 4d6; LVL 9 5d6; LVL 11 6d6; LVL 13 7d6; LVL 15 8d6; LVL 17 9d6; LVL 19 10d6

Evasion

LVL 7

On a DEX save for half damage, instead take no damage on a save, or half if you fail.

Magical Ambush

LVL 9

If you are hidden from a creature when you cast a spell on it, it has disadvantage on saving throws it makes against the spell this turn.

Thieves' Cant

LVL 1

You know thieves' cant and secret signs and symbols used to convey short, simple messages.

Reliable Talent

LVL 11

For abilities that you are proficient in, on ability check rolls, treat a d20 roll of 9 or lower as a 10.

Cunning Action

LVL 2

You can take the Dash, Disengage, or Hide action as a bonus action.

Versatile Trickster

LVL 13

As a bonus action, you can distract a creature with your Mage Hand if it is within 5 feet of it, this gives you advantage on attack rolls against that creature until the end of the turn.

Mage Hand Legerdemain

LVL 3

When you cast *mage hand*, you can make the spectral hand invisible, and can have it:

- Stow one object the hand is holding in a container worn or carried by another creature.
- Retrieve an object in a container worn or carried by another creature.
- Use thieves' tools to pick locks and disarm traps at range. You won't be noticed if you succeed on a DEX (Sleight of Hand) check contested by the creature's WIS (Perception) check. You can use the bonus action of your Cunning Action to control the hand.

Blindsense

LVL 14

If you can hear, you are aware of the location of any hidden or invisible creature within 10 feet of you.

Ability Score Improvement

LVL 4, 8, 10, 12, 16, 19

Increase one ability score by 2, or two ability scores by 1, to a maximum score of 20. Or select one feat.

Slippery Mind

LVL 15

You have proficiency in Wisdom saving throws.

Uncanny Dodge

LVL 5

As a reaction, you can halve the damage you get from an attack, if you can see the attacker.

Spell Thief

LVL 17

(1/long rest) As a reaction, when a spell is targeted at you or you are in its area of effect, the creature that cast the spell makes a saving throw with its spellcasting ability modifier. The DC equals your spell save DC. On a failed save, you negate the spell's effect against you, and you steal the knowledge of the spell if it is of a level you can cast and not a cantrip. For the next 8 hours, you know the spell and can cast it using your spell slots. The creature can't cast that spell until the 8 hours have passed.

Expertise +

LVL 6

Proficiency bonus is doubled for 2 more skills of your choice, that you are proficient in.

(Your proficiency with thieves' tools is considered a skill for purposes of this feature.)

Elusive

LVL 18

No attack roll has advantage against you while you aren't incapacitated.

Stroke of Luck

LVL 20

(1/long rest) Can turn a miss into a hit (within range), or a failed ability check into success (if a roll of 20 would succeed)

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Known Spells