

Rogue - Assassin

Rogue Level:



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| Dice Type |
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Expertise

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 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

Thieves' Cant LVL₁

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

Cunning Action

LVL 2

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

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.

Bonus Proficiencies

LVL 3

Get proficiency with the disguise kit and the poisoner's kit.

You have advantage on attack rolls against any creature that hasn't taken a turn in the combat yet. In addition, any hit you score against a creature that is surprised is a critical hit.

Uncanny Dodge

LVL 5

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

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.)

Evasion

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

Infiltration Expertise

LVL 9

(Cost 7 days and 25 gp) Create a false identity.

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.

Impostor

LVL 13

(cost 3 hours studying a person's speech, writing, and mannerisms) Can pose as the person. You have advantage on any CHA (Deception) check you make to avoid detection.

Blindsense

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

Slippery Mind

LVL 15

You have proficiency in Wisdom saving throws.

Death Strike

LVL 17

When you attack and hit a creature that is surprised, it makes a CON save(DC 8 + your DEX modifier + your proficiency bonus). On a failed save, double the damage.

Elusive **LVL 18**

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

Stroke of Luck

NOTES:

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)