

# Rogue - Thief

# **Rogue Level:**



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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 LVL 1

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.

Fast Hands LVL 3

Your Cunning Action bonus action can be used to make a DEX (Sleight of Hand) check, use your thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Second-Story Work

LVL

Climbing doesn't costs you extra movement. Running jump distance increases by your DEX modifier in feet.

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.

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

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 LVL 7

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

Supreme Sneak

LVL

You have advantage on a DEX (Stealth) check if you move half your speed or less on the same turn.

**Reliable Talent** 

LVL 1

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

Use Magic Device

LVL 13

You ignore all class, race, and level req. to use magic items.

# 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.

## Thief's Reflexes

**LVL 17** 

(If not surprised) Take two turns during the first round of combat. You take your first turn at your normal initiative and your second turn at your initiative minus 10.

Elusive

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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)

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