

Mage Slayer Rogue

CHARACTER NAME

Rogue Mage

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Human/

RACE

Lawful Evil

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

+2

15

DEXTERITY

+5

20

CONSTITUTION

+4

18

INTELLIGENCE

+3

16

WISDOM

+3

16

CHARISMA

+2

15

INSPIRATION

+4

PROFICIENCY BONUS

- ☐ +2 Strength
- ☒ +9 Dexterity
- ☐ +4 Constitution
- ☒ +7 Intelligence
- ☐ +3 Wisdom
- ☐ +2 Charisma

SAVING THROWS

- ☒ +9 Acrobatics (Dex)
- ☐ +3 Animal Handling (Wis)
- ☒ +11 Arcana (Int)
- ☐ +2 Athletics (Str)
- ☒ +6 Deception (Cha)
- ☐ +3 History (Int)
- ☒ +7 Insight (Wis)
- ☐ +2 Intimidation (Cha)
- ☒ +7 Investigation (Int)
- ☐ +3 Medicine (Wis)
- ☐ +3 Nature (Int)
- ☒ +11 Perception (Wis)
- ☐ +2 Performance (Cha)
- ☐ +2 Persuasion (Cha)
- ☐ +3 Religion (Int)
- ☐ +5 Sleight of Hand (Dex)
- ☒ +13 Stealth (Dex)
- ☐ +3 Survival (Wis)

SKILLS

18

ARMOR CLASS

+5

INITIATIVE

30

SPEED

Hit Point Maximum 91

CURRENT HIT POINTS

TEMPORARY HIT POINTS

10x
(1d8+4)

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Scimitar +2

+11

1d6+7 slashing

Number of Attacks: 1

ATTACKS & SPELLCASTING

Leather +2
Thieves' Tools

21

PASSIVE WISDOM (PERCEPTION)

Tool Proficiencies: Thieves' Tools

Weapon Proficiencies: Martial; Simple

Armor Proficiencies: Light

Language Proficiencies: Common

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

TREASURE

EQUIPMENT



Mage Slayer Rogue

CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

TREASURE

CHARACTER BACKSTORY



Arcane Trickster, Rogue

SPELLCASTING
CLASS

Intelligence

SPELLCASTING
ABILITY

15

SPELL SAVE DC

+7

SPELL ATTACK
BONUS

0

CANTRIPS

Mage Hand

Message

Prestidigitation

Shocking Grasp

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

PREPARED

SPELL NAME

☐ Detect Magic

☐ Disguise Self

☐ Sleep

2

3

☐ Invisibility

☐ Spider Climb

3

6

7

4

8

5

9

SPELLS KNOWN

-----Bonus Actions-----

Cunning Action. As a bonus action you can Dash, Disengage or Hide (use once/turn).

-----Actions-----

Spellbleed. Starting at 3rd level, your attacks cause spellcasters to potentially lose some of their spellcasting potential for the day. The spellcaster must make a CON saving throw with a DC equal to 10, or half the damage taken, whichever is higher. On a failed save, they lose a spell slot of your choice, not higher than the difference between the DC and the rolled saving throw. E.g. if they fail the save by 3 points, they can lose either a 1st, 2nd or 3rd level spell slot.

-----Reactions-----

Interrupt Casting. Starting at 9th level, you can use your reaction to try and break the concentration of any spell being cast by a spellcaster within 5ft of you. On a hit, the spellcaster must make a CON saving throw with a DC equal to 10, or half the damage taken, whichever is greater. On a failed save, they lose concentration and the spell fizzles.

Uncanny Dodge. Halve the damage from an attacker you can see that hits you.

-----Other Traits-----

Evasion. When you succeed on a DEX save to take half damage, you take none, if you fail, you take half.

Sentinel. You have mastered techniques to take advantage of every drop in any enemy's guard, gaining the following benefits:

When you hit a creature with an opportunity attack, the creature's speed becomes 0 for the rest of the turn.

Creatures provoke opportunity attacks from you even if they take the Disengage action before leaving your reach.

When a creature within 5 feet of you makes an attack against a target other than you (and that target doesn't have this feat), you can use your reaction to make a melee weapon attack against the attacking creature.

Skulker. You are expert at slinking through shadows. You gain the following benefits:

You can try to hide when you are lightly obscured from the creature from which you are hiding.

When you are hidden from a creature and miss it with a ranged weapon attack, making the attack doesn't reveal your position.

Dim light doesn't impose disadvantage on your Wisdom (Perception) checks relying on sight.

Sneak Attack. 5d6 extra damage on attack where you have advantage or another enemy of creature is within 5 ft. (use once/turn).

Thieves' Cant. Convey secret messages hidden in normal conversation.

Mage Hand

Arcane Trickster Cantrip Conjuration DC 15 Spell

Mod +7

1 Act.

30 ft

V,S

1 min



A spectral, floating hand appears at a point you choose within range. The hand lasts for the duration or until you dismiss it as an action. The hand vanishes if it is ever more than 30 feet away from you or if you cast this spell again. You can use your action to control the hand. You can use the hand to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial. You can move the hand up to 30 feet each time you use it. The hand can't attack, activate magic items, or carry more than 10 pounds.

Message

Rogue Cantrip Transmutation DC 15 Spell Mod +7

1 Act.

120 ft

V,S,M

1 Rnd

A short piece of copper wire



You point your finger toward a creature within range and whisper a message. The target (and only the target) hears the message and can reply in a whisper that only you can hear. You can cast this spell through solid objects if you are familiar with the target and know it is beyond the barrier. Magical silence, 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood blocks the spell. The spell doesn't have to follow a straight line and can travel freely around corners or through openings.

Prestidigitation

Rogue Cantrip Transmutation DC 15 Spell Mod +7

1 Act.

10 ft

V,S

Up to 1 hr



This spell is a minor magical trick that novice spellcasters use for practice. You create one of the following magical effects within range: • You create an instantaneous, harmless sensory effect, such as a shower of sparks, a puff of wind, faint musical notes, or an odd odor. • You instantaneously light or snuff out a candle, a torch, or a small campfire. • You instantaneously clean or soil an object no larger than 1 cubic foot. • You chill, warm, or flavor up to 1 cubic foot of nonliving material for 1 hour. • You make a color, a small mark, or a symbol appear on an object or a surface for 1 hour. • You create a nonmagical trinket or an illusory image that can fit in your hand and that lasts until the end of your next turn. If you cast this spell multiple times, you can have up to three of its non-instantaneous effects active at a time, and you can dismiss

**Shocking Grasp**

Rogue Cantrip Evocation DC 15 Spell Mod +7

1 Act.

Touch

V,S

Inst



Lightning springs from your hand to deliver a shock to a creature you try to touch. Make a melee spell attack against the target. You have advantage on the attack roll if the target is wearing armor made of metal. On a hit, the target takes 1d8 lightning damage, and it can't take reactions until the start of its next turn. The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Detect Magic (ritual)

Rogue Level 1 Divination DC 15 Spell Mod +7

1 Act.

Self

V,S

Conc, 10 mins



For the duration, you sense the presence of magic within 30 feet of you. If you sense magic in this way, you can use your action to see a faint aura around any visible creature or object in the area that bears magic, and you learn its school of magic, if any. The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Disguise Self

Rogue Level 1 Illusion DC 15 Spell Mod +7

1 Act.

Self

V,S

1 hr



You make yourself—including your clothing, armor, weapons, and other belongings on your person look different until the spell ends or until you use your action to dismiss it. You can seem 1 foot shorter or taller and can appear thin, fat, or in between. You can't change your body type, so you must adopt a form that has the same basic arrangement of limbs. Otherwise, the extent of the illusion is up to you. The changes wrought by this spell fail to hold up to physical inspection. For example, if you use this spell to add a hat to your outfit, objects pass through the hat, and anyone who touches it would feel nothing or would feel your head and hair. If you use this spell to appear thinner than you are, the hand of someone who reaches out to touch you would bump into you while it was seemingly still in midair. To discern that you are

**Sleep**

Rogue Level 1 Enchantment DC 15 Spell Mod +7

1 Act.

90 ft

V,S,M

1 min

A pinch of fine sand, rose petals, or a cricket



This spell sends creatures into a magical slumber. Roll 5d8; the total is how many hit points of creatures this spell can affect. Creatures within 20 feet of a point you choose within range are affected in ascending order of their current hit points (ignoring unconscious creatures). Starting with the creature that has the lowest current hit points, each creature affected by this spell falls unconscious until the spell ends, the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake. Subtract each creature's hit points from the total before moving on to the creature with the next lowest hit points. A creature's hit points must be equal to or less than the remaining total for that creature to be affected. Undead and creatures immune to being charmed aren't affected by this spell. At Higher Levels. When you cast this spell using

Invisibility

Rogue Level 2 Illusion DC 15 Spell Mod +7

1 Act.

Touch

V,S,M

Conc, 1 hr

An eyelash encased in gum arabic



A creature you touch becomes invisible until the spell ends. Anything the target is wearing or carrying is invisible as long as it is on the target's person. The spell ends for a target that attacks or casts a spell. At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.

Spider Climb

Rogue Level 2 Transmutation DC 15 Spell Mod +7

1 Act.

Touch

V,S,M

Conc, 1 hr

A drop of bitumen and a spider



Until the spell ends, one willing creature you touch gains the ability to move up, down, and across vertical surfaces and upside down along ceilings, while leaving its hands free. The target also gains a climbing speed equal to its walking speed.

Prestidigitation *(reverse)*
such an effect as an action.

Disguise Self *(reverse)*
disguised, a creature can use its action to inspect your appearance and must succeed on an Intelligence (Investigation) check against your spell save DC.

Sleep *(reverse)*
spell slot of 2nd level or higher, roll an additional 2d8 for each slot level above 1st.