

Epic Rogue

The Epic Rogue

Level	Sneak Attack	Features
21st	11d6	Adaptable, Ability Score Improvement
22nd	11d6	Advantageous Dodge
23rd	12d6	Superior Initiative
24th	12d6	Tricks of the Trade
25th	13d6	Trapsense, Ability Score Improvement
26th	13d6	Steadfast Persona
27th	14d6	Roguish Archetype feature
28th	14d6	Improved Reliable Talent
29th	15d6	Sneaky Opportunist, Ability Score Improvement
30th	15d6	Anatomical Insight, Death Save Advantage

Ability Score Improvement

When you reach 21st level, and again at 25th and 29th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. Contrary to earlier levels, you can now improve your ability scores up to 24 using this feature.

Alternatively, if your DM allows it, in place of an ability score improvement, you may choose either an Epic Boon (as found in the Dungeon Master’s Guide) or a Feat (as found in the Player’s Handbook).

Adaptable

Beginning at 21st level, you can no longer suffer disadvantage on any rolls, although disadvantage still negates any advantage you might have.

Advantageous Dodge

You have learned to not only avoid incoming blows and projectiles, but to use them against your enemies. Beginning at 22nd level, when an enemy misses you with a weapon attack, you can use your reaction to force the dodged attack to hit another enemy within 5 feet of you (if any).

Superior Initiative

Starting at 23rd level, you can add your proficiency bonus to initiative rolls.

Tricks of the Trade

Beginning at 24th level, if you take a hit that deals more damage than twice your hit die + your constitution modifier, you may chose to switch places with a willing creature within 30 feet of you, and let them take the damage instead. This damage can’t be reduced or prevented in any way.

Once you use this feature, you must finish a short or long rest before you can do so again.

Trapsense

Starting at 25th level, you automatically detect all traps within 10 feet of you, as long as you don’t dash or travel at a fast pace.

Steadfast Persona

Starting at 26th level, your force of will becomes much stronger. You gain proficiency in Charisma saving throws.

Roguish Archetype Feature

Upon reaching 27th level, you gain a feature depending on your archetype.

Thief

Master of Stealth

Beginning at 27th level, you have advantage on a Dexterity (stealth) check, no matter how much you move during the same turn.

Additionally, if you hide in darkness, you cannot be detected by a creature unless it has truesight, tremorsense or you choose to reveal yourself to it.

Assassin

Master of Death

Beginning at 27th level, when a creature is surprised and affected by your Death Strike feature, it is not allowed to make a saving throw against it, and if you kill a creature using this feature, you immediately gain another action, and are allowed another Sneak Attack on this turn, but you cannot add your Death Strike feature to the second strike.

Arcane Trickster

Master of Magical Ambush

Starting at 27th level, you can use your Sneak Attack feature in conjunction with any spells you cast that involve an attack roll, and your Mage Hands can be used to apply Sneak Attack as well. The remaining rules for Sneak Attack still apply.

Additionally, when you cast mage hand, the spell materialises three hands, rather than one. All hands can be controlled with a single bonus action.

Mastermind

Master of Lore and Insight

Beginning at 27th level, you have advantage on History, Insight, Investigation, and Religion checks. Furthermore, your Master of Intrigue and Insightful Manipulator features no longer require you to spend a minute in preparation.

Swashbuckler

Master of Risk and Reward

Upon reaching 27th level, you can use your Master Duelist feature a number of times equal to your Dexterity modifier between rests.

Improved Reliable Talent

Starting at 28th level, your chosen skills are far closer to perfection than could be expected from any mortal. Whenever you make an ability check that lets you add your proficiency bonus, you can treat a d20 roll of 14 or lower as a 15.

Sneaky Opportunist

Starting at 29th level, any attacks of opportunity you make, are considered sneak attacks as long as you don’t have disadvantage on the attack roll.

Additionally, you may use your reaction to make an attack of opportunity when a hostile creature enters your reach.

Death Save Advantage

Your battle hardened physicality has made you very difficult to kill. Starting at 30th level any death saving throws you make are made with advantage.

Anatomical Insight

Your understanding of universal anatomy lets you deal superior damage, whenever you are able to strike at an enemy’s weak spot, and grants you a better understanding of any creature’s physiology. Beginning at 30th level, whenever you land a critical hit, all of your dice are set to their maximum value. Additionally, you gain advantage on Medicine checks.



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