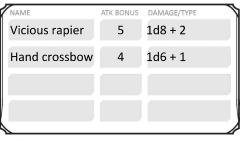


Mercenary Veteran

EXPERIENCE POINTS

BACKGROUND





SNEAK ATTACK DAMAGE

ADDITIONAL COMBAT FEATURES

You have inexplicable luck that seems to kick in at just the right

You have 3 luck points. Whenever you make an attack roll, an ability check, or a saving throw, you can spend one luck point to roll an additional d20. You can choose to spend one of your luck points after you roll the die, but before the outcome is determined. You choose which of the d20s is used for the attack roll, ability check, or

You can also spend one luck point when an attack roll is made against you. Roll a d20, and then choose whether the attack uses the attacker's roll or yours. If more than one creature spends a luck point to influence the outcome of a roll, the points cancel each other out; no additional dice are rolled.

You regain your expended luck points when you finish a long rest.

Rogue Swashbuckler ROGUISH ARCHETYPE

SNEAK ATTACK

Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack if you have advantage on the att roll. The attack must use a finesse or a ranged weapon. You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll. The amount of the extra damage increases as you gain levels in this class.

CUNNING ACTION

You can take a bonus action on each of your turns in combat This can only be used to take the Dash, Disengage, or Hide actio

ROGUISH ARCHETYPE FEATURE

Rakish Audacity

You gain an additional way to use your Sneak Attack; you don't need advantage on your attack roll to use Sneak Attack against a creature if you are within 5 feet of it, no other creatures are within 5 feet of you, and you don't have disadvantage on the attack roll. All the other rules for Sneak Attack still apply to you.

UNCANNY DODGE

When an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage

When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

ROGUISH ARCHETYPE FEATURE

RELIABLE TALENT Whenever you make an ability check that lets you add your proficiency bonus, you can treat a d20 roll of 9 or lower as a 10

ROGUISH ARCHETYPE FEATURE

BLINDSENSE

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

ROGUISH ARCHETYPE FEATURE

ELUSIVE

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

STROKE OF LUCK

If your attack misses a target within range, you can turn the miss into a hit. Alternatively, if you fail an ability check, you can treat the d20 roll as a 20. Once you use this feature, you can't use it again until you finish a short or long rest.

