DnD

Rogue Abilities

**Rouge:**

|  |  |  |
| --- | --- | --- |
| **Level** | **Ability** | **Description** |
| 1 | Sneak Attack | When hidden and an enemy doesn’t see you, you roll a d6 on top of your attack dice |
| 2 | Fast Hands | Make a Dexterity saving throw to as bonus action to disable/arm traps, open locks, or use an object action. |
| 3 | Assassinate | You deal double damage when you sneak attack an enemy who has not taken their turn. (OPR) |
| 4 | Doge roll | Make a Dexterity roll to roll away from an attack |
| 5 | Imposter | Disguise or assume a false identity of any humanoid if others become suspicious you can make a charisma check or deception check |
| 6 | Steal | Steal items from enemies or allies during battle |
| 7 | Quick learner | Learn to operate magic or mechanical devises if you observed another |
| 8 | Confuse | Flash your cloak or object over an enemy to stun them (OPR) |
| 9 | Hit and run | Attack an enemy and then vanish from enemy sight (OPR) |
| 10 | Spell Thief | Steal a spell casted on you and send it back at the enemy (OPD) |