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1 Overview

- TODO HP max
- Stats: TODO
- Skills: Sleight of Hand, Stealth, Investigation, Animal Handling, **Perception**, Deception, Persuasion

2 Soulknife Rogue Features

2.1 Expertise (1/2)

- Perception
- TODO

2.2 Sneak Attack

- Requires:
 - Attack with finesse or ranged weapon
 - Either:
 - * Advantage on attack roll
 - * No disadvantage on attack, and non-incapacitated enemy of the target is within 5 feet of target
- 1d6 extra damage

2.3 Thieves' Cant

- Lets you hide messages in seemingly normal conversation
 - To understand, other creatures must know thieves' cant
 - Takes 4x longer than talking normally
- You understand secret signs/symbols used to convey short messages

3 Feats

None

4 Magic Items

None

5 Build Audit

5.1 Character Creation

- Stats: TODO
- Race: Eladrin
 - Racial stat bonuses: 2x TODO
 - Perception proficiency
 - Darkvision (60 ft.)
 - Fey Ancestry
 - Trance
 - Languages: TODO
 - Fey Step: Misty Step once per short/long rest
 - * Gains additional effect at 3rd level
- Background: TODO
 - Animal Handling, Stealth proficiencies

5.2 Levels

1. Rogue 1
 - TODO HP ($\max d8 + \text{CON} = 8 + \text{TODO}$)
 - Proficiencies
 - Skills (Deception, Investigation, Persuasion, Sleight of Hand)
 - DEX, INT saves
 - Light armor, simple weapons, hand crossbows, longswords, rapiers, shortswords
 - Thieves' tools
 - Equipment (TODO)
 - Rapier or shortsword
 - Shortbow or shortsword
 - Burglar's, dungeoneer's, or explorer's pack
 - Leather armor
 - 2x Dagger
 - Thieves' tools
 - Expertise (Perception, TODO)
 - Sneak Attack (1d6)
 - Thieves' Cant