Contents

1 Overview

- 20 HP max
- Stats: 12-17-14-12-10-9
- 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

2.4 Cunning Action

- Can use **bonus action** to take Dash, Disengage, or Hide action

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: Common, Elvish
  - 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

- 10 HP (max d8 + CON = 8 + 2)
- Proficiencies
  - Skills (Deception, Investigation, Persuasion, Sleight of Hand)
  - DEX, INT saves
  - Light armor, simple weapons, hand crossbows, longswords, rapiers, shortswords
  - Thieves' tools
- Equipment (TODO)
  - Shortsword
  - Shortbow
  - Burglar's pack
  - Leather armor
  - 2x Dagger
  - Thieves' tools
- Expertise (Perception, TODO)
- Sneak Attack (1d6)
- Thieves' Cant

2. Rogue 2

- 10 -> 20 HP (d8 + CON = 8 + 2)
- Cunning Action