

ROGUE

Rogues are an incredibly diverse group, ranging from brigands, cutthroats, and scoundrels to the more lawfully employed locksmiths, investigators, and treasure hunters.

One things all rogues have in common is that they live outside of the law or fight against it in order to get the upper hand. Rogues get by with bravado, cunning, and trickery. They live by their wits; lying, stealing, and even fighting when the need arises.

SKILL AND PRECISION

Rogues devote as much effort to mastering the use of a variety of skills as they do to perfecting their combat abilities, giving them a broad expertise that few other characters can match. Some rogues focus on stealth and deception, while others refine their skills in climbing, persuasion, or opening locks.

When it comes to combat, rogues prioritize cunning over brute strength. A rogue can make one precise strike, placing it exactly where the attack will hurt the target most. Rogues have an almost supernatural knack for avoiding danger, and a few learn magical tricks to supplement their other abilities.

A SHADY LIVING

Every town and city has its share of rogues. Most of them live up to the worst stereotypes of the class, making a living as burglars, assassins, cat purses, and con artists.

A SECRET LANGUAGE

Thieves' Cant, also known as Thieves' Argot, Rouges' Cant or Peddler's Common is a secret language tailored to be included inside of regular speech in such a way as to mislead those listening in. It is comprised of a collection of symbols, hand gestures and words. The Cant's limited dictionary makes it impossible to carry on nuanced conversations, but there are enough words to describe buildings, people, doors and locks.



NOT ALWAYS BY CHOICE

Rogues don't often start out seeking to defy authority and break the law. Some are thrust into the profession and wind up on the wrong side of the law due to bad luck, poor decisions, or circumstances beyond their control.

ROGUE

Level	Prof. Bonus	Features	Sneak Attack Damage
1st	+2	Expertise, Sneak Attack, Thieves' Cant	1d6
2nd	+2	Cunning Action	1d6
3rd	+2	Roguish Archetype, Steady Aim	2d6
4th	+2	Ability Score Improvement	2d6
5th	+3	Uncanny Dodge	3d6
6th	+3	Expertise	3d6
7th	+3	Evasion	4d6
8th	+3	Ability Score Improvement	4d6
9th	+4	Roguish Archetype Feature	5d6
10th	+4	Ability Score Improvement	5d6
11th	+4	Reliable Talent	6d6
12th	+4	Ability Score Improvement	6d6
13th	+5	Roguish Archetype Feature	7d6
14th	+5	Blindsight	7d6
15th	+5	Slippery Mind	8d6
16th	+5	Ability Score Improvement	8d6
17th	+6	Roguish Archetype Feature	9d6
18th	+6	Elusive	9d6
19th	+6	Ability Score Improvement	10d6
20th	+6	Stroke Of Luck	10d6

CLASS FEATURES

HIT POINTS

Hit Dice: 1d8 per Rogue level

Hit Points: $1d8 + \text{your Constitution Modifier}$

Saving Throws: Dexterity, Intelligence

Skills: Choose two from Acrobatics, Athletics, Deception, Insight, Intimidation, Investigation, Perception, Performance, Persuasion, Slight Of Hand, and Stealth.

PROFICIENCIES

Armor: Light armor

Weapons: Simple weapons, hand crossbows, long swords, rapiers, short swords.

Tools: Thieves' Tools

EXPERTISE

At 1st level, choose two of your skill proficiencies, or one of your skill proficiencies and your proficiency with thieves' tools. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies. At 6th level, you can choose two more of your proficiencies (in skills or with thieves' tools) to gain this benefit.

SNEAK ATTACK

Beginning at 1st level you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra $1d6$ damage to one creature you hit with an attack if you have advantage on the attack 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, as shown in the Sneak Attack column of the Rogue table.

THIEVES' CANT

During your rogue training you learned Thieves' Cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows Thieves' Cant understand such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly.

In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a Thieves' Guild, whether loot is nearby, or whether the people in the area are easy marks or will provide a safe house for thieves on the run.

CUNNING ACTION

Starting at 2nd level, your quick thinking and agility allow you to move and act quickly. You can use a bonus action on each of your turns in combat to Dash, Disengage, or Hide.



ROGUISH ARCHETYPE

At 3rd level, you choose an archetype that you emulate in the exercise of your rogue abilities. Your archetype choice grants you features at 3rd level and then again at 9th, 13th, and 17th level.

STEADY AIM

At 3rd level, as a bonus action, you give yourself advantage on your next attack roll on the current turn. You can use this bonus action only if you haven't moved during this turn, and after you use the bonus action, your speed is 0 until the end of the current turn.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 10th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

UNCANNY DODGE

Starting at 5th level, when an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

EXPERTISE

At 6th level, choose two more of your skill proficiencies, or one more of your skill proficiencies and your proficiency with thieves' tools. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.

EVASION

Beginning at 7th level, you can numbly dodge out of the way of certain area effects, such as an ancient red dragon's fiery breath. 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.

RELIABLE TALENT

By 11th level, you have refined your chosen skills until they approach perfection. 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.

BLINDSENSE

Starting at 14th level, if you are able to hear, you are aware of the location of any hidden or invisible creature within 10 feet of you.

SLIPPERY MIND

By 15th level, you have acquired greater mental strength. You gain proficiency in Wisdom saving throws.

ELUSIVE

Beginning at 18th level, you are so evasive that attackers rarely gain the upper hand against you. No attack roll has advantage against you while you are incapacitated.

STROKE OF LUCK

At 20th level, you have an uncanny knack for succeeding when you need to. 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.



THIEVES CANT

BEYOND A LANGUAGE

Thieves Cant is not a language, but a set of glyphs and coded words that describe common concepts related to the criminal underworld. They are used by working them into common conversation such that two individuals can speak without fear of being heard. Speaking this way takes four times as long to convey messages with Thieves Cant.

JEWELRY AS THE CALL SIGN

One rule of Thieves Cant is that those "in the know" and open for communication wear some form of jewelry that displays two parallel bands. This could be two earrings, necklaces, or armlets. While Rogues don't always display this sign brazenly, it is most common for Rogues looking for work or willing to offer information on jobs and work.

EXAMPLE: THE LAY OF THE LAND

One of the most universal uses of Thieves Cant is to exchange information on jobs or work in the area.

THE INTRODUCTION

To both verify a stranger knows Thieves Cant, and to identify yourself to them, use a greeting that makes it appear as if you are long lost friends and ask them how they have been.

E.G. "Aren't you a sight for sore eyes? It's been awhile old friend! How have you been?"

The stranger's response informs the state of openness for the remainder of the conversation:

E.G. <bad> "Not so good, my leg is bothering me again." This is a clue that the stranger is not safe, or they are not able to speak freely here and to keep the conversation guarded.

E.G. <good> "Can't complain!" Safe to continue the conversation.

E.G. <cat> "Look what the cat dragged in!" Mentioning a cat means the stranger is looking for work.

DETERMINING WHO THE WORK IS FOR

One can query about who the work is for by asking about "the family".

E.G. "How's the family?"

The response informs the type of work:

E.G. <no family> "I'm out here on my own now" means the work is not connected to a Guild.

E.G. <family> "The family is doing well" means the work is connected to a Guild or crime family.

DETERMINING THE JOB'S DIFFICULTY

The difficulty of the job can be determined by asking about the health and well being of a fictional person.

E.G. "how has X been since we last spoke?"

The response informs the difficulty by the level of health of the individual:

E.G. <deadly> "he passed away"

E.G. <challenging> "a bit of touch and go I'm afraid"

E.G. <easy> "doing fine!"

NEGOTIATING PAYMENT

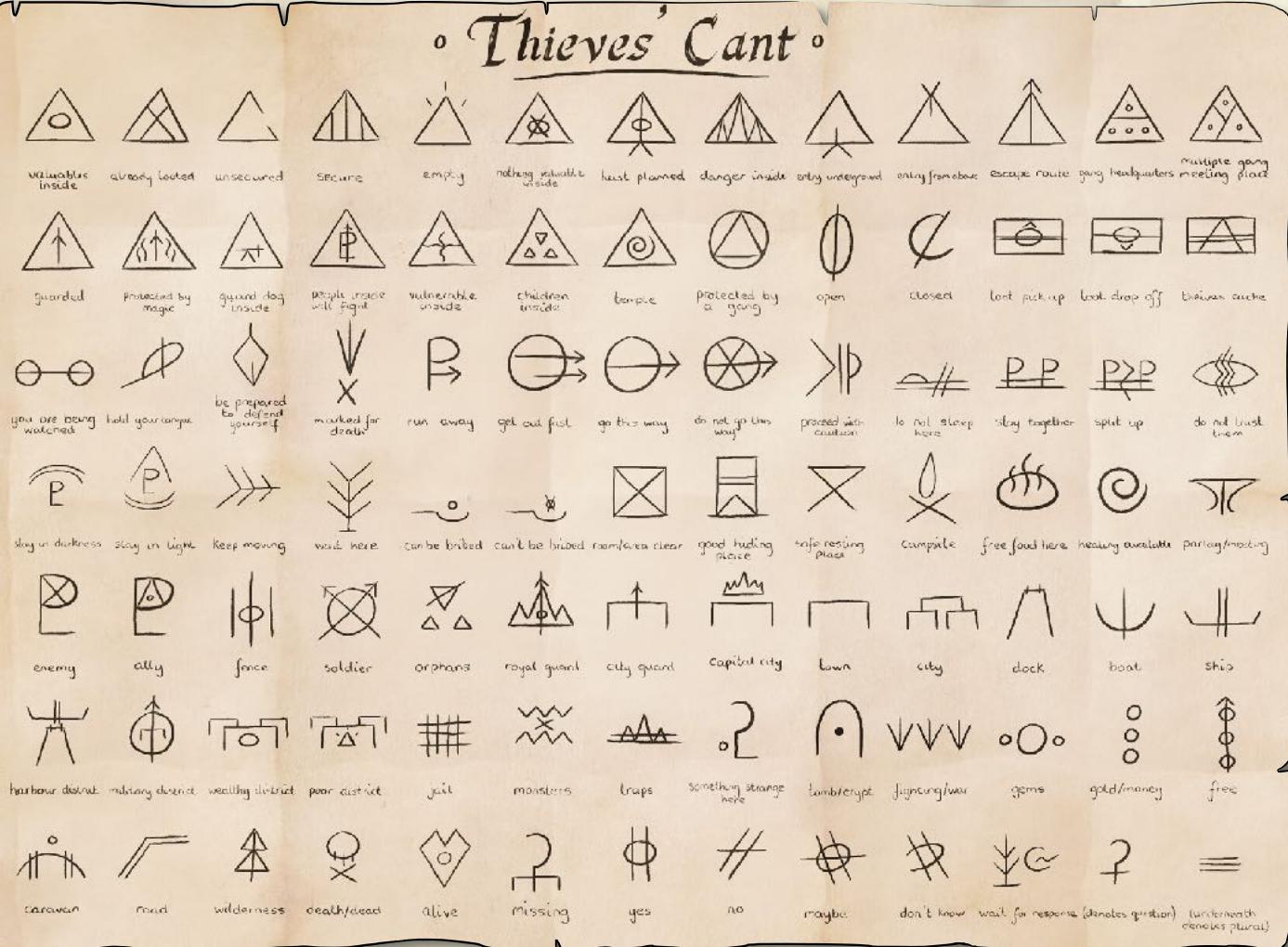
Any questions involving numbers is a means for negotiating payment. Numbers are customarily in gold.

E.G. "How old is Todrick now?", "He's Seven", "Seven? I would have guessed Nine!", "No, but he does turn Eight at the end of the year"

SEALING THE DEAL

Once the negotiation is complete, the one who is offering work seals the deal by offering to invite the stranger to an event of some kind, clarifying the location and time to meet.

E.G. "hey, I'm having a card game tonight, meet me here at midnight if you want to join. You in?"



ARCANE TRICKSTER

Arcane Tricksters are cunning rogues who combine their mastery of magic with their thieving skills to confuse, confound, and deceive all enemies.

SPELLCASTING

When you reach 3rd level, you gain the ability to cast Wizard spells. You learn the Cantrip Mage Hand and two others from the Wizard spell list.

Level	Cantrips Known	Spells Known	1st	2nd	3rd	4th
3rd	3	3	2			
4th	3	4	3			
5th	3	4	3			
6th	3	4	3			
7th	3	5	4	2		
8th	3	6	4	2		
9th	3	6	4	3		
10th	4	7	4	3		
11th	4	8	4	3		
12th	4	8	4	3		
13th	4	9	4	3	2	
14th	4	10	4	3	2	
15th	4	10	4	3	2	
16th	4	11	4	3	3	
17th	4	11	4	3	3	
18th	4	11	4	3	3	
19th	4	12	4	3	3	1
20th	4	13	4	3	3	1

Spell Save DC = 8 + your proficiency bonus + your Intelligence modifier

Spell Attack Modifier = your proficiency bonus + your Intelligence modifier



MAGE HAND LEGERDEMAIN

At 3rd level, when you can cast Mage Hand, you can make the hand invisible, and do the following:

- You can stow one object the hand is holding in a container worn or carried by another creature
- You can retrieve an object in a container worn or carried by another creature
- You can use Thieves' Tools to pick locks and disarm traps at range

You can perform one of these tasks without being noticed by a creature if you succeed on a Dexterity (Sleight Of Hand) check contested by the creature's Wisdom (Perception) check. In addition, you can use the bonus action to control the hand.

MAGICAL AMBUSH

At 9th level, if you are hidden from a creature when you cast a spell on it, it has disadvantage on any saving throw it makes against the spell this turn.

VERSATILE TRICKSTER

At 13th level, you gain the ability to distract targets with your Mage Hand. As a bonus action, on your turn, you can designate a creature within 5 feet of the spectral hand created by the spell. Doing so gives you advantage on attack rolls against the creature until the end of the turn.

SPELL THIEF

ONCE PER LONG REST

At 17th level, you can magically steal the knowledge of how to cast a spell from another spellcaster. Immediately after a creature casts a spell that targets you or includes you in its area of effect, you can use your reaction to force it to make a saving throw with its spell casting ability modifier against your spell save DC. On a failure, you negate the spell's effect against you and you steal the knowledge of the spell if it is at least 1st level and of a slot level you can cast (it doesn't need to be a Wizard spell). For the next 8 hours, you can cast it using your spell slots. The creature can't cast that spell until the 8 hours have passed. Once you use this feature, you can't use it again until you finish a long rest.





ASSASSIN

Assassins are deadly experts in the art of killing, specializing in quick, efficient, and often clandestine methods of dispatching their targets.

POISONER

When you choose this archetype at 3rd level, you gain proficiency with the disguise kit and poisoner's kit.

ASSASSINATE

Starting at 3rd level, you are at your deadliest when you get the drop on your enemies. You have advantage on attack rolls against any creature that hasn't taken a turn in the combat yet. In addition, any hit you score against a creature that is surprised is a critical hit.

SHARP REFLEXES

At 9th level, your training has honed your reflexes. You may add your proficiency bonus to your initiative rolls.

ADRENALINE

At 13th level, an attack you make that drops a creature to 0 hit points allows you to use your reaction to take another turn.

DEATH STRIKE

Starting at 17th level, you become a master of instant death. When you attack and hit a creature that is surprised, it must make a Constitution saving throw ($DC\ 8 + \text{your Dexterity modifier} + \text{your proficiency bonus}$). On a failed save, double the damage of your attack against the creature.

BLOOD KNIFE

Bloodknives enhance their significant skills with infernal blood magic. By sacrificing their own vitality, they gain access to sinister abilities.

DREAD STRIKE

You can sacrifice your own vitality to empower your attacks with infernal magic. At 3rd level, when you hit a creature with a weapon attack, you can expend one of your Hit Dice to empower the attack. The attack need not have advantage in order for you to use your Sneak Attack. Roll the Hit Die, if it is a 6 your attack is necrotic.

BLOODHOUND

At 3rd level, you have advantage on Survival checks to track creatures by their blood. Upon consuming a creature's blood, you learn the blood type, whether there is trace of poison, estimated time of death, and time of the blood extraction.

BLOOD FOR BLOOD

At 9th level, when you deal damage to a creature you can expend and roll a single of your hit die and add its result to the damage you deal.

HELLISH CURSE

Beginning at 13th level, you are able to curse your foes with dark magic. When you hit a creature with a Dread Strike, you can mutter a curse, causing the target to be blinded, deafened, or unable to speak (your choice) until the beginning of your next turn.

VORACITY

At 17th level, once per turn after you kill a creature, until the end of your next turn you score critical hits on a roll of 19 or 20. Additionally, during this time you can also treat an attack roll die lower than 7 on the d20 as an 8.





DEADEYE

A Deadeye rogue is a sharpshooter that can engage enemies from extreme range. They have trained their reflexes to near preternatural speeds.

HAIR TRIGGER

Starting at 3rd level, when you roll for initiative, you can immediately use your reaction to take one of the following actions:

- Make one weapon attack.
- Move your speed, or your mount's speed, without provoking opportunity attacks.
- Take the Dodge action.
- Interact with an object or use an item.

LIGHTNING REFLEXES

At 3rd level, you gain a second reaction.

RETURN FIRE

At 9th level, when targeted by an enemy, you may use a reaction to fire a ranged attack back. This attack can not cause sneak attack damage.

DEADEYE'S MARK

ONCE PER LONG REST

At 13th level, you can hone your aim against one sorry foe. As an action, you can mark a creature within 60 feet of you for 1 minute. You have advantage on ranged attacks against the marked creature. You can't use this feature again until you finish a long rest.

KILL ZONE

At 17th level, you may use an action to provide cover fire in a 60 foot cone. Any creature that moves or attacks within this cone grants you an attack of opportunity with a ranged weapon. You must expend a reaction to make a ranged weapon attack.

JACKPOT

Jackpot Rogues live and die by a roll of the dice. These gamblers have learned to manipulate fate in their favor, using tricks to increase their luck.

LUCKY BREAKS

ONCE PER SHORT REST

Starting at 3rd level, you have an innate ability to bend fate to your will. Once per short rest, when making an attack roll, ability check, or saving throw, you can roll a d6 and add the result to your roll.

REVERSAL OF FORTUNE

ONCE PER SHORT OR LONG REST

At 3rd level, you can change the luck of a situation. If a creature you can see has disadvantage on a roll, you can take away the disadvantage and grant it advantage instead. Alternatively, if a creature you can see has advantage on a roll, you can take away the advantage and grant it disadvantage instead. Once you use this feature, you can't use it again until you finish a short or long rest.

SNAKE EYES

ONCE PER SHORT REST

At 9th level, when you roll a natural 1 on an ability check, attack roll, or saving throw, you can reroll the die and use the higher number. If the new result is also a 1, it is treated as a critical success. You may use this ability once per Short Rest.

TWIST OF FATE

At 13th level, your mastery over the game table hones your speed and cunning in combat. After rolling initiative but before the first turn of combat, you can choose to swap places in the initiative order with one creature you can see. If the creature is one of your allies, that ally must agree to swapping initiative with you.

LADY LUCK IS SMILING

After reaching 17th level, your inexplicable luck allows you to always land a true hit. Whenever you roll a 1 on a damage die of your Sneak Attack, you can reroll the die. You must use the new roll, even if the new roll is another 1.



MASTERMIND

Masterminds are brilliant and perceptive rogues who use their keen insight and deductive reasoning to outwit, out-plan and manipulate their opponents.

CONTINGENCY PLANNER

ONCE PER SHORT OR LONG REST

At level 3, you develop the ability to swiftly deduce certain information about a creature's offensive and defensive capabilities. As an action, choose one creature you can see within 60 feet of you and learn its: condition immunities; damage immunities, resistances, vulnerabilities, and remaining legendary actions and resistances. At the DM's option, you might also deduce one of the creature's flaws or special traits, if it has any. Once you use this feature, you can't use it again until you finish a short or long rest.

MASTER OF TACTICS

Starting at 3rd level, you can use the Help action as a bonus action. Additionally, when you use the Help action to aid an ally in attacking a creature, the target of the attack can be within 30 feet of you, rather than within 5 feet of you, if you can see or hear the target.

EYE FOR DETAIL

Starting at 9th level, if you spend at least 1 minute observing or interacting with another creature outside of combat, you can learn certain information about its capabilities compared to your own. Learn if the creature is your equal, superior, or inferior in regard to two attributes (Strength, Dexterity, Wisdom, Intelligence,

Constitution, or Charisma). At the DM's option, you might also realize you know a piece of the creature's history or one of its personality traits, if it has any.

UNERRING EYE (INQUISITIVE)

TIMES PER WISDOM MODIFIER PER LONG REST

At 13th level, your senses are almost impossible to foil. As an action, you sense the presence of illusions, shapechangers not in their original form, and other magic designed to deceive the senses within 30 feet of you, provided you aren't blinded or deafened. You sense that an effect is attempting to trick you, but you gain no insight into what is hidden or into its true nature. You can use this feature a number of times equal to your Wisdom modifier (minimum of once), and you regain all expended uses of it when you finish a long rest.

COORDINATED ATTACK

At 17th level, after you make a successful sneak attack, you may use a bonus action to cause one friendly creature you choose within 5 feet of the attack's target to make one melee attack against the same target with advantage. The friendly creature can't benefit from Sneak Attack (if the creature has such a feature).



RUFFIAN

Ruffians are the rogues who like to face their enemies directly, often employed as hired muscle for thieves' guilds or criminal syndicates.

ENFORCER

When you adopt this Archetype at 3rd level, you gain the features below:

- You gain proficiency in the Intimidation skill
- Your unarmed strikes deal $1d4 + \text{your Strength modifier}$ bludgeoning damage
- When attacking unarmed, you may use a bonus action to attempt to grapple a target
- You can Sneak Attack with any weapon in you're proficient with (including unarmed strikes) as long as it is not heavy or 2 handed
- You may use Sneak Attack on grappled targets, even if you don't have advantage
- You can use your Constitution, instead of Dexterity, to calculate your Armor Class

IMPOSING GLANCE

STRENGTH MODIFIER / SHORT REST

At 9th level, you can use a bonus action to make a Strength (Intimidation) check on a creature within

30 feet that can see you, contested by its Wisdom (Insight). On success, the target is frightened of you until the start of your next turn, and gives you advantage on your first attack against it.

You can use this feature a number of times equal to your Strength modifier (minimum one), regaining all uses after a short or long rest..

DODGE AND COUNTER

At 13th level, when a creature up to one size larger than you misses a melee attack against you, you can use your reaction to force a grapple check. On a failed save, it is either knocked prone and its speed is reduced to zero until the end of your next turn, or is grappled by you (if you have one free hand).

RUTHLESS STRIKE

STRENGTH MODIFIER / SHORT REST

At 17th level, when you hit a frightened creature with a melee attack that includes your Sneak Attack damage, it becomes a critical hit. You can use this feature a number of times equal to your Strength modifier (minimum of once), regaining all uses after a short or long rest.



SCOUNDREL

Scoundrels are charming rouges with a talent for deception, using their charisma to talk their way out of trouble or con their marks out of their valuables.

PROFESSIONAL BLUFFER

At 3rd level, you are able to call bluffs of others as well as getting upper hand on others by tricking them. All Charisma (Deception) checks made against you are made with disadvantage. You gain proficiency with both the disguise and forgery kits.

TRICKS OF THE TRADE

At 3rd level, you are able to use dirty tricks fueled by your sneak attack damage. You are able to use any dirty trick, detailed under "Dirty Tricks" below, if you have enough sneak attack damage for it. When you deal sneak attack damage on your turn, you can choose to decrease your sneak attack damage by the amount listed to use a dirty trick. You can use only one dirty trick per attack.

INFILTRATION EXPERTISE

At 9th level, you can unfailingly create false identities for yourself. You must spend seven days and 25 silver to establish the history, profession, and affiliations for an identity. You can't establish an identity that belongs to someone else. For example, you might acquire appropriate clothing, letters of introduction, and official looking certification to establish yourself as a member of a trading house from a remote city so you can insinuate yourself into the company of other wealthy merchants. Thereafter, if you adopt the new identity as a disguise, other creatures believe you to be that person until given an obvious reason not to.

IMPOSTER

At 13th level, you gain the ability to unerringly mimic another person's speech, writing, and behavior. You must spend at least three hours studying these three components of the person's



behavior, listening to speech, examining handwriting and observing mannerisms. Your ruse is indiscernible to the casual observer. If a wary creature suspects something is amiss, you have advantage on any Charisma (Deception) check you make to avoid detection.

SILVER TONGUED LIAR

ONCE PER LONG REST

When you reach level 17, your ability to convince others is nothing short of magic. With a minute of conversation, you can cause a humanoid target who can hear and understand you to become extremely amiable when they fail a contested roll of your Charisma (Deception) against their Wisdom (Insight). For a number of hours equal to your Charisma modifier, they treat you as if you were a close acquaintance. Any overtly hostile or harmful act towards the target by any living creature ends the effect. A creature friendly to them may use a help action to force another contest for them to break free from your charm.

An inveigled creature attempts to fulfill multiple requests in the same manner as it would favors for its true friends. If such requests conflict, it usually chooses the more reasonable option - overriding this preference requires succeeding at an opposed Charisma check, as if under multiple forms of mental control. You must finish a long rest before using this ability again.



DIRTY TRICKS

DC = 8 + Dexterity Modifier + Proficiency Bonus
All effects last until the beginning of your next turn.

SILENCING STRIKE (2D6)

You target a creature's throat. It must succeed on a Constitution saving throw or be unable to speak or cast spells with a vocal component.

HAMSTRING (2D6)

You target the creature's hamstrings or tendons. The creature must succeed on a Constitution saving throw or have its walking speed halved.

DISARM (2D6)

You attempt to make a creature drop an item. It must make a Strength saving throw or drop one item of your choice that it is holding at its feet.

TAUNT (2D6)

You make a taunting gesture as part of the attack. The creature must make a Wisdom saving throw or have disadvantage on all attack rolls against targets other than you.

CHEAP SHOT (5D6)

You attack a creature's vulnerable areas, inflicting intense pain. It must succeed on a Constitution saving throw or be unable to use reactions and have disadvantage on Dexterity saving throws.

GAMBIT (5D6)

You feint, attempting to leave a creature open to attacks from your allies. The creature must make a Wisdom saving throw or the next attack an ally makes against it until the start of your next turn has advantage. If the attack hits, add 10d6 damage to it.

BLIND (5D6)

Targeting a creature's eyes with a cut or jab, you attempt to temporarily blind it. It must succeed on a Constitution saving throw or be blinded.

BLACKJACK (10D6)

You make a brutal strike to a creature's head. On a failed Constitution saving throw, they are incapacitated until the beginning of your next turn.

THIEF

Thieves excel in stealth, speed and mobility. They are masters of getting in and out of places quickly.

FAST HANDS

Starting at 3rd level, you can use the bonus action granted by your Cunning Action to make a Dexterity (Sleight Of Hand) check, use your thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

SECOND-STORY WORK

At 3rd level, you gain the ability to climb faster than normal; climbing no longer costs you extra movement. In addition, when you make a running jump, the distance you cover increases by a number of feet equal to your Dexterity modifier.

SUPREME SNEAK

Starting at 9th level, you have advantage on a Dexterity (Stealth) check if you move no more than half your speed on the same turn.

ELEGANT MANEUVER

Starting at 13th level, you can use a bonus action on your turn to gain advantage on the next Dexterity (Acrobatics) or Strength (Athletics) check you make during the same turn.

THIEF'S REFLEXES

When you reach 17th level, you have become adept at laying ambushes and quickly escaping danger. You can take two turns during the first round of any combat. You take your first turn at your normal initiative and your second turn at your initiative minus 10. You can't use this feature when you are surprised.

