

Level 1

Sneak Attack

- Once per turn, you can deal an extra 1d6 damage to one creature you hit with a ranged attack, if the target is within 5 feet of one of your allies or if the target cannot see you.

Lock-picking Expertise

- You have advantage on DEX checks that use lock-picking tools.

Level 2

Cunning Action

- You can take a bonus action on each of your turns during combat to move, hide, or disengage from an enemy without provoking an opportunity attack.

Level 3

Quick Off the Mark

- You are deadly when you get the jump on your enemies. During combat, you have advantage on attack rolls against any creature that hasn't yet taken a turn.

Sneak Attack Upgrade

- Your sneak attack damage increases to 2d6.

Level 4

Ability Score Upgrade

- Increase one ability score by 2, or increase two ability scores by 1 each, up to a maximum of 18. Check to see if the ability modifier(s) also change.

Level 5

Uncanny Dodge (twice per day)

- Your quick reflexes make you harder to hit. 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.

Sneak Attack Upgrade

- Your sneak attack damage increases to 3d6.

Proficiency Upgrade

- Your attack modifiers all increase by +1.
- Every skill or saving throw that has a filled in circle increases by +1.

ROGUE

■ HERO INFO SHEET ■

What is your name, hero?

What is the first thing people notice about you?

Level

* You gain new skills and abilities over time, as shown on the back cover of this booklet.
In addition, your HP maximum increases by 5 + your CON modifier every time you level up.

"Heroes Without the Handbook" is by Jason Ermer and available at www.mythematics.org/heroes.

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