**T h e R o g u e**

|  |  |  |  |
| --- | --- | --- | --- |
| Level | Proficiency Bonus | Sneak Attack | Features |
| **1st** | **+2** | **1d6** | **Expertise, 1-Sneak Attack, 2-Thieves’ Cant** |
| **2nd** | **+2** | **1d6** | **3-Cunning Action** |
| **3rd** | **+2** | **2d6** | **Roguish** **Archetype** |
| **4th** | **+2** | **2d6** | **Ability Score Improvement** |
| **5th** | **+3** | **3d6** | **4-Uncanny Dodge** |
| **6th** | **+3** | **3d6** | Expertise |
| **7th** | **+3** | **4d6** | Evasion |
| **8th** | **+3** | **4d6** | Ability Score Improvement |
| **9th** | **+4** | **5d6** | Roguish Archetype feature (Magical Ambush) |
| **10th** | **+4** | **5d6** | Ability Score Improvement |
| **11th** | **+4** | **6d6** | Reliable Talent |
| **12th** | **+4** | **6d6** | Ability Score Improvement |
| **13th** | **+5** | **7d6** | Roguish Archetype feature (Versatile Trickster) |
| **14th** | **+5** | **7d6** | Blindsense |
| **15th** | **+5** | **8d6** | Slippery Mind |
| **16th** | **+5** | **8d6** | Ability Score Improvement |
| **17th** | **+6** | **9d6** | Roguish Archetype feature (Spell Thief) |
| **18th** | **+6** | **9d6** | Elusive |
| **19th** | **+6** | **10d6** | Ability Score Improvement |
| **20th** | **+6** | **10d6** | Stroke of Luck |

**Stuff**

***Hunting Trap.*** When you use your action to set it,

this trap forms a saw-toothed steel ring that snaps shut

when a creature steps on a pressure plate in the center.

The trap is affixed by a heavy chain to an immobile

object, such as a tree or a spike driven into the ground.

A creature that steps on the plate must succeed on a DC

13 Dexterity saving throw or take Id4 piercing damage

and stop moving. Thereafter, until! the creature breaks

free of the trap, its movement is limited by the length

of the chain (typically 3 feet long). A creature can use

its action to make a DC 13 strength check, freeing

itself ar another creature within its reach on a success.

Each failed check deals 1 piercing damage to the

trapped creature.

Features & Traits

1 – 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.

2 – 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 understands 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 o f a thieves’ guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.

3 – Cunning Action

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

4 – 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.

**Arcane Trickster**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Level | Cantrips | Spells | Spell lvl 1 | Spell lvl 2 | Spell lvl 3 | Spell lvl 4 |
| 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 | 2 | — | — |
| 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 |

Specifications:

* Cantrips: mage hand is required
* 3 lvl1 wizard spells of your choice: two of which from **enchantment and illusion**
* Only spells learned at lvl 8th, 14th, and 20th can come from any school of magic
* Spells can be swapped every time you level

**Spells List:**

1 – Mage Hand

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 1 minute

A spectral, floating hand appears at a point you choose within range. The hand lasts for the duration or until you dismiss it as an action. The hand vanishes if it is ever more than 30 feet away from you or if you cast this spell again.

You can use your action to control the hand. You can use the hand to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out o f a vial. You can move the hand up to 30 feet each time you use it.

The hand can’t attack, activate magic items, or carry more than 10 pounds.

2 – Shocking Grasp

Casting Time: 1 action

Range: Touch

Components: V,S

Duration: Instantaneous

Lightning springs from your hand to deliver a shock to a creature you try to touch. Make a melee spell attack against the target. You have advantage on the attack roll if the target is wearing armor made of metal. On a hit, the target takes ld8lightning damage, and it can't take reactions until the start of its next turn.

The spell's damage increases by ld8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

3 – Message

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a short piece of copper wire)

Duration: 1 round

You point your finger toward a creature within range and whisper a message. The target (and only the target) hears the message and can reply in a whisper that only you can hear.

You can cast this spell through solid objects if you are familiar with the target and know it is beyond the barrier. Magical silence, 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood blocks the spell. The spell doesn’t have to follow a straight line and can travel freely around corners or through openings.

4 – Disguise Self

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** 1 hour

You make yourself—including your clothing, armor,

weapons, and other belongings on your person—look

different until the spell ends or until you u se your action

to dismiss it. You can seem 1 foot shorter or taller and

can appear thin, fat, or in between. You can’t change

your body type, so you must adopt a form that has the

same basic arrangement o f limbs. Otherwise, the extent

o f the illusion is up to you.

The changes wrought by this spell fail to hold up to

physical inspection. For example, if you use this spell

to add a hat to your outfit, objects pass through the hat,

and anyone w ho touches it w ould feel nothing or would

feel your head and hair. If you use this spell to appear

thinner than you are, the hand o f someone who reaches

out to touch you would bump into you while it was

seemingly still in midair.

To discern that you are disguised, a creature can use

its action to inspect your appearance and must succeed

on an Intelligence (Investigation) check against your

spell save DC.

5 - Sleep

**Casting Time:** 1 action

**Range:** 90 feet

**Components:** V, S, M (a pinch o f fine sand, rose petals,

or a cricket)

**Duration:** 1 minute

This spell sends creatures into a magical slumber.

Roll 5d8; the total is how many hit points o f creatures

this spell can affect. Creatures within 20 feet of

a point you choose within range are affected in

ascending order of their current hit points (ignoring

unconscious creatures).

Starting with the creature that has the lowest current

hit points, each creature affected by this spell falls

unconscious until the spell ends, the sleeper takes

damage, or someone uses an action to shake or slap the

sleeper awake. Subtract each creature’s hit points from

the total before moving on to the creature with the next

lowest hit points. A creature’s hit points must be equal

to or less than the remaining total for that creature

to be affected.

Undead and creatures immune to being charmed

aren’t affected by this spell.

6- Tasha's Hideous Laughter

Casting Time: 1 action

Range: 30 feet

Components: V, S, M(tiny tarts and a feather that is

waved in the air)

Duration: Concentration, up to 1 minute

A creature of your choice that you can see within range

perceives everything as hilariously funny and falls

into fits of laughter if this spell affects it. The target

must succeed on a Wisdom saving throw or fali prone,

becoming incapacitated and unable to stand up for the

duration. A creature with an lntelligence score of 4 or

less isn't affected.

At the end of each of its turns, and each time it takes

damage, the target can make another Wisdom saving

throw. The target has advantage on the saving throw if

it's triggered by damage. On a success, the spell ends.

7- Find Familiar

Casting Time: I hour

Range: 10 feet

Components: V, 5, M (10 gp worth af charcaal,

incense, and herbs that must be consumed by fire in a

brass brazier)

Duration: Instantaneous

Vou gain the service of a familiar, a spirit that takes an

animal form you choose: bat, cat, crab, frog (toad), hawk,

lizard, octopus, owl, poisonous snake, fish (quipper),

rat, raven, sea horse, spider, or weasel. Appearing in

an unoccupied space within range, the familiar has the

statistics of the chosen form, though it is a celestial, fey,

or fiend (your choice) instead of a beast.

Your familiar acts independently of you, but it always

obeys your commands. In combat, it rolls its own

initiative and acts on its own turno A familiar can't

attack, but it can take other actions as normal.

When the familiar drops to Ohit points, it disappears,

leaving behind no physical formo It reappears after you

cast this spell again

While your familiar is within 100 feet of you, you

can communicate with it telepathically. Additionally,

as an action, you can see through your familiar's eyes

and hear what it hears until the start of your next turn,

gaining the benefits of any special senses that the

familiar has. During this time, you are deaf and blind

with regard to your own senses.

As an action, you can temporarily dismiss your

familiar. It disappears into a pocket dimension where it

awaits your summons. Alternatively, you can dismiss it

forever. As an action while it is temporarily dismissed,

PART 3 SPELLS

you can cause it to reappear in any unoccupied space

within 30 feet of YOU.

Vou can't have more than one familiar at a time. If you

cast this spell while you already have a familiar, you

instead cause it to adopt a new formo Choose one of the

forms from the above list. Your familiar transforms into

the chosen creature.

Finally, when you cast a spell with a range of touch,

your familiar can deliver the spell as if it had cast the

spell. Your familiar must be within 100 feet of you, and

it must use its reaction to deliver the spell when you cast

it. If the spell requires an attack roll, you use your attack

modifier for the roll.

8-INVISIBILITY

*2nd-leveI ilIusion*

Casting Time: 1 action

Range: Touch

Components: V,S, M(an eyelash encased

in gum arabic)

Duration: Concentration, up to 1 hour

Acreature you touch becomes invisible until the spell

ends. Anything the target is wearing or carrying is

invisible as long as it is on the target's person. The spell

ends for a target that attacks ar casts a spell.

*At Higher LeveIs.* When you cast this spell using

a spell slot of 3rd levei ar higher, you can target one

additional creature for each slot levei above 2nd.

9- SCORCHING RAY

*2nd./evel evocation*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V. S

**Duration:** Instantaneous

Vou create three rays of fire and hurJ them at targets

within range. Vou can hurJ them at one target or several.

Make a ranged spell attack for each ray. On a hit, the

target takes 2d6 fire damage.

***At Higher LeveIs.*** When you cast this spell using a

spell slot of 3rd leveI or higher. you create one additional

ray for each slot leveI above 2nd.

10- RAY OF SICKNESS

*1st-leveI necromancy*

**Casting Time:** I action

**Range:** 60 feet

**Components:** V, 5

**Duration:** Instantaneous

A ray of sickening greenish energy lashes out toward

a creature within range. Make a ranged spell attack

against the target. On a hit, the target takes 2d8 poison

damage and must make a Constitution saving throw.

On a failed save, it is also poisoned until the end of

your next turno

***At Higher Leve/s.*** When you cast this spell using a

spell slot of 2nd levei ar higher, the damage increases by

ld8 for each slot levei above 1st.

11-POISON SPRAY

*Conjuration cantrip*

Casting Time: I action

Range: 10 feet

Components: V,S

Duration: Instantaneous

Vou extend your hand toward a creature you can see

within range and project a puff of noxious gas from your

paIm. The creature must succeed on a Constitution

saving throw ar take Idl2 poison damage.

This spell's damage increases by Idl2 when you reach

5th leveI (2dI2), 11th levei (3dI2), and 17th leveI (4dI2).

12-LIGHT

*Evocation cantrip*

Casting Time: I aetion

Range: Toueh

Components: V,M(a firelly or phosphorescent moss)

Duration: I hour

Vou touch one objeet that is no larger than lO feet in any

dimensiono Until the spell ends, the objeet sheds bright

light in a 20-foot radius and dim light for an additional

20 feet. The light ean be eolored as you like. Completely

eovering the objeet with something opaque bloeks the

light. The spell ends ifyou east it again or dismiss it

as an aetion.

lf you target an objeet held or worn by a hostile

creature, that ereature must sueeeed on a Dexterity

saving throw to avoid the spell.