**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 |

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 – Poison Spray

Casting Time: 1 action

Range: 10 feet

Components: V, S

Duration: Instantaneous

You extend your hand toward a creature you can see within range and project a puff of noxious gas from your palm. The creature must succeed on a Constitution saving throw or take 1d12 poison damage.

This spell’s damage increases by 1d12 when you reach 5th level (2d12), 11th level (3d12), and 17th level (4d12).

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.