

## SNEAK ATTACK



### 1st-level Rogue Feature

Once per turn, you can deal 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. As you gain levels, the amount of damage increases, as shown on the level table.

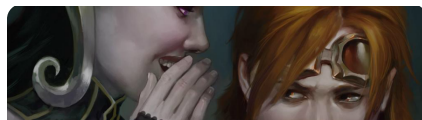
You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

### AT HIGHER LEVEL

Your extra damage is **nd6**, where **n** equals half of your level (round up).

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## THIEVES' CANT

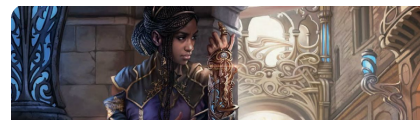


### 1st-level Rogue Feature

You've 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 of 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.

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## EXPERTISE



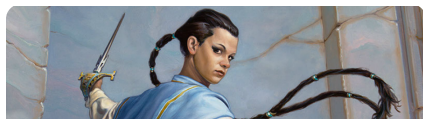
### 1st-level Rogue Feature

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.

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## CUNNING ACTION



### 2nd-level Rogue Feature

Starting at your second level, you can use your Bonus Action to take the Dash, Disengage, or Hide action.

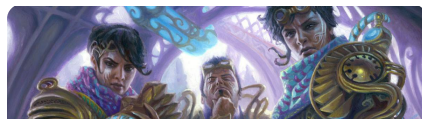
**Dash.** you gain extra movement for the current turn. The increase equals your speed, after applying any modifiers

**Disengage.** your movement doesn't provoke opportunity attacks for the rest of the turn.

**Hide.** you make a Dexterity (Stealth) check in an attempt to hide

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## MASTER OF TACTICS



### 3rd-level Mastermind Feature

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 that attack can be within 30 feet of you, rather than within 5 feet of you, if the target can see or hear you.

**Help Action.** You can lend your aid to another creature in the completion of a task. The creature you aid gains advantage on the next ability check it makes.

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## MASTER OF INTRIGUE



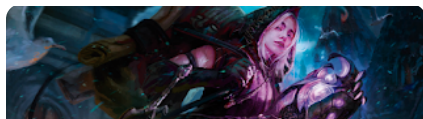
### 3rd-level Mastermind Feature

You gain proficiency with the disguise kit, the forgery kit, and one gaming set of your choice. You also learn two languages of your choice.

Additionally, you can unerringly mimic the speech patterns and accent of a creature that you hear speak for at least 1 minute, enabling you to pass yourself off as a native speaker of a particular land, provided that you know the language.

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## UNCANNY DODGE



### 5th-level Rogue Feature

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.

**Reaction.** An instant response that can occur in response to a trigger. When you take a reaction, you can't take another one until the start of your next turn.

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## EVASION

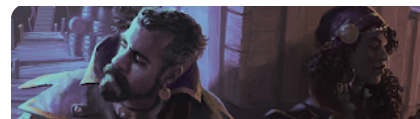


### 7th-level Rogue Feature

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.

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## INSIGHTFUL MANIPULATOR



### 9th-level Mastermind Feature

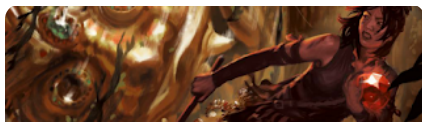
If you spend at least 1 minute observing or interacting with another creature outside combat, you can learn certain information about its capabilities compared to your own. The DM tells you if the creature is your equal, superior, or inferior in regard to two of the following characteristics of your choice:

- Intelligence score
- Wisdom score
- Charisma score
- Class levels (if any)

The DM may give you info such as creature's history or one of its personality traits.

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## RELIABLE TALENT

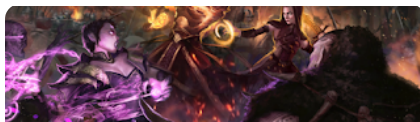


### 10th-level Rogue Feature

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.

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## MISDIRECTION

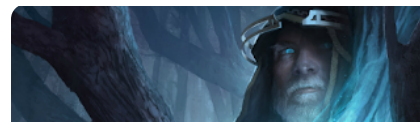


### 13th-level Mastermind Feature

When you are targeted by an attack, while a creature within 5 feet of you is granting you cover against that attack, you can use your reaction to have the attack target that creature instead of you.

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## BLINDSENSE

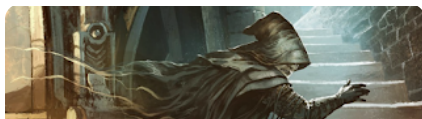


### 14th-level Rogue Feature

If you are able to hear, you are aware of the location of any hidden or invisible creature within 10 feet of you.

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## SLIPPERY MIND

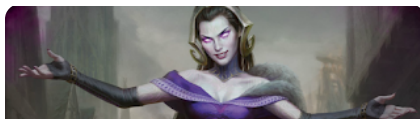


### 15th-level Rogue Feature

You gain proficiency in Wisdom saving throws.

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## SOUL OF DECEIT



### 17th-level Mastermind Feature

you can present false thoughts by succeeding on a Charisma (Deception) check contested by the mind reader's Wisdom (Insight) check.

Additionally, no matter what you say, magic that would determine if you are telling the truth indicates you are being truthful if you so choose, and you can't be compelled to tell the truth by magic.

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## ELUSIVE

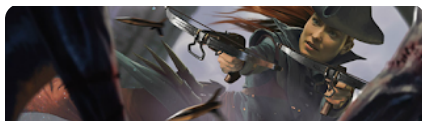


### 18th-level Rogue Feature

No attack roll has advantage against you while you aren't incapacitated.

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## STROKE OF LUCK



### 20th-level Rogue Feature

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.

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