

ROGUE

A SCOUNDREL WHO USES STEALTH AND TRICKERY
TO OVERCOME OBSTACLES AND ENEMIES

HIT DIE:

1D8

At first level, you have
8 hit points, plus your
Constitution modifier.



PROFICIENCIES

Armor

You can effectively wear **light armor**. If you are wielding a shield or wearing medium or heavy armor, you have disadvantage on any ability check, saving throw, or attack roll that involves Strength or Dexterity.

Weapons

Add your proficiency bonus to the attack roll for any attack you make with **simple weapons, hand crossbows, longswords, rapiers, or shortswords**.

Tools

You are proficient with **thieves' tools**. Proficiency with these tools lets you add your proficiency bonus to any ability checks you make to disarm traps or pick locks.

Saving Throws

Add your proficiency bonus when making a Dexterity or Intelligence saving throw.

+2

FEATURE

Thieves' Cant (PHB 96): An overlooked but potentially useful ability. It allows you to communicate with other rogues while bystanders think you're talking about the weather. Unfortunately, most parties only have one rogue.

CHOOSE

ARCANE TRICKSTER

IF YOU WANT TO MIX MAGIC WITH YOUR SKILL
AND STEALTH



CHOOSE

ASSASSIN

IF YOU WANT TO GET THE JUMP ON YOUR
ENEMIES



CHOOSE

INQUISITIVE

IF YOU WANT TO DISCOVER SECRETS, EXPOSE
LIES, AND INTUIT YOUR ENEMY'S WEAKNESSES



CHOOSE

MASTERMIND

IF YOU WANT TO MASTER INTRIGUE AND WIELD
WORDS AS WEAPONS



CHOOSE

SCOUT

IF YOU WANT TO TREK THE WILDERNESS AND
STAY ONE STEP AHEAD OF YOUR ENEMIES



CHOOSE

SWASHBUCKLER

IF YOU WANT TO FIGHT WITH ELEGANCE, SPEED,
AND CHARISMA



CHOOSE

THIEF

IF YOU WANT TO GET IN, GET OUT, AND GET
AWAY WITH IT



1ST LEVEL



Ability Scores **Dexterity** should be your highest score because you're a rogue first. But you're also a spellcaster and your spellcasting ability is **Intelligence**, which should be your second highest score.

Skills You have special training or a certain knack in four skills. Consider choosing **Investigation**, **Perception**, **Sleight of Hand**, and **Stealth**. When you make a skill check using any of your four skills, you add your proficiency bonus.

Starting Equipment Consider starting with the following, in addition to the equipment granted by your background.

- (a) a burglar's pack or (b) an explorer's pack
- leather armor, a rapier, a shortbow and quiver of 20 arrows, two daggers, and thieves' tools.

Expertise This feature makes your already versatile rogue (PHB 96) legendarily gifted in a couple areas.

Sneak Attack (PHB 96) Your keen eye can spot chinks in armor and lowered defenses. Then your subtle, swift movements can slash or pierce vulnerable spots, dealing **1d6** extra damage. You can sneak attack whenever you have advantage on the attack roll or when an ally is standing next to and therefore distracting your target.



2ND LEVEL



Your hit points increase by 1d8 + your Constitution modifier. Unlike 1st level, you must roll for these hit points or take the average (5). You gain another Hit Die (total of 2d8).

Cunning Action (PHB 96) Your Armor Class is not very high, so the trick is to deliver sneak attack damage and then get away. This ability allows you to retreat, run away, or hide after your regular action.

3RD LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 3d8).



Your sneak attack damage increases to **2d6**.

Spells (PHB 98) You can cast wizard spells. You learn three cantrips and three 1st-level spells, two of which must be enchantment or illusion spells. You can cast only two 1st-level wizard spells of your choice between rests and cantrips as often as you want.

One of your cantrips must be *mage hand*. Consider also *friends*, *message*, *minor illusion*, or *prestidigitation*. For your 1st-level spells, consider *charm person*, *disguise self*, *sleep*, *shield*, or *Tasha's hideous laughter*.

Mage Hand Legerdemain (PHB 98) This ability makes the cantrip *mage hand* much more useful. The spectral hand is now invisible and it can stow, pickpocket, disarm traps, and pick locks, all without being detected. What's more, these become part of the repertoire of your Cunning Action.

4TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 4d8).

Ability Score Increase (PHB 96) Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. This should be added to an ability score that's important to you—like **Dexterity** or **Intelligence**. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead. If you do, consider taking Elven Accuracy (if elf or half-elf), Fade Away (if gnome), Resilient (Constitution), Ritual Caster, or War Caster. You might also consider Magic Initiate with spell selections like *booming blade*, *hex*, and *magic stone* from the warlock spell list or *bless*, *guidance*, and *resistance* from the cleric spell list.

Spells You learn another 1st-level enchantment or illusion spell from the wizard spell list. You also gain an extra 1st-level spell slot.

1ST LEVEL



Ability Scores **Dexterity** should be your highest score, helping you strike more accurately. Make **Constitution** second in case your enemy survives to retaliate. Choose **Charisma** instead if you lie to get close to your mark.

Skills You have special training or a certain knack in four skills. Consider choosing **Deception**, **Perception**, **Sleight of Hand**, and **Stealth**. When you make a skill check using any of your four skills, you add your proficiency bonus.

Starting Equipment Consider starting with the following, in addition to the equipment granted by your background.

- (a) a burglar's pack or (b) dungeoneer's pack
- leather armor, a shortsword, a shortbow and quiver of 20 arrows, two daggers, and thieves' tools.

Expertise This feature makes your already versatile rogue (PHB 96) legendarily gifted in a couple areas.

Sneak Attack (PHB 96) Your keen eye can spot chinks in armor and lowered defenses. Then your subtle, swift movements can slash or pierce vulnerable spots, dealing **1d6** extra damage. You can sneak attack whenever you have advantage on the attack roll or when an ally is standing next to and therefore distracting your target.



2ND LEVEL



Your hit points increase by 1d8 + your Constitution modifier. Unlike 1st level, you must roll for these hit points or take the average (5). You gain another Hit Die (total of 2d8).

Cunning Action (PHB 96) Your Armor Class is not very high, so the trick is to deliver sneak attack damage and then get away. This ability allows you to retreat, run away, or hide after your regular action.

3RD LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 3d8).



Your sneak attack damage increases to **2d6**.

Bonus Proficiencies (PHB 97) You gain proficiency with the **disguise kit** and the **poisoner's kit**. This lets you add your proficiency bonus to any ability checks you make to create a visual disguise or to craft or use poisons.

Assassin (PHB 97) If you get the drop on your enemies, you can strike true and deliver crippling blows.

4TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 4d8).

Ability Score Increase (PHB 96) Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. This should be added to an ability score that's important to you—like **Dexterity**. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead. If you do, consider taking Alert, Crossbow Expert, Elven Accuracy (if elf or half-elf), Fade Away (if gnome), Resilient, Skulker, or Sharpshooter.

1ST LEVEL



Ability Scores As with any rogue, **Dexterity** should be your highest score. **Intelligence** or **Wisdom** should be second highest to help in your sleuthing.

Skills You have special training or a certain knack in four skills. Consider choosing **Insight**, **Investigation**, **Perception**, and **Stealth**. When you make a skill check using any of your four skills, you add your proficiency bonus.

Starting Equipment Consider starting with the following, in addition to the equipment granted by your background.

- (a) a burglar's pack, (b) a dungeoneer's pack, or (c) an explorer's pack
- leather armor, a rapier, a shortbow and quiver of 20 arrows, two daggers, and thieves' tools.

Expertise This feature makes your already versatile rogue (PHB 96) legendarily gifted in a couple areas.

Sneak Attack (PHB 96) Your keen eye can spot chinks in armor and lowered defenses. Then your subtle, swift movements can slash or pierce vulnerable spots, dealing **1d6** extra damage. You can sneak attack whenever you have advantage on the attack roll or when an ally is standing next to and therefore distracting your target.



2ND LEVEL



Your hit points increase by 1d8 + your Constitution modifier. Unlike 1st level, you must roll for these hit points or take the average (5). You gain another Hit Die (total of 2d8).

Cunning Action (PHB 96) Your Armor Class is not very high, so the trick is to deliver sneak attack damage and then get away. This ability allows you to retreat, run away, or hide after your regular action.

3RD LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 3d8).



Your sneak attack damage increases to **2d6**.

Ear for Deceit (XGtE 45) You can usually tell when someone is lying.

Eye for Detail (XGtE 45) Your keen sleuthing skills reveal hidden creatures, objects, or clues.

Insightful Fighting (XGtE 45) Use your Insight skill to Sneak Attack a target even when you don't have advantage.

4TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 4d8).

Ability Score Increase (PHB 96) Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. This should be added to an ability score that's important to you—like **Dexterity**. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead. If you do, consider taking Alert, Keen Mind, Observant, or Prodigy (if half-elf, half-orc, or human).

1ST LEVEL



Ability Scores **Dexterity** should be your highest score because it improves your aim. Because of your social role, **Charisma** should be second highest for deception and persuasion. **Intelligence** is also important because you're a bit of a brainiac.

Skills You have special training or a certain knack in four skills. Consider choosing **Arcana**, **Deception**, **Investigation**, and **Persuasion**. When you make a skill check using any of your four skills, you add your proficiency bonus.

Starting Equipment Consider starting with the following, in addition to the equipment granted by your background.

- (a) a rapier or (b) a shortsword
- leather armor, a shortbow and quiver of 20 arrows, a burglar's pack, two daggers, and thieves' tools.

Expertise This feature makes your already versatile rogue (PHB 96) legendarily gifted in a couple areas.

Sneak Attack (PHB 96) Your keen eye can spot chinks in armor and lowered defenses. Then your subtle, swift movements can slash or pierce vulnerable spots, dealing **1d6** extra damage. You can sneak attack whenever you have advantage on the attack roll or when an ally is standing next to and therefore distracting your target.



2ND LEVEL



Your hit points increase by 1d8 + your Constitution modifier. Unlike 1st level, you must roll for these hit points or take the average (5). You gain another Hit Die (total of 2d8).

Cunning Action (PHB 96) Your Armor Class is not very high, so the trick is to deliver sneak attack damage and then get away. This ability allows you to retreat, run away, or hide after your regular action.

3RD LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 3d8).



Your sneak attack damage increases to **2d6**.

Master of Intrigue (SCAG 135) You learn two languages of your choice. You also gain proficiency in the **disguise kit**, the **forgery kit**, and one gaming set of your choice. This lets you add your proficiency bonus to any ability checks you make to create a visual disguise, to make a physical forgery of a document, or to play a game with that set.

Master of Tactics (XGE 45) Your instructions and insights on the battlefield can give advantage to an ally who hears you and heeds your advice.

4TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 4d8).

Ability Score Increase (PHB 96) Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. This should be added to an ability score that's important to you—like **Dexterity**. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead. If you do, consider taking Crossbow Expert, Keen Mind, Linguist, Prodigy (if half-elf, half-orc, or human), Skilled, or Sharpshooter.

1ST LEVEL



Ability Scores

Dexterity should be your highest score because it improves your aim and swing. Your next highest should be **Wisdom** to improve your awareness, or **Constitution** to keep you fighting.

Skills

You have special training or a certain knack in four skills. Consider choosing **Acrobatics**, **Athletics**, **Perception**, and **Stealth**. When you make a skill check using any of your four skills, you add your proficiency bonus.

Starting Equipment Consider starting with the following, in addition to the equipment granted by your background.

- (a) a dungeoneer's pack or (b) an explorer's pack
- leather armor, a shortsword, a shortbow and quiver of 20 arrows, two daggers, and thieves' tools.

Expertise This feature makes your already versatile rogue (PHB 96) legendarily gifted in a couple areas.

Sneak Attack (PHB 96)

Your keen eye can spot chinks in armor and lowered defenses. Then your subtle, swift movements can slash or pierce vulnerable spots, dealing **1d6** extra damage. You can sneak attack whenever you have advantage on the attack roll or when an ally is standing next to and therefore distracting your target.



2ND LEVEL



Your hit points increase by 1d8 + your Constitution modifier. Unlike 1st level, you must roll for these hit points or take the average (5). You gain another Hit Die (total of 2d8).

Cunning Action (PHB 96)

Your Armor Class is not very high, so the trick is to deliver sneak attack damage and then get away. This ability allows you to retreat, run away, or hide after your regular action.

3RD LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 3d8).



Your sneak attack damage increases to **2d6**.

Skirmisher (XGtE 47)

If an enemy gets too close, you can move away a little without provoking reprisals.

Survivalist You gain proficiency in the **Nature** and **Survival** skills. And your proficiency bonus is doubled when using either of these skills. (XGtE 47)

4TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 4d8).

Ability Score Increase (PHB 96)

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. This should be added to an ability score that's important to you—like **Dexterity**. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead. If you do, consider taking Alert, Dungeon Delver, Fade Away (if gnome), Elven Accuracy (if elf or half-elf), Fey Teleportation (if high elf), Mobile, Observant, or Sharpshooter.

1ST LEVEL



Ability Scores

Dexterity should be your highest score because it improves your skill with the blade. Make **Charisma** your next-highest score to improve your initiative rolls and make use of your panache.

Skills

You have special training or a certain knack in four skills. Consider choosing **Acrobatics**, **Deception**, **Perception**, and **Persuasion**. When you make a skill check using any of your four skills, you add your proficiency bonus.

Starting Equipment Consider starting with the following, in addition to the equipment granted by your background.

- An explorer's pack, leather armor, a rapier, a shortsword, two daggers, and thieves' tools.

Expertise This feature makes your already versatile rogue (PHB 96) legendarily gifted in a couple areas.

Sneak Attack (PHB 96)



Your keen eye can spot chinks in armor and lowered defenses. Then your subtle, swift movements can slash or pierce vulnerable spots, dealing **1d6** extra damage. You can sneak attack whenever you have advantage on the attack roll or when an ally is standing next to and therefore distracting your target.

2ND LEVEL



Your hit points increase by 1d8 + your Constitution modifier. Unlike 1st level, you must roll for these hit points or take the average (5). You gain another Hit Die (total of 2d8).

Cunning Action (PHB 96)

Your Armor Class is not very high, so the trick is to deliver sneak attack damage and then get away. This ability allows you to retreat, run away, or hide after your regular action.

3RD LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 3d8).



Your sneak attack damage increases to **2d6**.

Fancy Footwork (SCAG 135)

Other characters must use an action to Disengage if they want to escape a melee, but not you. This ability allows you to use your bonus action to fight with two weapons, and then safely evade each foe you hit.

Rakish Audacity (SCAG 136)

Add your Charisma modifier to your initiative rolls. In addition, your Sneak Attack applies whether an ally is next to your target or not.

4TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 4d8).

Ability Score Increase (PHB 96)

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. This should be added to an ability score that's important to you—like **Dexterity** or **Charisma**. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead. If you do, consider taking Dual Wielder, Inspiring Leader, Lucky, Mage Slayer, or Martial Adept.

1ST LEVEL



Ability Scores **Dexterity** is paramount for thieves. Your next highest score should be **Wisdom** for heightened awareness or **Charisma** for deceiving.

Skills You have special training or a certain knack in four skills. Consider choosing **Acrobatics**, **Athletics**, **Sleight of Hand**, and **Stealth**. When you make a skill check using any of your four skills, you add your proficiency bonus.

Starting Equipment Consider starting with the following, in addition to the equipment granted by your background.

- (a) a rapier or (b) a shortsword
- (a) a shortbow and a quiver of 20 arrows or (b) a shortsword
- leather armor, a burglar's pack, two daggers, and thieves' tools.

Expertise This feature makes your already versatile rogue (PHB 96) legendarily gifted in a couple areas.

Sneak Attack (PHB 96) Your keen eye can spot chinks in armor and lowered defenses. Then your subtle, swift movements can slash or pierce vulnerable spots, dealing **1d6** extra damage. You can sneak attack whenever you have advantage on the attack roll or when an ally is standing next to and therefore distracting your target.



2ND LEVEL



Your hit points increase by 1d8 + your Constitution modifier. Unlike 1st level, you must roll for these hit points or take the average (5). You gain another Hit Die (total of 2d8).

Cunning Action (PHB 96) Your Armor Class is not very high, so the trick is to deliver sneak attack damage and then get away. This ability allows you to retreat, run away, or hide after your regular action.

3RD LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 3d8).



Your sneak attack damage increases to **2d6**.

Fast Hands (PHB 97) Like an upgrade to Cunning Action, now you can use a bonus action to disable traps, pick locks and pockets, and other nimble-fingered feats.

Second-Story Work (PHB 97) You can climb as fast as you can walk. And you can jump much farther than a typical person of your stature.

4TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 4d8).

Ability Score Increase (PHB 96) Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. This should be added to an ability score that's important to you—like **Dexterity**. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead. If you do, consider taking Fade Away (if gnome), Healer, Lucky, Observant, or Resilient.

5TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 5d8).

+3

Increase your proficiency bonus from +2 to +3. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient. Remember that this affects your Expertise ability.



Your sneak attack damage increases to **3d6**.

Uncanny Dodge
(PHB 96)

Once per turn, if you're aware of your attacker, you can halve the damage of any attack it deals!

6TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 6d8).

Expertise This is the upgrade to your Expertise feature. (PHB 96) Two more skill proficiencies of your choice (or thieves' tools) receive double your proficiency bonus.

7TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 7d8).



Your sneak attack damage increases to **4d6**.

Evasion
(PHB 96)

Your reflexes are astonishing. When you make a Dexterity saving throw, you only take half damage if you fail and you take no damage if you succeed!

Spells

You gain two 2nd-level spell slots and one additional 1st-level spell slot. You also learn one new enchantment or illusion wizard spell. Consider learning one of the following 2nd-level spells: *invisibility*, *mirror image*, or *suggestion*.

8TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 8d8).

Ability Score Increase Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. This should be added to an ability score that's important to you—like **Dexterity** or **Intelligence**. You cannot increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells

You learn one new 1st- or 2nd-level wizard spell from any school of magic. Consider learning one of the following 2nd-level spells: *enlarge/reduce*, *levitate*, *misty step*, *rope trick*, or *spider climb*.

5TH LEVEL



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Ability Score Increase Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. This should be added to an ability score that's important to you—like **Dexterity** or **Charisma**. You cannot increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

5TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 5d8).



Increase your proficiency bonus from +2 to +3. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient. Remember that this affects your Expertise ability.



Your sneak attack damage increases to **3d6**.

Uncanny Dodge
(PHB 96)

Once per turn, if you're aware of your attacker, you can halve the damage of any attack it deals!

6TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 6d8).

Expertise This is the upgrade to your Expertise feature. (PHB 96) Two more skill proficiencies of your choice (or thieves' tools) receive double your proficiency bonus.

7TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 7d8).



Your sneak attack damage increases to **4d6**.

Evasion
(PHB 96)

Your reflexes are astonishing. When you make a Dexterity saving throw, you only take half damage if you fail and you take no damage if you succeed!

8TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 8d8).

Ability Score Increase Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. This should be added to an ability score that's important to you—like **Dexterity**. You cannot increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

9TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 9d8).



Increase your proficiency bonus from +3 to +4. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.



Your sneak attack damage increases to **5d6**.

Magical Ambush (PHB 98) If you are hidden from a creature when you cast a spell on it, the creature has disadvantage on any saving throw it makes against the spell this turn.

10TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 10d8).

Ability Score Increase Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells You learn another enchantment or illusion wizard spell and another cantrip. You gain another 2nd-level spell slot.

11TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 11d8).



Your sneak attack damage increases to **6d6**.

Reliable Talent (PHB 96) You cannot roll lower than a 10 on an ability check in which you are proficient. No more uncharacteristic fumbles!

Spells You learn another enchantment or illusion spell from the wizard spell list.

12TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 12d8).

Ability Score Increase Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

9TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 9d8).



Increase your proficiency bonus from +3 to +4. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.



Your sneak attack damage increases to **5d6**.

Infiltration Expertise You can establish false identities that are totally believable.
(PHB 97)

10TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 10d8).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

11TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 11d8).



Your sneak attack damage increases to **6d6**.

Reliable Talent You cannot roll lower than a 10 on an ability check in which you are proficient. No more uncharacteristic fumbles!
(PHB 96)

12TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 12d8).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

9TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 9d8).



Increase your proficiency bonus from +3 to +4. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.



Your sneak attack damage increases to **5d6**.

Steady Eye
(XGtE 45)

Slow down and you get advantage on Perception and Investigation checks.

10TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 10d8).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

11TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 11d8).



Your sneak attack damage increases to **6d6**.

Reliable Talent
(PHB 96)

You cannot roll lower than a 10 on an ability check in which you are proficient. No more uncharacteristic fumbles!

12TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 12d8).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

9TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 9d8).



Increase your proficiency bonus from +3 to +4. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.



Your sneak attack damage increases to **5d6**.

Insightful Manipulator
(SCAG 135)

After a minute in a creature's company, you can tell whether you're dealing with someone superior or inferior. You might also glean something of its history and personality.

10TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 10d8).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

11TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 11d8).



Your sneak attack damage increases to **6d6**.

Reliable Talent
(PHB 96)

You cannot roll lower than a 10 on an ability check in which you are proficient. No more uncharacteristic fumbles!

12TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 12d8).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

9TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 9d8).

+4

Increase your proficiency bonus from +3 to +4. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.



Your sneak attack damage increases to **5d6**.

Superior Mobility
(XGtE 47) Walk faster, climb higher, swim better!

10TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 10d8).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

11TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 11d8).



Your sneak attack damage increases to **6d6**.

Reliable Talent
(PHB 96) You cannot roll lower than a 10 on an ability check in which you are proficient. No more uncharacteristic fumbles!

12TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 12d8).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

9TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 9d8).



Increase your proficiency bonus from +3 to +4. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.



Your sneak attack damage increases to **5d6**.

Panache
(SCAG 136)

If you win a contest of bravado, you can rattle your enemies. Doing so shakes their confidence and makes them fight poorly. Alternatively, your charisma can charm a bystander so long as you don't hurt it.

10TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 10d8).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

11TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 11d8).



Your sneak attack damage increases to **6d6**.

Reliable Talent
(PHB 96)

You cannot roll lower than a 10 on an ability check in which you are proficient. No more uncharacteristic fumbles!

12TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 12d8).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

9TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 9d8).



Increase your proficiency bonus from +3 to +4. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.



Your sneak attack damage increases to **5d6**.

Supreme Sneak (PHB 97) Being a thief, you're generally a stealthy individual. Slow your pace and you're supremely sneaky.

10TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 10d8).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

11TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 11d8).



Your sneak attack damage increases to **6d6**.

Reliable Talent (PHB 96) You cannot roll lower than a 10 on an ability check in which you are proficient. No more uncharacteristic fumbles!

12TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 12d8).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

13TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 13d8).



Increase your proficiency bonus from +4 to +5. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.



x7

Your sneak attack damage increases to **7d6**.

Versatile Trickster
(PHB 98)

Turn your *mage hand* into a distraction or annoyance to your enemy, giving you advantage on attack rolls.

Spells

You gain two 3rd-level spell slots. You also learn another enchantment or illusion wizard spell. Consider learning one of the following 3rd-level spells: *fear*, *hypnotic pattern*, or *major image*.

14TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 14d8).

Blind-sense
(PHB 96)

Your hearing is so acute, you can “see” hidden and invisible creatures near you.

Spells

You learn another wizard spell from any school of magic. Consider learning one of the following 3rd-level spells: *fly* or *haste*.

15TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 15d8).



x8

Your sneak attack damage increases to **8d6**.

Slippery Mind
(PHB 96)

You gain proficiency in Wisdom saving throws. Add your proficiency bonus when you make a Wisdom saving throw.

16TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 16d8).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells

You gain another 3rd-level spell slot. You also learn another enchantment or illusion wizard spell.

13TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 13d8).



Increase your proficiency bonus from +4 to +5. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.



Your sneak attack damage increases to **7d6**.

Imposter (PHB 98) If you spend three hours observing someone, you can talk, write, and behave just like him or her.

14TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 14d8).

Blind-sense (PHB 96)

Your hearing is so acute, you can “see” hidden and invisible creatures near you.

15TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 15d8).



Your sneak attack damage increases to **8d6**.

Slippery Mind (PHB 96) You gain proficiency in Wisdom saving throws. Add your proficiency bonus when you make a Wisdom saving throw.

16TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 16d8).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

13TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 13d8).



Increase your proficiency bonus from +4 to +5. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.



x7

Your sneak attack damage increases to **7d6**.

Unerring Eye

(XGtE 45)

Your uncanny senses detect illusions and shape-changers.

14TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 14d8).

Blind-sense (PHB 96)

Your hearing is so acute, you can “see” hidden and invisible creatures near you.

15TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 15d8).



x8

Your sneak attack damage increases to **8d6**.

Slippery Mind

(PHB 96)

You gain proficiency in Wisdom saving throws. Add your proficiency bonus when you make a Wisdom saving throw.

16TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 16d8).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

13TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 13d8).



Increase your proficiency bonus from +4 to +5. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.



Your sneak attack damage increases to **7d6**.

Misdirection
(SCAG 135)

If you can keep a creature between you and an enemy, you can make the enemy hit that creature instead of you.

14TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 14d8).

Blind-sense
(PHB 96)

Your hearing is so acute, you can “see” hidden and invisible creatures near you.

15TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 15d8).



Your sneak attack damage increases to **8d6**.

Slippery Mind
(PHB 96)

You gain proficiency in Wisdom saving throws. Add your proficiency bonus when you make a Wisdom saving throw.

16TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 16d8).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

13TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 13d8).



Increase your proficiency bonus from +4 to +5. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.



Your sneak attack damage increases to **7d6**.

Ambush Master
(XGtE 47)

Get the jump on enemies in combat and mark the first creature you hit as easy prey.

14TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 14d8).

Blind-sense
(PHB 96)

Your hearing is so acute, you can “see” hidden and invisible creatures near you.

15TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 15d8).



Your sneak attack damage increases to **8d6**.

Slippery Mind
(PHB 96)

You gain proficiency in Wisdom saving throws. Add your proficiency bonus when you make a Wisdom saving throw.

16TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 16d8).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

13TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 13d8).



Increase your proficiency bonus from +4 to +5. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.



Your sneak attack damage increases to **7d6**.

**Elegant
Maneuver**
(SCAG
136)

If you expend a bonus action, you get advantage on Acrobatics and Athletics checks that same turn.

14TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 14d8).

**Blind-
sense**
(PHB 96)

Your hearing is so acute, you can “see” hidden and invisible creatures near you.

15TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 15d8).



Your sneak attack damage increases to **8d6**.

**Slippery
Mind**
(PHB 96)

You gain proficiency in Wisdom saving throws. Add your proficiency bonus when you make a Wisdom saving throw.

16TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 16d8).

**Ability
Score
Increase**

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

13TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 13d8).



Increase your proficiency bonus from +4 to +5. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.



Your sneak attack damage increases to **7d6**.

Use Magic Item You can use any magic item you encounter, no matter its restrictions.
(PHB 97)

14TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 14d8).

Blind-sense
(PHB 96)

Your hearing is so acute, you can “see” hidden and invisible creatures near you.

15TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 15d8).



Your sneak attack damage increases to **8d6**.

Slippery Mind You gain proficiency in Wisdom saving throws. Add your proficiency bonus when you make a Wisdom saving throw.
(PHB 96)

16TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 16d8).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

17TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 17d8).

+6

Increase your proficiency bonus from +5 to +6. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.



x9

Your sneak attack damage increases to **9d6**.

Spell Thief
(PHB 98)

You can magically steal the knowledge of a spell from another spellcaster and retain it for the next eight hours.

18TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 18d8).

Elusive
(PHB 96)

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

19TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 19d8).



x10

Your sneak attack damage increases to **10d6**.

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells

You gain one 4th-level spell slot. You also learn another enchantment or illusion wizard spell. Consider learning one of the following 4th-level spells: *confusion*, *greater invisibility*, or *phantasmal killer*.

20TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 20d8).

Stroke of Luck
(PHB 67)

Your capstone ability. Once between rests, you can turn a miss into a hit or automatically succeed an ability check.

Spells

You learn another wizard spell from any school of magic. Consider learning one of the following 4th-level spells: *dimension door* or *Evard's black tentacles*.

17TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 17d8).

+6

Increase your proficiency bonus from +5 to +6. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.



Your sneak attack damage increases to **9d6**.

Death Strike
(PHB 97)

On a hit, a surprised enemy that fails its save takes double the damage.

18TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 18d8).

Elusive
(PHB 96)

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

19TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 19d8).



Your sneak attack damage increases to **10d6**.

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

20TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 20d8).

Stroke of Luck
(PHB 67)

Your capstone ability. Once between rests, you can turn a miss into a hit or automatically succeed an ability check.

17TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 17d8).

+6

Increase your proficiency bonus from +5 to +6. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.



Your sneak attack damage increases to **9d6**.

Eye for Weakness Your Insightful Fighting feature becomes a pressure-point-punching powerhouse of pain. (XGtE 45)

18TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 18d8).

Elusive (PHB 96) No attack roll has advantage against you while you aren't incapacitated.

19TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 19d8).



Your sneak attack damage increases to **10d6**.

Ability Score Increase Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

20TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 20d8).

Stroke of Luck (PHB 67) Your capstone ability. Once between rests, you can turn a miss into a hit or automatically succeed an ability check.

17TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 17d8).

+6

Increase your proficiency bonus from +5 to +6. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.



x9

Your sneak attack damage increases to **9d6**.

Soul of Deceit
(SCAG 135)

Your ability to lie becomes supernatural.

18TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 18d8).

Elusive
(PHB 96)

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

19TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 19d8).



x10

Your sneak attack damage increases to **10d6**.

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

20TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 20d8).

Stroke of Luck
(PHB 67)

Your capstone ability. Once between rests, you can turn a miss into a hit or automatically succeed an ability check.

17TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 17d8).



Increase your proficiency bonus from +5 to +6. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.



Your sneak attack damage increases to **9d6**.

Sudden Strike
(XGtE 47)

As a bonus action, make one additional attack, even dealing sneak attack damage. Fast and furious.

18TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 18d8).

Elusive
(PHB 96)

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

19TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 19d8).



Your sneak attack damage increases to **10d6**.

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

20TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 20d8).

Stroke of Luck
(PHB 67)

Your capstone ability. Once between rests, you can turn a miss into a hit or automatically succeed an ability check.

17TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 17d8).

+6

Increase your proficiency bonus from +5 to +6. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.



Your sneak attack damage increases to **9d6**.

Master Duelist
(SCAG 136)

Once between rests, if you miss with an attack, you can roll it again with advantage.

18TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 18d8).

Elusive
(PHB 96)

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

19TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 19d8).



Your sneak attack damage increases to **10d6**.

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

20TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 20d8).

Stroke of Luck
(PHB 67)

Your capstone ability. Once between rests, you can turn a miss into a hit or automatically succeed an ability check.

17TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 17d8).



Increase your proficiency bonus from +5 to +6. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.



Your sneak attack damage increases to **9d6**.

**Thief's
Reflexes**
(PHB 96)

You take two turns on the first round of combat.

18TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 18d8).

Elusive
(PHB 96)

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

19TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 19d8).



Your sneak attack damage increases to **10d6**.

**Ability
Score
Increase**

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

20TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 20d8).

**Stroke of
Luck**
(PHB 67)

Your capstone ability. Once between rests, you can turn a miss into a hit or automatically succeed an ability check.

TRAINING GROUND

DOUBLE THE PAIN, DOUBLE THE FUN

Wielding two finesse weapons, such as two shortswords, doubles your chance to apply sneak attack damage. (Don't add your ability modifier to the damage of your second attack.)

But bear in mind that doing so will use up your bonus action so you cannot use your Cunning Action ability afterward.

TRICKY SPELLS

Unlike wizards, arcane tricksters do not carry spellbooks. They simply know their spells. Spells can also be unlearned and replaced.

Whenever you gain a level in rogue, you can replace one of the wizard spells you know with another spell of your choice from the wizard spell list. The new spell must be of a level for which you have spell slots, and it must be an enchantment or illusion spell, unless you're replacing the spell you gained at 8th, 14th, or 20th level.

GET IN, GET OUT

In combat, you are best served by darting in and out of combat or firing attacks from a distance. You have neither the Armor Class nor the hit points to stand toe-to-toe with enemies.

There are two common ways to deliver sneak attack damage without putting yourself too much in harm's way. Both methods employ your Cunning Action ability. One, dash away after melee attacking or, two, hide after using a ranged weapon when an ally is within 5 feet of your target.

I HAVE THE HIGH GROUND

In combat, you want to always be looking for ways to gain advantage on your attack roll. Having advantage on the attack roll is one of two ways to apply sneak attack damage on a successful hit.

Some of the most common ways to gain advantage are the following:

- attacking while hidden from the target
- attacking a prone target within 5 feet
- expending an inspiration point
- attacking while invisible
- attacking a target that has certain conditions (paralyzed, petrified, restrained, stunned, blinded, or unconscious)
- attacking in darkness if you have darkvision and your target does not.

IT'S A TRAP!

With proficiency in thieves' tools and Dexterity saves, you are probably the best person to detect and disable traps. To do so, roll a Wisdom (Perception) check. If detected, you will need an Intelligence (Investigation) check (or Arcana if the trap is magical) to deduce how to disable the trap.

Then make a Dexterity check with thieves' tools, adding your proficiency bonus, (which is doubled if you chose thieves' tools for your Expertise ability). If you succeed, it's safe to proceed.

ODDS ARE BETTER THAN EVEN

When a new level calls for an Ability Score Increase, look at your two most important ability scores. If both are an odd number, consider boosting both scores by 1. By so doing, you can increase both ability score modifiers!

ARE THERE ROCKS AHEAD?

One of the tasks rogues perform very well is that of reconnaissance. To do so, go ahead of the rest of the party, hiding and sneaking as much as possible. Your DM will probably ask you to roll one or more Dexterity (Stealth) checks. A high Perception will help you and, if not, your proficiency in Dexterity saving throws certainly will.

If you spot a trap, disable it. If you encounter an enemy, you can sneak back to the party.

Another option is to attempt to kill or wound the enemy. Assassins are especially good at dealing damage alone to a single threat, but all rogues, because of Sneak Attack do this well. Remember that hiding grants you advantage on your attack roll and qualifies for Sneak Attack damage.

Thereafter, use Cunning Action to keep one step ahead of the enemy, perhaps even taking shots at it, until you rejoin the group.

ARMOR UPGRADE

As soon as you acquire 45 gp, by legal means or otherwise, upgrade your armor to studded leather. It has a higher AC than the leather armor you probably started with and no disadvantages to Stealth checks.

The only reason why you might want to keep leather armor is if it's somehow magical in nature. If you started with a shortbow, you should probably switch it out for a light crossbow.

HAVE ON HAND

Do not forget to have on your person at all times caltrops, ball bearings, rope, a climber's kit, and any other kits you are proficient with.

Caltrops and ball bearings can slow pursuing creatures or serve as simple traps. A rope and climber's kit are a must for heists and Underdark adventures.

ELF ROGUE 1

"I don't steal for the money. I steal for notoriety and cheap thrills. Life is too short to live under the thumb of one's family, even an elf's life."

You were born into a noble elven family. Your entire life, every last century, was planned out for you before you were born. But no one anticipated how privilege would rankle you. You felt smothered and let everyone know it. Not able to wholly escape elven nobility, you rebelled, becoming a thief at night, pulling off ever more dangerous heists. You became acquainted with the seedy underbelly of your hometown. Since you do nothing all day, your family thinks you are merely lazy; they have no idea you are on your way to becoming a legendary thief.

BACKGROUND (NOBLE)

You were raised in privilege and can't fathom what it would be like to steal to survive. You steal for thrills.

Position of Privilege. Thanks to your noble birth, people are inclined to think the best of you. You are welcome in high society, and people assume you have the right to be wherever you are. The common folk make every effort to accommodate you and avoid your displeasure, and other people of high birth treat you as a member of the same social sphere. You can secure an audience with a local noble if you need to.

Personality Trait. No one could doubt by looking at your regal bearing that you are a cut above the unwashed masses, and you take great pains to always look your best and follow the latest fashions.

Ideal. You must prove that you can handle yourself without the coddling of your family.

Bond. You are in love with the heir of a family that your family despises.

Flaw. By your words and actions, you often bring shame to your family.

HIGH ELF TRAITS

Fey Ancestry. You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Trance. You don't require sleep. Instead, you meditate deeply, semiconscious, for 4 hours a day. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

Cantrip. You know the *mage hand* cantrip.

ROGUE FEATURES

Sneak Attack. 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 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.

Medium humanoid (high elf), neutral

Armor Class 14 (leather)

Hit Points 9 (Hit Dice 1d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	17 (+3)	12 (+1)	14 (+2)	14 (+2)	10 (+0)

Proficiencies (+2 proficiency bonus)

Armor light

Saving Throws Dex +5, Int +4; advantage on saves against being charmed

Skills Acrobatics +5, Athletics +1, History +4, Perception +4, Persuasion +2, Sleight of Hand +5, Stealth +7

Tools dragonchess set, thieves' tools +7

Weapons hand crossbow, longbow, longsword, rapier, shortsword, simple weapons

Senses darkvision, passive Perception 14

Languages Common, Dwarvish, Elvish, Halfling, thieves' cant

ACTIONS

Attack. You can attack when you take this action, using the following:

Rapier. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 1d8 + 3 piercing damage.

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target.

Hit: 1d6 + 3 piercing damage.

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target.

Hit: 1d4 + 3 piercing damage.

Mage Hand. *Cantrip:* Range 30 ft., up to 1 minute. 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 of a vial.

OPTIONS

Fey Ancestry. Elf trait

Trance. Elf trait

Sneak Attack. Rogue feature

EQUIPMENT

Backpack, ball bearings (bag of 1,000), bell, candle, fine clothes, crowbar, daggers (2), hammer, hooded lantern, hempen rope (50 ft), leather armor, oil (2 flasks), pitons (10), rapier, scroll of pedigree, shortbow and quiver with 20 arrows, signet ring, string (10 feet), thieves' tools, waterskin, belt pouch with 25 gp.

ELF ROGUE 5

"I don't steal for the money. I steal for notoriety and cheap thrills. Life is too short to live under the thumb of one's family, even an elf's life."

You were born into a noble elven family. Your entire life, every last century, was planned out for you before you were born. But no one anticipated how privilege would rankle you. You felt smothered and let everyone know it. Not able to wholly escape elven nobility, you rebelled, becoming a thief at night, pulling off ever more dangerous heists. You became acquainted with the seedy underbelly of your hometown. Since you do nothing all day, your family thinks you are merely lazy; they have no idea you are on your way to becoming a legendary thief.

BACKGROUND (NOBLE)

You were raised in privilege and can't fathom what it would be like to steal to survive. You steal for thrills.

Position of Privilege. Thanks to your noble birth, people are inclined to think the best of you. You are welcome in high society, and people assume you have the right to be wherever you are. The common folk make every effort to accommodate you and avoid your displeasure, and other people of high birth treat you as a member of the same social sphere. You can secure an audience with a local noble if you need to.

Personality Trait. No one could doubt by looking at your regal bearing that you are a cut above the unwashed masses, and you take great pains to always look your best and follow the latest fashions.

Ideal. You must prove that you can handle yourself without the coddling of your family.

Bond. You are in love with the heir of a family that your family despises.

Flaw. By your words and actions, you often bring shame to your family.

HIGH ELF TRAITS

Fey Ancestry. You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Trance. You don't require sleep. Instead, you meditate deeply, semiconscious, for 4 hours a day. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

Cantrip. You know the *mage hand* cantrip.

ROGUE FEATURES

Cunning Action. You can take a bonus action on each of your turns in combat, only to take the Dash, Disengage, or Hide action.

Fast Hands. 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.

Medium humanoid (high elf), neutral

Armor Class 16 (studded leather)

Hit Points 33 (Hit Dice 5d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	19 (+4)	12 (+1)	14 (+2)	14 (+2)	10 (+0)

Proficiencies (+3 proficiency bonus)

Armor light

Saving Throws Dex +7, Int +5; advantage on saves against being charmed

Skills Acrobatics +7, Athletics +2, History +5, Perception +5, Persuasion +3, Sleight of Hand +7, Stealth +10

Tools dragonchess set, thieves' tools +10

Weapons hand crossbow, longbow, longsword, rapier, shortsword, simple weapons

Senses darkvision, passive Perception 15

Languages Common, Dwarvish, Elvish, Halfling, thieves' cant

ACTIONS

Attack. You can attack when you take this action, using the following:

Rapier. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.

Hit: 1d8 + 4 piercing damage.

Light Crossbow. *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target.

Hit: 1d8 + 4 piercing damage.

Dagger. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target.

Hit: 1d4 + 4 piercing damage.

Mage Hand. *Cantrip:* Range 30 ft., up to 1 minute.

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 of a vial.

BONUS ACTIONS

Cunning Action. Rogue feature

REACTIONS

Uncanny Dodge. Rogue feature

OPTIONS

Fey Ancestry. Elf trait

Trance. Elf trait

Sneak Attack. Rogue feature

Second-Story Work. Climbing does not cost 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.

Sneak Attack. Once per turn, you can deal an extra 3d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or 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.

Uncanny Dodge. 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.

EQUIPMENT

Backpack, ball bearings (bag of 1,000), bell, caltrops, candle, fine clothes, crowbar, daggers (2), dark common clothes with a hood, hammer, hooded lantern, light crossbow and case with 20 bolts, oil (2 flasks), pitons (10), *potion of healing*, rapier, *rope of climbing*, scroll of pedigree, shortbow and quiver with 20 arrows, signet ring, string (10 feet), studded leather, thieves' tools, waterskin, belt pouch with 25 gp.

ROPE OF CLIMBING

Wondrous Item, uncommon

This 60-foot length of silk rope weighs 3 pounds and can hold up to 3,000 pounds. If you hold one end of the rope and use an action to speak the command word, the rope animates. As a bonus action, you can command the other end to move toward a destination you choose. That end moves 10 feet on your turn when you first command it and 10 feet on each of your turns until reaching its destination, up to its maximum length away, or until you tell it to stop. You can also tell the rope to fasten itself securely to an object or to unfasten itself, to knot or unknot itself, or to coil itself for carrying.

If you tell the rope to knot, large knots appear at 1-foot intervals along the rope. While knotted, the rope shortens to a 50-foot length and grants advantage on checks made to climb it.

The rope has AC 20 and 20 hit points. It regains 1 hit point every 5 minutes as long as it has at least 1 hit point. If the rope drops to 0 hit points, it is destroyed.

ELF ROGUE 11

"I don't steal for the money. I steal for notoriety and cheap thrills. Life is too short to live under the thumb of one's family, even an elf's life."

You were born into a noble elven family. Your entire life, every last century, was planned out for you before you were born. But no one anticipated how privilege would rankle you. You felt smothered and let everyone know it. Not able to wholly escape elven nobility, you rebelled, becoming a thief at night, pulling off ever more dangerous heists. You became acquainted with the seedy underbelly of your hometown. Since you do nothing all day, your family thinks you are merely lazy; they have no idea you are on your way to becoming a legendary thief.

BACKGROUND (NOBLE)

You were raised in privilege and can't fathom what it would be like to steal to survive. You steal for thrills.

Position of Privilege. Thanks to your noble birth, people are inclined to think the best of you. You are welcome in high society, and people assume you have the right to be wherever you are. The common folk make every effort to accommodate you and avoid your displeasure, and other people of high birth treat you as a member of the same social sphere. You can secure an audience with a local noble if you need to.

Personality Trait. No one could doubt by looking at your regal bearing that you are a cut above the unwashed masses, and you take great pains to always look your best and follow the latest fashions.

Ideal. You must prove that you can handle yourself without the coddling of your family.

Bond. You are in love with the heir of a family that your family despises.

Flaw. By your words and actions, you often bring shame to your family.

HIGH ELF TRAITS

Fey Ancestry. You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Medium humanoid (high elf), neutral

Armor Class 17 (studded leather)

Hit Points 69 (Hit Dice 11d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	20 (+5)	12 (+1)	14 (+2)	17 (+3)	10 (+0)

Proficiencies (+4 proficiency bonus)

Armor light

Saving Throws Dex +9, Int +6; advantage on saves against being charmed

Skills Acrobatics +9, Athletics +3, History +6, Perception +11, Persuasion +4, Sleight of Hand +13, Stealth +13

Tools dragonchess set, thieves' tools +13

Weapons hand crossbow, longbow, longsword, rapier, shortsword, simple weapons

Senses darkvision, passive Perception 21

Languages Common, Dwarvish, Elvish, Halfling, thieves' cant

ACTIONS

Attack. You can attack when you take this action, using the following:

+1 Rapier. Melee Weapon Attack: +10 to hit, reach 5 ft., one target.

Hit: 1d8 + 6 piercing damage.

Light Crossbow. Ranged Weapon Attack: +9 to hit, range 80/320 ft., one target.

Hit: 1d8 + 5 piercing damage.

Dagger. Melee or Ranged Weapon Attack: +9 to hit, reach 5 ft. or range 20/60 ft., one target.

Hit: 1d4 + 5 piercing damage.

Mage Hand. Cantrip: Range 30 ft., up to 1 minute. 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 of a vial.

BONUS ACTIONS

Cunning Action. Rogue feature

REACTIONS

Uncanny Dodge. Rogue feature

OPTIONS

Evasion. Rogue feature

Fey Ancestry. Elf trait

Trance. Elf trait

Reliable Talent. Rogue feature

Sneak Attack. Rogue feature

Supreme Sneak. Rogue feature

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Trance. You don't require sleep. Instead, you meditate deeply, semiconscious, for 4 hours a day. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

Cantrip. You know the *mage hand* cantrip.

ROGUE FEATURES

Cunning Action. You can take a bonus action on each of your turns in combat, only to take the Dash, Disengage, or Hide action.

Evasion. 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.

Fast Hands. 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.

Reliable Talent. 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.

Second-Story Work. Climbing does not cost 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.

Sneak Attack. Once per turn, you can deal an extra 5d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or 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.

Supreme Sneak. You have advantage on a Dexterity (Stealth) check if you move no more than half your speed on the same turn.

Uncanny Dodge. 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.

EQUIPMENT

Antitoxin, backpack, ball bearings (bag of 1,000), bell, caltrops, candle, fine clothes, crowbar, daggers (2), dark common clothes with a hood, hammer, hooded lantern, light crossbow and case with 20 bolts, oil (2 flasks), pitons (10), *potions of healing* (3), *+1 rapier*, *rope of climbing*, scroll of pedigree, shortbow and quiver with 20 arrows, signet ring, string (10 feet), studded leather, thieves' tools, waterskin, belt pouch with 25 gp.

ROPE OF CLIMBING

Wondrous Item, uncommon

This 60-foot length of silk rope weighs 3 pounds and can hold up to 3,000 pounds. If you hold one end of the rope and use an action to speak the command word, the rope animates. As a bonus action, you can command the other end to move toward a destination you choose. That end moves 10 feet on your turn when you first command it and 10 feet on each of your turns until reaching its destination, up to its maximum length away, or until you tell it to stop. You can also tell the rope to fasten itself securely to an object or to unfasten itself, to knot or unknot itself, or to coil itself for carrying.

If you tell the rope to knot, large knots appear at 1-foot intervals along the rope. While knotted, the rope shortens to a 50-foot length and grants advantage on checks made to climb it.

The rope has AC 20 and 20 hit points. It regains 1 hit point every 5 minutes as long as it has at least 1 hit point. If the rope drops to 0 hit points, it is destroyed.

ELF ROGUE 17

"I don't steal for the money. I steal for notoriety and cheap thrills. Life is too short to live under the thumb of one's family, even an elf's life."

You were born into a noble elven family. Your entire life, every last century, was planned out for you before you were born. But no one anticipated how privilege would rankle you. You felt smothered and let everyone know it. Not able to wholly escape elven nobility, you rebelled, becoming a thief at night, pulling off ever more dangerous heists. You became acquainted with the seedy underbelly of your hometown. Since you do nothing all day, your family thinks you are merely lazy; they have no idea you are on your way to becoming a legendary thief.

BACKGROUND (NOBLE)

You were raised in privilege and can't fathom what it would be like to steal to survive. You steal for thrills.

Position of Privilege. Thanks to your noble birth, people are inclined to think the best of you. You are welcome in high society, and people assume you have the right to be wherever you are. The common folk make every effort to accommodate you and avoid your displeasure, and other people of high birth treat you as a member of the same social sphere. You can secure an audience with a local noble if you need to.

Personality Trait. No one could doubt by looking at your regal bearing that you are a cut above the unwashed masses, and you take great pains to always look your best and follow the latest fashions.

Ideal. You must prove that you can handle yourself without the coddling of your family.

Bond. You are in love with the heir of a family that your family despises.

Flaw. By your words and actions, you often bring shame to your family.

HIGH ELF TRAITS

Fey Ancestry. You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Medium humanoid (high elf), neutral

Armor Class 18 (+1 studded leather)

Hit Points 105 (Hit Dice 17d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	20 (+5)	13 (+1)	14 (+2)	20 (+5)	10 (+0)

Proficiencies +6 proficiency bonus)

Armor light

Saving Throws Dex +11, Int +8, Wis +11; advantage on saves against being charmed

Skills Acrobatics +11, Athletics +5, History +8, Perception +17, Persuasion +6, Sleight of Hand +17, Stealth +17

Tools dragonchess set, thieves' tools +17

Weapons hand crossbow, longbow, longsword, rapier, shortsword, simple weapons

Senses blindsense 10 ft., darkvision, passive Perception 27

Languages Common, Dwarvish, Elvish, Halfling, thieves' cant

ACTIONS

Attack. You can attack when you take this action, using the following:

+2 Rapier. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target.

Hit: 1d8 + 7 piercing damage.

Light Crossbow. *Ranged Weapon Attack:* +11 to hit, range 80/320 ft., one target.

Hit: 1d8 + 5 piercing damage.

Dagger of Warning. *Melee or Ranged Weapon Attack:* +11 to hit, reach 5 ft. or range 20/60 ft., one target.

Hit: 1d4 + 5 piercing damage.

BONUS ACTIONS

Cunning Action. Rogue feature

REACTIONS

Uncanny Dodge. Rogue feature

OPTIONS

Evasion. Rogue feature

Fey Ancestry. Elf trait

Trance. Elf trait

Reliable Talent. Rogue feature

Sneak Attack. Rogue feature

Supreme Sneak. Rogue feature

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Trance. You don't require sleep. Instead, you meditate deeply, semiconscious, for 4 hours a day. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

Cantrip. You know the *mage hand* cantrip.

ROGUE FEATURES

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

Cunning Action. You can take a bonus action on each of your turns in combat, only to take the Dash, Disengage, or Hide action.

Evasion. 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.

Fast Hands. 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.

Reliable Talent. 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.

Second-Story Work. Climbing does not cost 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.

Sneak Attack. Once per turn, you can deal an extra 5d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or 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.

Supreme Sneak. You have advantage on a Dexterity (Stealth) check if you move no more than half your speed on the same turn.

Thief's Reflexes. 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.

Uncanny Dodge. 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.

Use Magic Device. You ignore all class, race, and level requirements on the use of magic items.

EQUIPMENT

Antitoxin, backpack, ball bearings (bag of 1,000), bell, caltrops, candle, fine clothes, crowbar, *dagger of warning*, dagger, dark common clothes with a hood, hammer, hooded lantern, light crossbow and case with 20 bolts, oil (2 flasks), pitons (10), *potions of healing* (3), +2 rapier, *rope of climbing*, scroll of pedigree, shortbow and quiver with 20 arrows, signet ring, string (10 feet), +1 *studded leather*, thieves' tools, waterskin, belt pouch with 25 gp.

DAGGER OF WARNING

Weapon (dagger), uncommon (requires attunement)

This magic dagger warns you of danger. While the dagger is on your person, you have advantage on initiative rolls. In addition, you and any of your companions within 30 feet of you can't be surprised, except when incapacitated by something other than nonmagical sleep. The dagger magically awakens you and your companions within range if any of you are sleeping naturally when combat begins.

ROPE OF CLIMBING

Wondrous Item, uncommon

This 60-foot length of silk rope weighs 3 pounds and can hold up to 3,000 pounds. If you hold one end of the rope and use an action to speak the command word, the rope animates. As a bonus action, you can command the other end to move toward a destination you choose. That end moves 10 feet on your turn when you first command it and 10 feet on each of your turns until reaching its destination, up to its maximum length away, or until you tell it to stop. You can also tell the rope to fasten itself securely to an object or to unfasten itself, to knot or unknot itself, or to coil itself for carrying.

If you tell the rope to knot, large knots appear at 1-foot intervals along the rope. While knotted, the rope shortens to a 50-foot length and grants advantage on checks made to climb it.

The rope has AC 20 and 20 hit points. It regains 1 hit point every 5 minutes as long as it has at least 1 hit point. If the rope drops to 0 hit points, it is destroyed.