



The Rogue

Level

Feature

0

Health: You gain the following Health pool.

1st level = 8+Constitution
Each level after the 1st = 1d8+Constitution

Skills bonus: You add +1 to any check when using a skill, tool, weapon or spell in which you are trained. The bonus increases as you level: +2 at 2nd level, +3 at 5th level, +4 at 9th level and +5 at 15th level.

Action Surge: On your turn, you can take one additional action. Once you use this feature, you must finish a Short Rest or Long Rest before you can use it again

Second Wind: On your turn, you can use an action to regain hit points equal to 1d8 + your level. Once you use this feature, you must finish a short or long rest before you can use it again.

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Rogue's training: You gain training in two saving throws of your choice: Dexterity, Intelligence, or Charisma. In addition, you are trained in five skills or tools of your choice. You also add your skill bonus to the DC and damage roll of any item you use, such chemical vials, traps and nets.

Lucky Dodge: If you take the Dodge action and you are hit by an attack roll, you can use your reaction to roll a d6. On a 5 or higher, the attack instead misses you, regardless of its roll.

Nimbleness: Your speed increases by 10 feet while you aren't wearing armor or wielding a shield and you have Advantage on Dexterity saving throws, provided you don't have the Incapacitated condition.

- 2 **Sneak Attack:** Once per turn, if you have advantage on the attack roll, you can deal a number of d6 extra damage equal to half your Rogue level to one creature you hit with an attack. The attack must use a light, thrown or a ranged weapon. You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.
- 3 **Expertise:** Choose two of your skill or tool training to become your Expertises. You have advantage on any ability check you make ability checks that use those Expertises. You can take a bonus action on each of your turns to make an ability check with one of your chosen, or to take the Dash, Disengage, or Hide action.
- 5 **Uncanny Dodge:** You can use the Dodge action as a bonus action. If an attack misses you while you're dodging, you can choose a creature within 5 feet of you to have the attack target that creature instead of you and you can use your Sneak Attack damage if the attack hits.
- 6 **Skill Focus :** You can choose two more of your trained skills or tools to gain your Expertise benefit.
- 7 **Evasion:** When you are subjected to an effect that allows you to make a Dexterity Saving throw to take damage, you take no damage if you succeed on the saving throw, and only half damage if you fail.
- 10 **Darting Shadow:** If you take the Attack action on your turn, you can make one additional attack as a bonus action. This attack can benefit from your Sneak Attack even if you have already used it this turn, but you can't use your Sneak Attack against the same target more than once in a turn.
- 11 **Skill Mastery:** Whenever you have advantage on an ability check using a skill or tool chosen as your Expertise, you can reroll one of the dice once.
- 13 **Slippery Mind:** You are immune to the *charmed* condition and your thoughts can't be read by telepathy or other means, unless you allow it. 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 mag

- 15 **Use Any Item:** You can attune to up to four magic items at once. You ignore all class, race, and level requirements on the use of magic items. Additionally, whenever you use a magic item property that expends charges, roll a d6. On a roll of 6, you use the property without expending the charges.

