



SPELLCASTING CLASS

NONE

SPELLCASTING ABILITY

0

SPELL SAVE DC

0

SPELL ATTACK BONUS

0	CANTRIPS	3	0	6	0
1	0	4	0	7	0
2	0	5	0	8	0
				9	0

FEATURES & TRAITS

Thieves' Cant

During your rogue training you learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly. In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory 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.

Sneak Attack

Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon. You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll. The amount of the extra damage increases as you gain levels in this class, as shown in the Sneak Attack column of the Rogue table.

Hinterlist

Verschiedene Aktionen, die normalerweise eine Action bräuchten (Dash, Disengage, Hide) kannst du als Bonus-Action ausführen.

Archetyp: Dieb

Du kannst schneller an Fassaden hochklettern und weiter springen

Uncanny Dodge

Starting at 5th level, when an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

Fast Hands

Starting at 3rd level, 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.

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SPELLS