

ATTACKS & SPELLCASTING

Ammunition, Two-Handed

**Dagger** Finesse, Light, Thrown 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 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.

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.

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

FEATURES & TRAITS

Armor Proficiencies. Light Armor

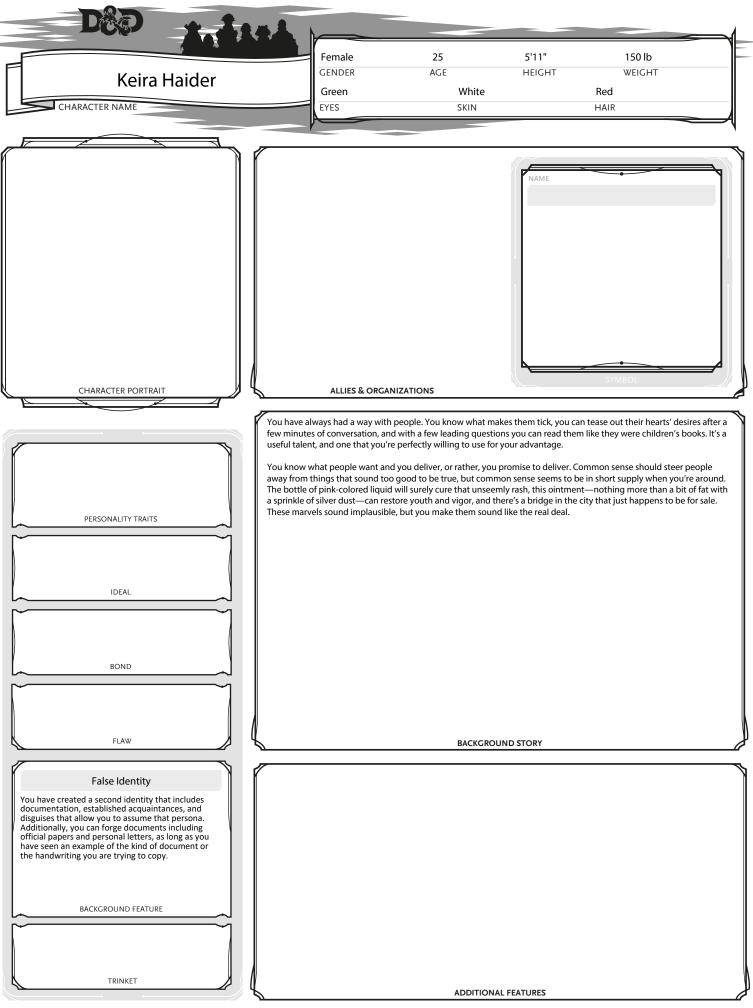
**Weapon Proficiencies.** Simple Weapons, Crossbow, Hand, Longsword, Rapier, Shortsword

**Tool Proficiencies.** Disguise kit, Forgery kit, Thieves' tools

Languages. Common, Gnomish, Thieves' Cant

**PROFICIENCIES & LANGUAGES** 

1d4+2 piercing





Shortsword Shortbow Arrow Weapons Weapons Ammunition Arrows are used with a bow to make a ranged attack. Player's Handbook Player's Handbook 2 lb. 2 lb. 1/20 lb. Player's Handbook Burglar's Pack Leather Dagger Eauipment Packs Armor Weapons Includes a backpack, a bag of 1,000 ball bearings, 10 feet of string, a bell, 5 candles, a crowbar, a hammer, 10 pitons, a hooded lantern, 2 flasks of oil, 5 days rations, a tinderbox, and a waterskin. The pack also has 50 feet of hempen rope strapped to the side of it. The breastplate and shoulder protectors of this armor are made of leather that has been stiffened by being boiled in oil. The rest of the armor is made of softer and more flexible materials. 10 lbs. Player's Handbook Player's Handbook Player's Handbook Thieves' Tools Potion of Healing Dagger Weapons Adventuring Gear Perhaps the most common tools used by adventurers, thieves' tools are designed for picking locks and foiling traps. A character who drinks the magical red fluid in this vial regains 2d4 + 2 hit points. Drinking or administering a potion takes an action. Proficiency with the tools also grants you a general knowledge of traps and locks. Components. Thieves' tools include a small file, a set Of lock picks, a small mirror mounted on a metal handle, a set of narrow—bladed scissors, and a pair of pliers.

History. Your knowledge of traps grants you insight when answering questions about locations that are renowned for their traps. Investigation and Perception. You gain additional insight when looking for traps, because you have learned a variety of common signs that betray their presence.

Set a Trap. Just as you can disable traps, you can also set them. As part of a short rest, you can create a trap using items you have on hand. The total of your check becomes the DC for someone else's attempt to discover or disable the trap. The trap deals damage appropriate to the materials used in crafting it (such as poison or a weapon) or damage equal to half the total of your check, whichever the DM deems appropriate.
THIEVES' TOOLS Activity DC Pick a lock Varies Disable a trap Varies 1 lb. Player's Handbook 1 lbs. Player's Handbook ½ lb. Player's Handbook