THIEF CLASS

You're sly, cunning, and precise. Stealth is your specialty, and you can bypass obstacles, patrols, and locks better than anyone.

Level	Proficiency Bonus	Class Features
1	+2	Starting HP, thief equipment
2	+2	Try to stealth as a quick action instead of an active action
3	+2	Pick a thief archetype. Gain one feature from that archetype
4	+2	+1 to an ability score of your choice
5	+3	Use a quick action to halve one hit's damage against you
6	+3	+1 to an ability score of your choice
7	+3	Pick one new feature from your archetype
8	+3	+1 to an ability score of your choice
9	+4	Proficiency bonus is doubled for your archetype checks

THIEF BASICS

Starting HP	4 + CON mod
HP each level up	1d6 + CON mod
Armor allowed	Light, shields
Proficient weapons	All
Ability proficiency	DEX, INT
Proficient checks	Stealth, decep- tion, senses, tools, <i>archetype</i>

THIEF EQUIPMENT

- · Light armor
- · 2 one handed weapons
- 1 ranged weapon
- Ammunition (1 load, 1 SUP to refill)
- 1 use poison (o load, 2 SUP to refill)
- Thief's kit (1 load, 5 SUP to refill)
- 5 rations (1 load, 5 SUP to refill)
- 5 rolls on Sundries (pg. 47)
- Max SUP (1 load per 5; INT score)

ASSASSIN ARCHETYPE

You gain your proficiency bonus to intimidation, insight, and tracking related checks. Gain one feature at level 3 and 7.

Craft custom poison	Stealth crit 18-20			
Adv to stealth	Adv to disguise			
Stealth after attack	Adv to track target			
Backstab: +2d6 damage vs unaware target				

BARD **A**RCHETYPE

You gain your proficiency bonus to perform, inspire, and diplomacy related checks. Gain one feature at level 3 and 7.

Immune to charm	Adv to charm	
Adv to lie or deceive	Adv to perform	
Know CHA tongues	Auto-detect magic	
Healing song: allies heal +1d8 HP per rest		

ROGUE ARCHETYPE

You gain your proficiency bonus to infiltration, athletics, and investigation related checks. Gain one feature at level 3 and 7.

Always know value	Adv to lockpicking			
Natural climb speed	Adv vs traps			
+4 max load	Stealth at full speed			
Dodge: trap and area damage is halved				