

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 thepeople 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

Lucky: When you roll a 1 on an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

Brave: You have advantage on saving throws against being

Halfling Nimbleness: You can move through the space of any creature that is of a size larger than yours.

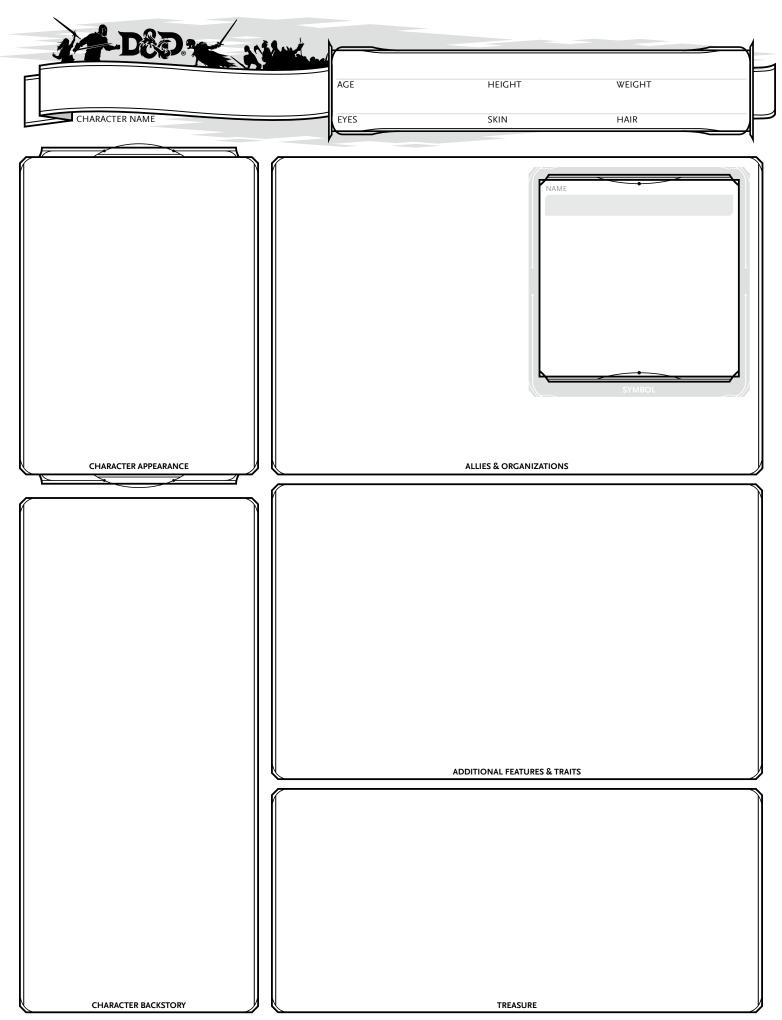
Cunning Action: Starting at 2nd level, your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

**FEATURES & TRAITS** 

**OTHER PROFICIENCIES & LANGUAGES** 

Crowbar, Dark common clothes with hood, Belt pouch. Dagger x6, Sling. Burglar's Pack: 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 sling bullets (100). Thieves' tools.





## Spell Descriptions

## Backstory