







=== ARMOR ===
Light Armor

=== WEAPONS ===
Battleaxe, Crossbow, Hand, Longsword,
Rapier, Shortsword, Simple Weapons,
Warhammer

=== TOOLS ===
Smith's Tools, Thieves' Tools, Tinker's Tools,
Vehicles (Land)

=== LANGUAGES ===
Common, Dwarvish, Thieves' Cant

=== ACTIONS ===

Standard Actions

Attack, Cast a Spell, Dash, Disengage, Dodge, Help, Hide, Ready, Search, Use an Object, Opportunity Attack, Grapple, Shove, Improvise, Two-Weapon Fighting, Interact with an Object

=== BONUS ACTIONS ===

Cunning Action

You can take a bonus action on each of your turns to take the Dash, Disengage, or Hide action.

Fast Hands

You can use the bonus action granted by your Cunning Action to make a Sleight of Hand check, use your thieves' tools to disarm a trap or open a lock, or

take the Use an Object action.

=== SPECIAL ===

Sneak Attack

Once per turn, you can deal an extra 2d6 damage to one creature you hit with an attack with a finesse or ranged weapon if you have advantage on the attack roll. You don't need advantage on the attack roll if another enemy of the target is within 5 ft. of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

ACTIONS

PASSIVE WISDOM (PERCEPTION)							
PASSIVE WISDOM (INSIGHT)							
PASSIVE INTELLIGENCE (INVESTIGATION)							
Darkvision 60 ft.							
	PASSIVE WISDOM (INSIGHT) PASSIVE INTELLIGENCE (INVESTIGATION)						

NAME	HIT	DAMAGE/TYPE	NOTES					
Dagger	+5	1d4+3 Piercing	Simple, Finesse, Light, Thrown, Range (20/60)					
Dagger	+5	1d4+3 Piercing	Simple, Finesse, Light, Thrown, Range (20/60)					
Dagger, +1	+6	1d4+4 Piercing	Simple, Finesse, Light, Thrown, Range (20/60)					
Dagger, +1	+6	1d4+4 Piercing	Simple, Finesse, Light, Thrown, Range (20/60)					
Unarmed Strike	+2	1 Bludgeoning						
WEAPON ATTACKS & CANTRIPS								

=== ROGUE FEATURES ===

* Hit Points • PHB 95

* Proficiencies • PHB 95

* Expertise • PHB 96

Your proficiency bonus is doubled for any ability check you make for two chosen proficiencies. [6th] Choose two additional proficiencies.

* Sneak Attack • PHB 96

Once per turn, you can deal an extra 2d6 damage to one creature you hit with an attack with a finesse or ranged weapon if you have advantage on the attack roll. You don't need advantage on the attack roll if another enemy of the target is within 5 ft. of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

| Special

* Thieves' Cant • PHB 96

You have learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. It takes four times longer to convey such a message than it does to speak the same idea plainly.

* Cunning Action • PHB 96

You can take a bonus action on each of your turns to take the Dash, Disengage, or Hide action.

- | 1 Bonus Action
- * Roguish Archetype PHB 96

| Thie

* Fast Hands • PHB 97

You can use the bonus action granted by your

Cunning Action to make a Sleight of Hand check, use your thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

- | 1 Bonus Action
- * Second-Story Work PHB 97

Climbing no longer costs you extra movement, and when you make a running jump, the distance you cover increases by +3 feet.

* Ability Score Improvement • PHB 96

=== HILL DWARF RACIAL TRAITS ===

* Darkvision • BR 20

You can see in darkness (shades of gray) up to 60 ft.

* Dwarven Resilience • BR 20

You have advantage on saves against poison and resistance against poison damage.

* Dwarven Combat Training • BR 20

You have proficiency with the battleaxe, handaxe, light hammer, and warhammer.

* Tool Proficiency • BR 20

You gain proficiency with your choice of smith's tools, brewer's supplies, or mason's tools.

* Stonecunning • BR 20

Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check.

* Dwarven Toughness • BR 20

Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.

FEATURES & TRAITS

		NAME	QTY	WEIGHT	NAME	QTY	WEIGHT		
	5	Studded Leather	1	13 lb.	Mess Kit	1	1 lb.		
		Leather	1	10 lb.	Rations (1 day)	10	20 lb.		
(SP()	0	Dagger, +1	1	1 lb.	Rope, Hempen (50 feet)	1	10 lb.		
		Dagger, +1	1	1 lb.	Tinderbox	1	1 lb.		
	0	Dagger	1	1 lb.	Torch	10	10 lb.		
		Dagger	1	1 lb.	Waterskin	1	5 lb.		
		Backpack	1	5 lb.					
ہلار		Clothes, Common	1	3 lb.					
	0	Pot, Iron	1	10 lb.					
	WEIGHT CARRIED	Potion of Healing	0						
	116.5 lb.	Potion of Healing	3	1.5 lb.					
	ENCUMBERED	Thieves' Tools	1	1 lb.	ATTUNED MAGIC ITEMS	QTY	WEIGHT		
	150 lb.	Tinker's Tools	1	10 lb.					
	PUSH/DRAG/LIFT	Shovel	1	5 lb.					
	300 lb.	Bedroll	1	7 lb.					
	EQUIPMENT								



