

THIEF



AN AGILE AND STEALTHY ROGUE WHO IS SKILLED IN THE LARCENOUS ARTS

HIT DIE:

1D8

At first level, you have **8** hit points, plus your Constitution modifier.



PROFICIENCIES

+2

Armor	You can effectively wear light armor . If you are wielding a shield or wearing medium or heavy armor, you have disadvantage on any ability check, saving throw, or attack roll that involves Strength or Dexterity.
Weapons	Add your proficiency bonus to the attack roll for any attack you make with simple weapons, hand crossbows, longswords, rapiers, or shortwords .
Tools	You are proficient with thieves' tools . Proficiency with these tools lets you add your proficiency bonus to any ability checks you make to disarm traps or pick locks.
Saving Throws	Add your proficiency bonus when making a Dexterity or Intelligence saving throw.

FEATURE

Thieves' Cant (PHB 96): An overlooked but potentially useful ability. It allows you to communicate with other rogues while bystanders think you're talking about the weather. Unfortunately, most parties only have one rogue.

1ST LEVEL



Ability Scores **Dexterity** is paramount for thieves. Your next highest score should be **Wisdom** for heightened awareness or **Charisma** for deceiving.

Skills You have special training or a certain knack in four skills. Consider choosing **Acrobatics, Athletics, Sleight of Hand, and Stealth**. When you make a skill check using any of your four skills, you add your proficiency bonus.

Starting Equipment Consider starting with the following, in addition to the equipment granted by your background.

- (a) a rapier or (b) a shortsword
- (a) a shortbow and a quiver of 20 arrows or (b) a shortsword
- leather armor, a burglar's pack, two daggers, and thieves' tools.

Expertise This feature makes your already versatile rogue (PHB 96) legendarily gifted in a couple areas.

Sneak Attack (PHB 96) Your keen eye can spot lowered defenses and chinks in armor. Then your subtle, swift movements can slash or pierce vulnerable spots, dealing **1d6** extra damage. You can sneak attack whenever you have advantage on the attack roll or when an ally is standing next to your target.



2ND LEVEL



Your hit points increase by 1d8 + your Constitution modifier. Unlike 1st level, you must roll for these hit points or take the average (5). You gain another Hit Die (total of 2d8).

Cunning Action (PHB 96) Your Armor Class is not very high, so the trick is to deliver sneak attack damage and then get away. This ability allows you to retreat, run away, or hide after your regular action.

3RD LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 3d8).



Your sneak attack damage increases to **2d6**.

Fast Hands (PHB 97) Like an upgrade to Cunning Action, now you can use a bonus action to disable traps, pick locks and pockets, and other nimble-fingered feats.

Second-Story Work (PHB 97) You can climb as fast as you can walk. And you can jump much farther than a typical person of your stature.

4TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 4d8).

Ability Score Increase (PHB 96) Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. This should be added to an ability score that's important to you—like **Dexterity**. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead. If you do, consider taking Fade Away (if gnome), Healer, Lucky, Observant, or Resilient.

5TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 5d8).

+3

Increase your proficiency bonus from +2 to +3. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient. Remember that this affects your Expertise ability.



Your sneak attack damage increases to **3d6**.

Uncanny Dodge (PHB 96) Once per turn, if you're aware of your attacker, you can halve the damage of any attack it deals!

WHERE ARE THE OTHER ARCHETYPES AND LEVELS?

ROGUE
A SCOUNDREL WHO USES STEALTH AND TRICKERY TO OVERCOME OBSTACLES AND ENEMIES

HIT DIE: 1d8
At first level, you have 8 hit points, plus your Constitution modifier.

PROFICIENCIES +2
Armor You can effectively wear light armor. If you are wielding a shield or wearing medium or heavy armor, you have disadvantage on any ability check, saving throw, or attack roll that involves Strength or Dexterity.
Weapons Add your proficiency bonus to the attack roll for any attack you make with simple weapons, hand crossbows, longswords, rapiers, or shortswords.
Tools You are proficient with thieves' tools. Proficiency with these tools lets you add your proficiency bonus to any ability checks you make to disarm traps or pick locks.
Saving Throws Add your proficiency bonus when making a Dexterity or Intelligence saving throw.

FEATURE +2
Thieves' Cant (PHB 96): An underused but potentially useful ability. It allows you to communicate with other rogues while bystanders think you're talking about the weather. Unfortunately, most parties only have one rogue.

CHOOSE **ARCANE TRICKSTER** IF YOU WANT TO MIX MAGIC WITH YOUR SKILL AND STEALTH

CHOOSE **ASSASSIN** IF YOU WANT TO GET THE JUMP ON YOUR ENEMIES

CHOOSE **INQUISITIVE** IF YOU WANT TO DISCOVER SECRETS, EXPOSE LIES, AND INTUIT YOUR ENEMY'S WEAKNESSES

CHOOSE **MASTERMIND** IF YOU WANT TO MASTER INTRIGUE AND WIELD WORDS AS WEAPONS

CHOOSE **SCOUT** IF YOU WANT TO TREK THE WILDERNESS AND STAY ONE STEP AHEAD OF YOUR ENEMIES

CHOOSE **SWASHBUCKLER** IF YOU WANT TO FIGHT WITH ELEGANCE, SPEED, AND CHARISMA

CHOOSE **THIEF** IF YOU WANT TO GET IN, GET OUT, AND GET AWAY WITH IT

TRAINING GROUND

DOUBLE THE PAIN, DOUBLE THE FUN

Wielding two finesse weapons, such as two shortswords, doubles your chance to apply sneak attack damage. (Don't add your ability modifier to the damage of your second attack.)

But bear in mind that doing so will use up your bonus action so you cannot use your Cunning Action ability afterward.

GET IN, GET OUT

In combat, you are best served by darting in and out of combat or firing attacks from a distance. You have neither the Armor Class nor the hit points to stand toe-to-toe with enemies.

There are two common ways to deliver sneak attack damage without putting yourself too much in harm's way. Both methods employ your Cunning Action ability. One, dash away after melee attacking or, two, hide after using a ranged weapon when an ally is within 5 feet of your target.

I HAVE THE HIGH GROUND

In combat, you want to always be looking for ways to gain advantage on your attack roll. Having advantage on the attack roll is one of two ways to apply sneak attack damage on a successful hit.

Some of the most common ways to gain advantage are the following:

- attacking while hidden from the target
- attacking a prone target within 5 feet
- expending an inspiration point
- attacking while invisible
- attacking a target that has certain conditions (paralyzed, petrified, restrained, stunned, blinded, or unconscious)
- attacking in darkness if you have darkvision and your target does not.

IT'S A TRAP!

With proficiency in thieves' tools and Dexterity saves, you are probably the best person to detect and disable traps. To do so, roll a Wisdom (Perception) check. If detected, you will need an Intelligence (Investigation) check (or Arcana if the trap is magical) to deduce how to disable the trap.

Then make a Dexterity check with thieves' tools, adding your proficiency bonus, (which is doubled if you chose thieves' tools for your Expertise ability). If you succeed, it's safe to proceed.

ODDS ARE BETTER THAN EVEN

When a new level calls for an Ability Score Increase, look at your two most important ability scores. If both are an odd number, consider boosting both scores by 1. By so doing, you can increase both ability score modifiers!

ARE THERE ROCKS AHEAD?

One of the tasks rogues perform very well is that of reconnaissance. To do so, go ahead of the rest of the party, hiding and sneaking as much as possible. Your DM will probably ask you to roll one or more Dexterity (Stealth) checks. A high Perception will help you and, if not, your proficiency in Dexterity saving throws certainly will.

If you spot a trap, disable it. If you encounter an enemy, you can sneak back to the party.

Another option is to attempt to kill or wound the enemy. Assassins are especially good at dealing damage alone to a single threat, but all rogues, because of Sneak Attack do this well. Remember that hiding grants you advantage on your attack roll and qualifies for Sneak Attack damage.

Thereafter, use Cunning Action to keep one step ahead of the enemy, perhaps even taking shots at it, until you rejoin the group.

ARMOR UPGRADE

As soon as you acquire 45 gp, by legal means or otherwise, upgrade your armor to studded leather. It has a higher AC than the leather armor you probably started with and no disadvantages to Stealth checks.

The only reason why you might want to keep leather armor is if it's somehow magical in nature. If you started with a shortbow, you should probably switch it out for a light crossbow.

HAVE ON HAND

Do not forget to have on your person at all times caltrops, ball bearings, rope, a climber's kit, and any other kits you are proficient with.

Caltrops and ball bearings can slow pursuing creatures or serve as simple traps. A rope and climber's kit are a must for heists and Underdark adventures.

ELF ROGUE 1

"I don't steal for the money. I steal for notoriety and cheap thrills. Life is too short to live under the thumb of one's family, even an elf's life."

You were born into a noble elven family. Your entire life, every last century, was planned out for you before you were born. But no one anticipated how privilege would rankle you. You felt smothered and let everyone know it. Not able to wholly escape elven nobility, you rebelled, becoming a thief at night, pulling off ever more dangerous heists. You became acquainted with the seedy underbelly of your hometown. Since you do nothing all day, your family thinks you are merely lazy; they have no idea you are on your way to becoming a legendary thief.

BACKGROUND (NOBLE)

You were raised in privilege and can't fathom what it would be like to steal to survive. You steal for thrills.

Position of Privilege. Thanks to your noble birth, people are inclined to think the best of you. You are welcome in high society, and people assume you have the right to be wherever you are. The common folk make every effort to accommodate you and avoid your displeasure, and other people of high birth treat you as a member of the same social sphere. You can secure an audience with a local noble if you need to.

Personality Trait. No one could doubt by looking at your regal bearing that you are a cut above the unwashed masses, and you take great pains to always look your best and follow the latest fashions.

Ideal. You must prove that you can handle yourself without the coddling of your family.

Bond. You are in love with the heir of a family that your family despises.

Flaw. By your words and actions, you often bring shame to your family.

HIGH ELF TRAITS

Fey Ancestry. You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Trance. You don't require sleep. Instead, you meditate deeply, semiconscious, for 4 hours a day. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

Cantrip. You know the *mage hand* cantrip.

ROGUE FEATURES

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 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.

Medium humanoid (high elf), neutral

Armor Class 14 (leather)
Hit Points 9 (Hit Dice 1d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	17 (+3)	12 (+1)	14 (+2)	14 (+2)	10 (+0)

Proficiencies (+2 proficiency bonus)

Armor light

Saving Throws Dex +5, Int +4; advantage on saves against being charmed

Skills Acrobatics +5, Athletics +1, History +4, Perception +4, Persuasion +2, Sleight of Hand +5, Stealth +7

Tools dragonchess set, thieves' tools +7

Weapons hand crossbow, longbow, longsword, rapier, shortsword, simple weapons

Senses darkvision, passive Perception 14

Languages Common, Dwarvish, Elvish, Halfling, thieves' cant

ACTIONS

Attack. You can attack when you take this action, using the following:

Rapier. Melee Weapon Attack: +5 to hit, reach 5 ft., one target.

Hit: 1d8 + 3 piercing damage.

Shortbow. Ranged Weapon Attack: +5 to hit, range 80/320 ft., one target.

Hit: 1d6 + 3 piercing damage.

Dagger. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 20/60 ft., one target.

Hit: 1d4 + 3 piercing damage.

Mage Hand. Cantrip: Range 30 ft., up to 1 minute. You can use the hand to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial.

OPTIONS

Fey Ancestry. Elf trait

Trance. Elf trait

Sneak Attack. Rogue feature

EQUIPMENT

Backpack, ball bearings (bag of 1,000), bell, candle, fine clothes, crowbar, daggers (2), hammer, hooded lantern, hempen rope (50 ft), leather armor, oil (2 flasks), pitons (10), rapier, scroll of pedigree, shortbow and quiver with 20 arrows, signet ring, string (10 feet), thieves' tools, waterskin, belt pouch with 25 gp.

ELF ROGUE 5

"I don't steal for the money. I steal for notoriety and cheap thrills. Life is too short to live under the thumb of one's family, even an elf's life."

You were born into a noble elven family. Your entire life, every last century, was planned out for you before you were born. But no one anticipated how privilege would rankle you. You felt smothered and let everyone know it. Not able to wholly escape elven nobility, you rebelled, becoming a thief at night, pulling off ever more dangerous heists. You became acquainted with the seedy underbelly of your hometown. Since you do nothing all day, your family thinks you are merely lazy; they have no idea you are on your way to becoming a legendary thief.

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Personality Trait. No one could doubt by looking at your regal bearing that you are a cut above the unwashed masses, and you take great pains to always look your best and follow the latest fashions.

Ideal. You must prove that you can handle yourself without the coddling of your family.

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HIGH ELF TRAITS

Fey Ancestry. You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Trance. You don't require sleep. Instead, you meditate deeply, semiconscious, for 4 hours a day. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

Cantrip. You know the *mage hand* cantrip.

ROGUE FEATURES

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

Fast Hands. 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.

Medium humanoid (high elf), neutral

Armor Class 16 (studded leather)

Hit Points 33 (Hit Dice 5d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	19 (+4)	12 (+1)	14 (+2)	14 (+2)	10 (+0)

Proficiencies (+3 proficiency bonus)

Armor light

Saving Throws Dex +7, Int +5; advantage on saves against being charmed

Skills Acrobatics +7, Athletics +2, History +5, Perception +5, Persuasion +3, Sleight of Hand +7, Stealth +10

Tools dragonchess set, thieves' tools +10

Weapons hand crossbow, longbow, longsword, rapier, shortsword, simple weapons

Senses darkvision, passive Perception 15

Languages Common, Dwarvish, Elvish, Halfling, thieves' cant

ACTIONS

Attack. You can attack when you take this action, using the following:

Rapier. Melee Weapon Attack: +7 to hit, reach 5 ft., one target.

Hit: 1d8 + 4 piercing damage.

Light Crossbow. Ranged Weapon Attack: +7 to hit, range 80/320 ft., one target.

Hit: 1d8 + 4 piercing damage.

Dagger. Melee or Ranged Weapon Attack: +7 to hit, reach 5 ft. or range 20/60 ft., one target.

Hit: 1d4 + 4 piercing damage.

Mage Hand. Cantrip: Range 30 ft., up to 1 minute. You can use the hand to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial.

BONUS ACTIONS

Cunning Action. Rogue feature

REACTIONS

Uncanny Dodge. Rogue feature

OPTIONS

Fey Ancestry. Elf trait

Trance. Elf trait

Sneak Attack. Rogue feature

Second-Story Work. Climbing does not cost you extra movement. In addition, when you make a running jump, the distance you cover increases by a number of feet equal to your Dexterity modifier.

Sneak Attack. Once per turn, you can deal an extra 3d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or 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.

Uncanny Dodge. 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.

EQUIPMENT

Backpack, ball bearings (bag of 1,000), bell, caltrops, candle, fine clothes, crowbar, daggers (2), dark common clothes with a hood, hammer, hooded lantern, light crossbow and case with 20 bolts, oil (2 flasks), pitons (10), *potion of healing*, rapier, *rope of climbing*, scroll of pedigree, shortbow and quiver with 20 arrows, signet ring, string (10 feet), studded leather, thieves' tools, waterskin, belt pouch with 25 gp.

ROPE OF CLIMBING

Wondrous Item, uncommon

This 60-foot length of silk rope weighs 3 pounds and can hold up to 3,000 pounds. If you hold one end of the rope and use an action to speak the command word, the rope animates. As a bonus action, you can command the other end to move toward a destination you choose. That end moves 10 feet on your turn when you first command it and 10 feet on each of your turns until reaching its destination, up to its maximum length away, or until you tell it to stop. You can also tell the rope to fasten itself securely to an object or to unfasten itself, to knot or unknot itself, or to coil itself for carrying.

If you tell the rope to knot, large knots appear at 1-foot intervals along the rope. While knotted, the rope shortens to a 50-foot length and grants advantage on checks made to climb it.

The rope has AC 20 and 20 hit points. It regains 1 hit point every 5 minutes as long as it has at least 1 hit point. If the rope drops to 0 hit points, it is destroyed.