

CLASS FEATURES

Expertise. Your proficiency bonus is doubled for any ability check you make using your Acrobatics, Investigation, Perception, or Stealth skills.

Sneak Attack. Once per turn, you can deal an extra 5d6 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.

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

Roguish Archetype (Phantom).

Whispers of the Dead. Whenever you finish a short or long rest, you can choose one skill or tool proficiency that you lack and gain it, as a ghostly presence shares its knowledge with you. You lose this proficiency when you use this feature to choose a different proficiency that you lack.

Wails from the Grave. Immediately after you deal your Sneak Attack damage to a creature on your turn, you can target a second creature that you can see within 30 ft. of the first creature and it takes 3d6 necrotic damage. You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

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.

Evasion. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Tokens of the Departed. As a reaction when a creature you can see dies within 30 feet of you, you can open your free hand and cause a Tiny trinket to appear there, a soul trinket. You can have a maximum of 4 soul trinkets, and you can't create one while at your maximum. You can use soul trinkets in the following ways:

- While a soul trinket is on your person, you have advantage on death saving throws and Constitution saving throws, for your vitality is enhanced by the life essence within the object.
- When you deal Sneak Attack damage on your turn, you can destroy one of your soul trinkets that's on your person and then immediately use Wails from the Grave, without expending a use of that feature.
- As an action, you can destroy one of your soul trinkets, no matter where it's located. When you do so, you can ask the spirit associated with the trinket one question. The spirit appears to you and answers in a language it knew in life. It's under no obligation to be truthful, and it answers as concisely as possible, eager to be free. The spirit knows only what it knew in life, as determined by the DM.

FEATS

Dual Wielder. You add a +1 bonus to AC while you are wielding a separate melee weapon in each hand, can use two-weapon fighting even when the one-handed melee weapons you are wielding aren't light, and can draw or stow two one-handed weapons when you would normally be able to draw or stow only one.

Piercer. Once per turn, when you hit a creature with an attack that deals piercing damage, you can reroll one of the attack's damage dice, and you must use the new roll. When you score a critical hit that deals piercing damage to a creature, you can roll one additional damage die when determining the extra piercing damage the target takes.

Shadow Touched. You learn the invisibility and inflict wounds spells and can cast each of these spells without expending a spell slot, recharging on a long rest. You can also cast these spells using spell slots you have of the appropriate level. Your spellcasting ability for these spells is Wisdom.

ARMOR
Light Armor

WEAPONS
Hand Crossbow
Longsword
Rapier
Shortsword
Simple Weapons

TOOLS
Thieves' Tools

LANGUAGES
Celestial
Common
Elvish
Thieves' Cant
Undercommon

PROFICIENCIES

2 +1 Daggers

2 +1 Handaxes

studded leather armor

INVENTORY

NOTES

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