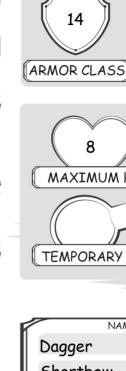




INSPIRATION





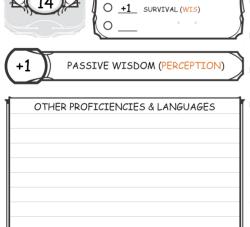


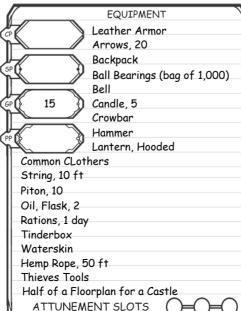






NAME	ATTACK BONUS	DAMAGE/TYPE
Dagger	+5	1d4+3 piercing
Shortbow	+5	1d6+3 piercing
Short Sword	+5	1d6+3 piercing





FEATURES & TRAITS

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 1d6 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 • 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.

