

The Lost Heir

Medium humanoid (human) Rogue (Thief)

Armor Class: 15

Hit Points: 33

Speed: 30ft

STR	DEX	CON	INT	WIS	CHA
10	18	11	13	10	13
(+0)	(+4)	(+0)	(+1)	(+0)	(+1)

Skills: Acrobatics +7, Deception +7, Investigation +7, Persuasion +4, Sleight of Hand +10, Stealth +7

Saving Throws: Strength +4, Dexterity +7

Sneak Attack. Once per turn, you can deal an extra 3d6 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 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 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.

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.

Artisan's Intuition. Due to your Dragonmark, Mark of Making, when you make an ability check with artisan's tools, roll 1d4 and add it to the result.

Maker's Gift. You know the cantrip *mending* and gain proficiency with 1 type of artisan's tools (Alchemist's Supplies)

Actions

Dagger. *Melee Weapon Attack:* +7 to hit, 5(20) ft *Hit:* 6 (1d4+4) piercing damage.

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft. *Hit:* 8 (1d6+4) piercing damage.