
Master Thief

Master thieves can be found almost anywhere. Many join the powerful Thieves' Guild, but others join different factions or act independently.

Medium humanoid (any race), any alignment

AC16 (studded leather armor) Hit Points 11d8 Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	15 (+2)	16 (+3)	16 (+3)	15 (+2)

Skills/Acrobatics +5, Perception +4, Sleight of Hand +5, Stealth +5

Senses/passive Perception 15

Languages/Common, Thieves Cant, and one other.

CHALLENGE RATING 5 (1,800 XP)

Cunning Action. On each of its turns, the master thief can use a bonus action to take the Dash, Disengage, or Hide action.

Second Story Work. Climbing does not cost extra movement. When making a running jump the distance they cover increases by a number of feet equal to your Dexterity modifier.

Sneak Attack (1/Turn). The master thief deals an extra 7d6 damage if they have advantage on the attack roll, or when the target is within 5 feet of an ally of the master thief that isn't incapacitated and the master thief doesn't have disadvantage on the attack roll.

Actions

Multiattack. The master thief can make three melee weapon attacks or two ranged weapon attacks.

Shortsword. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: (1d6 + 3) slashing damage.

Shortbow. Ranged Weapon Attack: +7 to hit, range 0 ft., one target. Hit: (1d6 + 3) piercing damage.

Merchant

Merchants sell and trade goods. They can be found in settlements or on the road.

Medium humanoid (any race), any alignment

AC13 (studded leather armor) Hit Points 1d8 + 4 Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	10 (+0)	12 (+1)	12 (+1)	16 (+3)

Skills/Perception +1, Persuasion +3

Senses/passive Perception 11

Languages/Common and two others

CHALLENGE RATING 1/8 (25 XP)

Actions

Shortsword. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: (1d6 + 1) slashing damage.

Shortbow. Ranged Weapon Attack: +3 to hit, range 80/320 ft., one target. Hit: (1d6 + 1) piercing damage.