

# Master Thief

Medium, Humanoid (Any Race), Any Alignment

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**ARMOR CLASS**

15

**HIT POINTS**

88 (16d8 + 16)

**CHALLENGE**

5 | 1,800 XP

**PROFICIENCY**

+3

**Speed** Walk 30 ft., Climb 30 ft.

**Initiative** +4

**Saving Throws** Dex +7, Int +5

**Skills** Stealth +10, Deception +6, Acrobatics +7, Perception +5, Sleight Of Hand +10

**Senses** Passive Perception 15

**Passive Perception** 15

**Languages** Common plus two languages

**STR**10  
+0**DEX**18  
+4**CON**12  
+1**INT**14  
+2**WIS**14  
+2**CHA**16  
+3

## Traits

**Cunning Hands.** The thief has Advantage on Dexterity checks made to pick locks, disarm traps, palm objects, and escape restraints.

**Backstab.** Once per turn, the thief deals an extra 14 (4d6) damage to a creature it hits while it has Advantage on the attack roll.

## Actions

**Multiattack.** The thief makes two Shortsword attacks or two Dagger attacks.

**Shortsword.** Melee Attack Roll: +7, reach 5 ft. Hit: 7 (1d6 + 4) Piercing damage.

**Dagger.** Melee or Ranged Attack Roll: +7, reach 5 ft. or range 20/60 ft. Hit: 6 (1d4 + 4) Piercing damage.

## Bonus Actions

**Cunning Action.** The thief takes the Dash, Disengage, or Hide action.

## Reactions

**Evasion Step.** When the thief is hit by an attack, it halves the damage and moves up to 10 feet without provoking Opportunity Attacks.

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