

Thief

You like to sneak around. Doing things upfront just never seemed right to you. As a result, if you want something, you steal it. If you want to get in somewhere, you break in. And if you want someone dead, you do it quietly.

Proficiencies:

- Skills: Sneak, Lockpick, +1 Choice
- Weapons: Blades, Small Guns
- Armor: Light

Starting HP: 8 + Endurance Modifier

HP per Level: 2d8 + Endurance Modifier

Level	Class Perk	Level 1 Perk	Level 3 Perk	Level 5 Perk	Proficiency Bonus
1	Light Step	+1	+0	+0	+2
2	Sneak Attack	+1	+0	+0	+2
3	Cover of Night	+0	+1	+0	+3
4	None	+0	+1	+0	+3
5	Yoink!	+0	+0	+1	+4

