

| Attack Actions | |
|------------------------|---|
| Dagger 20ft(60ft) | 1d4 +3 |
| Pistol 30ft(90ft) | 1d10 +3 |
| ^ Crit | 26 + Roll |
| Rapier 5ft | 1d8 +4 |
| ^ Crit | 24 + Roll |
| Sneak Attack When | Advantage, 1v1, Multiple teammates near |
| Sneak Attack | +3d6 |
| ^ Crit | 36 + Roll |
| <i>Booming Blade</i> | 1d8 When Target Moves |
| <i>Sword Burst</i> | 2d6 - 14Dex Save |
| Coin Damage Rapier (S) | 60 |
| Coin Damage Gun (S) | 62 |
| Coin Damage Rapier | 24 |
| Coin Damage Gun | 26 |

| Other Notes | |
|--------------------|---|
| Many Faced Coin | Adv on Slight of Hand, Disguise, Deception |
| Find Familiar | Familiar near target will give advantage on attacks |
| Cunning Action | Use bonus action to Dash, Disengage, or Hide |
| Uncanny Dodge | Once per turn you can take half damage as a reaction |
| Resistances | Charm, Magic Sleep |



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