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
Booming Blade	1d8 When Target Moves
Sword Burst	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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