

Ghulam – Abilities & Gear

Weapon Master (Dexterity) **Feat**

Increase your Strength or Dexterity score by 1, to a maximum of 20. In addition you gain proficiency with four simple or martial weapons of your choice.

Appears In : 5e Players Handbook

Criminal Contact **Unknown**

You have a very reliable and trustworthy contact into the seedy network of criminals. You can get message to and from this contact over long distances through the use of local messengers, caravan masters, sailors, pirates, etc. that can get it delivered in a timely manner and get a response as fast.

Variant Humans **Unknown**

Some humans have more limited ability score bonuses, exchanging them for a bonus skill proficiency and a bonus feat. Check with your DM before taking this variant.

Assassin **Class Ability (Rogue)**

The abilities of an assassin are skilled at being able to kill or incapacitate a target while avoiding confrontation. They are skilled at dealing critical damage from sneak attacks and can poison their weapons without the risk of accidentally poisoning themselves. With training they can deliver a sneak attack that can instantly kill their target; alternatively, if the target is wanted alive they can merely paralyze it, allowing time for them to be tied up, placed in manacles or otherwise restrained.

Assassinate **Class Ability (Rogue)**

You have advantage on attack rolls against any creature that hasn't taken a turn in the combat yet. In addition, any hit you score against a creature that is surprised is a critical hit.

Bonus Proficiencies **Class Ability (Rogue)**

You have proficiency with two kits (disguise and poisoner).

Cunning Action **Class Ability (Rogue)**

Starting at 2nd level, your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Expertise (Thieves's tools) **Class Ability (Rogue)**

At 1st level, choose two of your skill proficiencies, or one of your skill proficiencies and your proficiency with thieves' tools. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.

At 6th level, you can choose two more of your proficiencies (in skills or with thieves' tools) to gain this benefit.

Sneak Attack +3d6 **Class Ability (Rogue)**

Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon.

You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

The amount of the extra damage increases as you gain levels in this class, as shown in the Sneak Attack column of the Rogue table.

Thieves' Cant **Class Ability (Rogue)**

During your rogue training you learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly.

In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.

Uncanny Dodge **Class Ability (Rogue)**

Starting at 5th level, when an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.