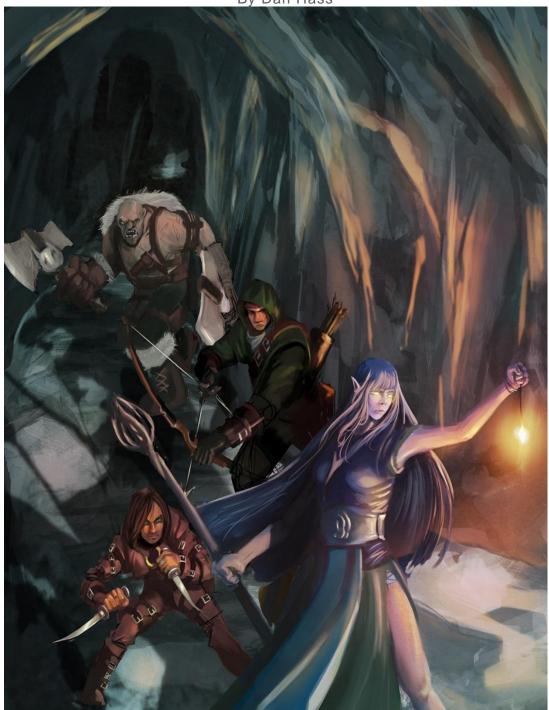# GLD12 Thief CR0-20

By Dan Hass

Sometimes a DM wants to present an opponent that is built in the same way a PC is or the DM wants to add an NPC to the party – to strengthen a weaker party or to provide a voice for the DM within the party. Here is a rogue with the Thief archetype presented from CR0 through CR20.

GLD12 Thief CR0-20
By Dan Hass

Contents

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Supplement Summary

GLD12 Thief CR0-20 is a 5th Edition supplement designed to help DMs broaden their campaign. It requires the *Basic Rules* (*BR*) and *DM's Basic Rules* (*DBR*) (available free here). It also uses the supplement *Wardrow's Feat Compendium* (*WFC*; available free here) and the playtest material *Unearthed Arcana Feats* (*UAF*; available free here). The point is for the DM to have a challenge to present to PCs of any level that relies only on free resources.

It references the *Player's Handbook®* (*PHB*) and *Dungeon Master's Guide®* (*DMG*), but these are not required to use this supplement.

As the title suggests, this supplement presents a variant human Rogue (Thief) scaled from a CR0 creature to CR20. It follows the guidelines for modifying a monster as described in the *Dungeon Master's Guide®* (*DMG*) beginning on p.273 (but the *DMG* is not required).

There are notes associated with the champion at some CRs.

Deliberate Variations from DMG

The *DMG* is not required to use this supplement, but it is the primary resource for building custom monsters & NPCs. Building an NPC using the rules for building a PC is an option presented on *DMG* 96, but leads to some direct conflicts with later guidelines for building monsters. It is unclear if these are equal options or if the later guidelines supersede the elements of PC classes.

A monster's proficiency bonus is based on their CR, but we are using the rogue's level just as if he were a PC. For example, the Dextrous Thief (CR4) is an 8th level rogue with a +3 proficiency bonus rather than a +2 as a CR4 monster.

We are comfortable with this because after all the variations, we are applying the table on *DMG* 274.

Using this Supplement

There are 24 stat blocks for the **Thief** with a descriptive moniker added. There are

several reasons a DM may want to use one of the listed champions.

The Thief is an extremely versatile build. It can serve a variety of roles – spy, contact, various townsfolk are probably rogues (thiefs).

As detailed in the *DMG* 92-93 there are several uses for NPCs (followers, fellow adventurers, contacts, or patrons) in addition to being villains.

Scaling Strategy

The *DMG* has the guidelines spelled out for scaling armor class, hit points, attack bonus, and damage per attack, and we'll follow these to build a thief. We are going to use only free resources. This presents the first problem. While the variant human is in the *Basic Rules,* an integral feature of the variant human – a feat – is not. We address this problem by utilizing the free and positively reviewed *Wardrow's Feat Compendium* and the feats provided through *Unearthed Arcana*.

With sources set, we jump into developing the statblocks. Each statblock has notes describing the thief, how the CR is calculated, and additional notes.

We are going to use the 27 point buy method for ability scores (with two +1s for a variant human), but we may redistribute the points to achieve the CR results we are targeting.

An important assumption is that our rogue thief won't be using **Cunning Action** to Hide as a bonus action each turn. Instead, in combat, our thief will be using his bonus actions to either Dash (via **Cunning Action**), or use alchemist's fire (via **Fast Hands**). This increases the Damage Per Round by +2, whereas Hide as a bonus action could be increasing effective AC by +4 and effective To Hit by +4.

We will strive for a balanced build keeping the Defensive CR & Offensive CR as close as possible. We will generally use armor choices to modulate defensive CR and weapon choices to modulate offensive CR.

CR0: Sick & Tired

We have an infiltrator who contracted a disease and pushed himself too far physically.

CR Calculations

Defensive			
24 hps		15 AC	CR 1/4
Disadv all saves		-4 AC	Exhaustion
24 hps		11 AC	CR **0**
Offensive			
3 damage		+3 to hit	CR 1/8
Disadvantage		-4 to hit	Exhaustion
3 dpr		-1 to hit	CR **0**

Sick & Exhausted Thief
Medium humanoid (variant human), any

Armor Class 15 (studded leather)
Hit Points 24 (3d8+6)
Speed 30 ft. (15 from exhaustion)

STR	DEX	CON	INT	WIS	CHA
12(+1)	16(+3)	14(+2)	8(-1)	12(+1)	12(+1)

Saving Throws Dex +5, Int +1
Skills Acrobatics +7, Deception +3, Insight +3, Investigation +1, Perception +3, Performance +3, Sleight of Hand +5, Stealth +7, Survival +3
Tool Proficiencies Alchemist's supplies, Thieves' tools
Senses passive Perception 13
Languages Common, Thieves' Cant and one other
Challenge 0 (10 XP)

Cunning Action. Per *BR* 28/*PHB 96*.
Diseased. The thief is infected with a disease that prevents him from taking bonus actions.
Exhausted. The thief has 3 levels of **Exhaustion** (*BR* 106).
Fast Hands. Per *BR* 28/*PHB 97*.
Second-story Work. Per *BR* 28/*PHB 97*.
Sneak Attack (2d6). Per *BR* 28/*PHB 96*.
Trained Reflexes. Per the Feat (*WFC* 9).

Actions

Club. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit*: 3 (1d4+1) bludgeoning damage.

A CR 0 Thief?

The trick to creating a CR0 thief is how to eliminate the bonus action (which is +2 damage) and sneak attack (which is too much damage) using the mechanics of the RAW. We add a disease to eliminate bonus actions and we use a non-finesse weapon (club) to eliminate sneak attack. The three levels of exhaustion imposes Disadvantage on attack rolls and saving throws (for an effective -4 to hit and AC)

CR1/8: Just Sick

This is truly an infiltrator. The thief is not even carrying armor or a true weapon – just a club.

CR Calculations

Defensive			
24 hps		13 AC	CR **1/8**
Offensive			
3 damage		+3 to hit	CR **1/8**

Sick Thief
Medium humanoid (variant human), any

Armor Class 13
Hit Points 24 (3d8+6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12(+1)	16(+3)	14(+2)	8(-1)	12(+1)	12(+1)

Saving Throws Dex +5, Int +1
Skills Acrobatics +7, Deception +3, Insight +3, Investigation +1, Perception +3, Performance +3, Sleight of Hand +5, Stealth +7, Survival +3
Tool Proficiencies Alchemist's supplies, Thieves' tools
Senses passive Perception 13
Languages Common, Thieves' Cant and one other
Challenge 1/8 (25 XP)

Cunning Action. Per *BR* 28/*PHB 96*.
Diseased. The thief is infected with a disease that prevents him from taking bonus actions.
Fast Hands. Per *BR* 28/*PHB 97*.
Second-story Work. Per *BR* 28/*PHB 97*.
Sneak Attack (2d6). Per *BR* 28/*PHB 96*.
Trained Reflexes. Per the Feat (*WFC* 9).

Actions

Club. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit*: 3 (1d4+1) bludgeoning damage.

Removing Exhaustion

3 damage with +3 to hit is a CR 1/8. We no longer need the level of exhaustion to reduce his attack bonus.

If a DM wanted to be exploitive, he could place this thief in an encounter where a finesse weapon (a dagger or short sword) is convenient, but not initially in the thief's inventory.

CR 1/4: Recovered

With armor and a club, this version is something of a brigand or street tuff.

CR Calculations

Defensive		
24 hps	15 AC	CR **1/4**
Offensive		
3 dmg	+3 to hit	CR 1/8
+2 dmg		Fast Hands w/ alch fire
5 dpr	+3 to hit	CR **1/4**

Recovered Thief
Medium humanoid (variant human), any

Armor Class 15 (studded leather)

Hit Points 24 (3d8+6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12(+1)	16(+3)	14(+2)	8(-1)	12(+1)	12(+1)

Saving Throws Dex +5, Int +1

Skills Acrobatics +7, Athletics +3, Deception +3, Insight +3, Investigation +1, Perception +3, Sleight of Hand +5, Stealth +7, Survival +3

Tool Proficiencies Alchemist's supplies, Thieves' tools

Senses passive Perception 13

Languages Common, Thieves' Cant and one other

Challenge 1/4 (50 XP)

Cunning Action. Per *BR 28/PHB 96.*

Fast Hands. Per *BR 28/PHB 97.*

Second-story Work. Per *BR 28/PHB 97.*

Sneak Attack (2d6). Per *BR 28/PHB 96.*

Trained Reflexes. Per the Feat (*WFC* 9).

Gear. (3) alchemist's fire

Actions

Club. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit*: 3 (1d4+1) bludgeoning damage.

Modulating AC/To Hit

We add studded leather to give +2 AC which increases Defensive CR by one, and we now have room for the thief to use his signature ***Fast Hands*** to deliver alchemist's fire.

CR 1/2: Finesse

With no armor and an easily concealed weapon, this is clearly a spy.

CR Calculations

Defensive		
24 hps	13 AC	CR **1/8**
Offensive		
5 dmg	+5 to hit	CR ½
+2 dmg		Fast Hands w/ alch fire
+7 dmg		Sneak attack
14 dpr	+5 to hit	CR **2**

Finesse Thief
Medium humanoid (variant human), any

Armor Class 13

Hit Points 24 (3d8+6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12(+1)	16(+3)	14(+2)	8(-1)	12(+1)	12(+1)

Saving Throws Dex +5, Int +1

Skills Acrobatics +7, Athletics +3, Deception +3, Insight +3, Investigation +1, Perception +3, Sleight of Hand +5, Stealth +7, Survival +3

Tool Proficiencies Alchemist's supplies, Thieves' tools

Senses passive Perception 13

Languages Common, Thieves' Cant and one other

Challenge 1/2 (100 XP)

Cunning Action. Per *BR 28/PHB 96.*

Fast Hands. Per *BR 28/PHB 97.*

Second-story Work. Per *BR 28/PHB 97.*

Sneak Attack (2d6). Per *BR 28/PHB 96.*

Trained Reflexes. Per the Feat (*WFC* 9).

Gear. (3) alchemist's fire

Actions

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit*: 5 (1d4+3) piercing damage.

Cunning Action's Effect

While the thief may use his high stealth to get the drop on an opponent, once combat ensues, the presumption is he will use his bonus action to maneuver (with Dash) or for extra damage (using alchemist's fire via ***Fast Hands***). This is significantly different than a goblin's ***Nimble Escape*** which is presumed to use to Hide as a bonus action.