CHARACTER NAME

BACKGROUND: Halfling | CLASS: Rogue | SPECIES | SUBCLASS: Thief

LEVEL | XP

ARMOR CLASS: 14 (SHIELD)

HIT POINTS: CURRENT | TEMP | MAX

HIT DICE: SPENT | d8 (x Level) MAX

DEATH SAVES: SUCCESSES | FAILURES

HP = 6 x Level + 3

DUNGEONS & DRAGONS

PROFICIENCY BONUS +2 (+3 at Level 5)

STRENGTH -1 MODIFIER | 8 SCORE
- ○ Saving Throw
- ○ Athletics

DEXTERITY +4 (18) at Level 4 — +3 MODIFIER | 17 SCORE
- ⊗ Saving Throw
- ⊗ Acrobatics
- ⊗ +7 Sleight of Hand
- ⊗ +7 Stealth ([Level 4] +8, [Level 5] +10)

CONSTITUTION +2 MODIFIER | 14 SCORE
- ○ Saving Throw

HEROIC INSPIRATION

INTELLIGENCE +2 MODIFIER | 14 SCORE
- ⊗ Saving Throw
- ○ Arcana
- ○ History
- ⊗ Investigation
- ○ Nature
- ○ Religion

WISDOM +1 MODIFIER | 12 SCORE
- ○ Saving Throw
- ○ Animal Handling
- ○ Insight
- ○ Medicine
- ⊗ Perception
- ⊗ Survival

CHARISMA +0 MODIFIER | 10 SCORE
- ○ Saving Throw
- ⊗ Deception
- ○ Intimidation
- ○ Performance
- ○ Persuasion

INITIATIVE +2

SPEED 30

SIZE Small

PASSIVE PERCEPTION 13 ([Level 5] 14)

WEAPONS & DAMAGE CANTRIPS

Name	Atk Bonus / DC	Damage & Type	Notes
Dagger	+5	1d4+3 piercing	Thrown 20/60, Nick
Shortsword	+5	1d6+3 piercing	Light
Shortbow	+5	1d6+3 piercing	Vex

Attack Bonus: [Level 4] All weapons: +6; [Level 5] All weapons: +7

Damage Bonus: [Level 4] All weapons +4

CLASS FEATURES PHB pg. 128

[Level 1] Sneak Attack (1/Turn). On hit with Advantage or when ally is within 5ft. of target and you don't have Disadvantage, deal extra 1d6 damage [Level 3 = 2d6; Level 5 = 3d6]

[Level 1] Weapon Mastery
Nick. Attack Twice as Action.
Vex. On hit, your next Attack has Adv. before end of your next turn.

[Level 2] Cunning Action.
Dash, Disengage, or Hide as BA.

[Level 3] Fast Hands.
Pickpocket, Lockpick or disarm traps; Utilize (also Magic Item) as Bonus Action.

[Level 3] Steady Aim. As a BA, give yourself Advantage on next Attack this turn, cannot move during this turn.

[Level 5] Cunning Strike. On Sneak Attack, reduce damage by 1d6, choose: DC 15 CON or Poisoned for 1 Min. (save ends); DC 15 DEX or Prone; Move 15ft. without Opportunity Attack.

[Level 5] Uncanny Dodge. Reaction to halve Attack's damage against you

SPECIES TRAITS PHB, pg. 193

[Level 1] Halfling Traits.

Brave. Advantage on saves against Frightened.

Halfling Nimbleness. Move through the space of larger creatures.

Luck. When you roll 1 on d20, reroll and use new roll.

Feats

[Level 1] Skilled. Three extra skills: Acrobatics, Survival, Deception.

[Level 4] Skulker. Blindsight 10ft.; Advantage on Stealth checks in Combat; When you miss an attack while hidden, your location is not revealed.

EQUIPMENT TRAINING & PROFICIENCIES

ARMOR TRAINING: Light | Medium | Heavy | Shields

WEAPONS

simple weapons, martial weapons that have the Finesse or Light property

TOOLS

Thieves' Tools

Notes:

APPEARANCE

BACKSTORY & PERSONALITY

Alignment

LANGUAGES

Common, Halfling, Dwarvish, Gnomish, Thieves' Cant

EQUIPMENT

Leather Armor, 2 Daggers, Shortsword, Shortbow, 20 Arrows, Quiver, Thieves' Tools, Burglar's Pack

1 potion of healing

Magic Item Attunement

COINS

CP	SP	EP	GP	PP
			8	

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