

Rogue

CHARACTER NAME

Rogue 2

CLASS & LEVEL

PLAYER NAME

Halfling
SPECIES

Criminal
BACKGROUND

(Milestone)
EXPERIENCE POINTS

STRENGTH

8

-1

DEXTERITY

16

+3

CONSTITUTION

14

+2

INTELLIGENCE

12

+1

WISDOM

12

+1

CHARISMA

14

+2

- ☐ -1 Strength
- ☒ +5 Dexterity
- ☐ +2 Constitution
- ☒ +3 Intelligence
- ☐ +1 Wisdom
- ☐ +2 Charisma

Saving Throw Modifiers
Advantage to avoid or end the Frightened condition

SAVING THROWS

- ☒ +5 Acrobatics DEX
- ☐ +1 Animal Handling WIS
- ☐ +1 Arcana INT
- ☐ -1 Athletics STR
- ☒ +4 Deception CHA
- ☐ +1 History INT
- ☐ +1 Insight WIS
- ☐ +2 Intimidation CHA
- ☒ +3 Investigation INT
- ☐ +1 Medicine WIS
- ☐ +1 Nature INT
- ☒ +3 Perception WIS
- ☐ +2 Performance CHA
- ☐ +2 Persuasion CHA
- ☐ +1 Religion INT
- ☒ +7 Sleight of Hand DEX
- ☒ +7 Stealth DEX
- ☐ +1 Survival WIS
- ☐ _____
- ☐ _____
- ☐ _____

SKILLS

+5

INITIATIVE

ARMOR

14

CLASS

DEFENSES

HEROIC INSPIRATION

+2

PROFICIENCY BONUS

ABILITY SAVE DC

30 ft. (Walking)

SPEED

BONUS ACTIONS

Cunning Action

On your turn, you can take one of the following actions as a Bonus Action: Dash, Disengage, or Hide.

SPECIAL

Sneak Attack

Once per turn you can deal an extra 1d6 damage to one creature you hit with an attack if you have Advantage on the roll and the attack uses a Finesse or Ranged weapon. You don't need Advantage on the attack if at least one of your allies is within 5 ft. of the target, the ally doesn't have the Incapacitated condition, and you don't have Disadvantage.

Light Crossbow (Slow)

Slow. If you hit a creature with a Light Crossbow and deal damage to the creature, you can reduce its Speed by 10 ft. until the start of your next turn. If the creature is hit more than once with this property, the Speed reduction doesn't exceed 10 ft.

Rapier (Vex)

Vex. If you hit a creature with a Rapier and deal damage to it, you have Advantage on your next attack roll against that creature before the end of your next turn.

Luck: when you roll a 1 on a d20, reroll, must use the new roll.

ACTIONS

=== ARMOR, WEAPONS ===

Light Armor, Crossbow, Hand, Rapier, Scimitar, Shortsword, Simple Weapons, Whip

=== TOOLS ===

Forgery Kit, Thieves' Tools

=== LANGUAGES ===

Common, Gnomish, Halfling, Thieves' Cant, Undercommon

=== ACTIONS ===

Attack, Magic, Dash, Disengage, Dodge, Help, Hide, Ready, Search, Utilize, Opportunity Attack, Grapple, Shove, Improvise, Two-Weapon Fighting, Interact

PROFICIENCIES & TRAINING

13

PASSIVE PERCEPTION

11

PASSIVE INSIGHT

13

PASSIVE INVESTIGATION

SENSES

NAME

HIT

DAMAGE/TYPE

NOTES

Crossbow, Light

+5

1d8+3 Piercing

80/320, Slow

Dagger

+5

1d4+3 Piercing

20/60

Dagger

+5

1d4+3 Piercing

20/60

Rapier

+5

1d8+3 Piercing

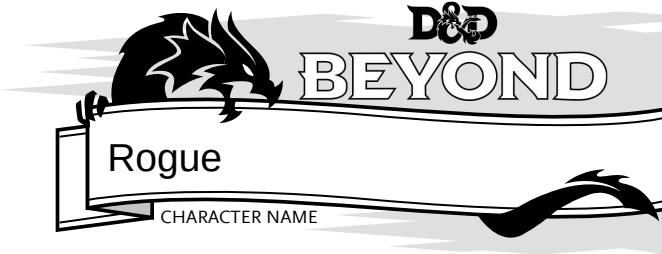
Martial, Finesse, Vex

Unarmed Strike

+1

0 Bludgeoning

WEAPON ATTACKS & CANTRIPS



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=== HALFLING SPECIES TRAITS ===

*** Luck • PHB-2024 193**
When you roll a 1 on the d20 of a D20 Test, you can reroll the die, and you must use the new roll.

*** Halfling Nimbleness • PHB-2024 193**
You can move through the space of any creature that is a size larger than you, but you can't stop in the same space.

*** Naturally Stealthy • PHB-2024 193**
You can take the Hide action even when you are obscured only by a creature that is at least one size larger than you.

=== FEATS ===

*** Alert • PHB-2024 200**
Initiative Swap. Immediately after you roll Initiative, you can swap your Initiative with the Initiative of one willing ally in the same combat. You can't make this swap if you or the ally has the Incapacitated condition.

FEATURES & TRAITS

CP0

SP0

EP0

GP23

PP0

WEIGHT CARRIED

63 lb.

ENCUMBERED

120 lb.

PUSH/DRAW/LIFT

240 lb.

NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
Leather	1	10 lb.	Hooded Lantern	1	2 lb.
Dagger	1	1 lb.	Candle	10	--
Dagger	1	1 lb.	Crowbar	1	5 lb.
Crossbow, Light	1	5 lb.			
Rapier	1	2 lb.			
Backpack	1	5 lb.			
Thieves' Tools	1	1 lb.			
Arrows	20	1 lb.			
Oil	7	7 lb.			
Ball Bearings	1,000	2 lb.			
Rations	5	10 lb.			
Rope	1	5 lb.			
Bell	1	--			
Tinderbox	1	1 lb.			
Waterskin	1	5 lb.			

ATTUNED MAGIC ITEMS

	QTY	WEIGHT
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EQUIPMENT