CHARACTER NAME

RACE	LEVEL & CLASS	BACKGROUND
Halfling	3rd-Level Rogue (Thief)	Urchin
SIZE	**DESCRIPTION**	**PLAYER**
Small		

STRENGTH -1 (8)

DEXTERITY +3 (16)

CONSTITUTION +0 (10)

INTELLIGENCE +1 (12)

WISDOM +1 (13)

CHARISMA +3 (16)

+2 PROFICIENCY BONUS

- ○ ____ Strength
- ◉ +5 Dexterity
- ○ ____ Constitution
- ◉ +3 Intelligence
- ○ ____ Wisdom
- ○ ____ Charisma

SAVING THROWS

- ◉ +5 Acrobatics (Dex)
- ○ ____ Animal Handling (Wis)
- ○ ____ Arcana (Int)
- ○ ____ Athletics (Str)
- ◉ +5 Deception (Cha)
- ○ ____ History (Int)
- ◉ +3 Insight (Wis)
- ○ ____ Intimidation (Cha)
- ○ ____ Investigation (Int)
- ○ ____ Medicine (Wis)
- ○ ____ Nature (Int)
- ◉ +3 Perception (Wis)
- ○ ____ Performance (Cha)
- ○ ____ Persuasion (Cha)
- ○ ____ Religion (Int)
- ◉ +5 Sleight of Hand (Dex)
- ◉ +7 Stealth (Dex)
- ○ ____ Survival (Wis)

SKILLS

13 PASSIVE WISDOM (PERCEPTION)

PROFICIENCIES. Light armour, simple weapons, hand crossbows, longswords, rapiers, shortswords, disguise kit, thieves' tools (+7).

LANGUAGES. Common, Halfling.

OTHER PROFICIENCIES & LANGUAGES

14 ARMOR CLASS

+3 INITIATIVE

25 FT SPEED

Hit Point Maximum 18

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 3D8

HIT DICE

SUCCESSES ○○○

FAILURES ○○○

DEATH SAVES

NAME	ATK BONUS	DAMAGE/TYPE
Shortsword	+5	1D6+3 piercing
Shortbow [1]	+5	1D6+3 piercing
Dagger [2]	+5	1D4+3 piercing

[1] You can fire a shortbow 80 ft., or up to 320 ft. with disadvantage on the attack roll.

[2] You can throw a dagger 20 ft., or up to 60 ft. with disadvantage on the attack roll.

ATTACKS & SPELLCASTING

Urchin's Gear
- Set of common clothes
- A family memento: _____
- A pet mouse

Rogue's Gear
- Shortsword
- Shortbow, arrows { □□□□□□□□□□□□□□□□□□□□
- Leather armour
- Daggers x 2
- Thieves' tools

Explorer's Pack
- Bedroll
- Mess kit
- Tinderbox
- Torches x 10
- Rations x 10 days' worth
- 50 ft. of rope

Wealth
- 10 gold pieces

EQUIPMENT

As a halfling, your diminutive size aids in the stealthy activities you get up to beneath the notice of the "big folk." You sneak or fasttalk your way out of trouble, and quietly strike at your enemies from the shadows.

Lucky
When you roll a 1 on an attack roll, ability check, or saving throw, you can reroll the die (but must use the new roll).

Brave
You have advantage on saving throws against being frightened.

Halfling Nimbleness
You can move through the space of any creature that is larger than you.

Naturally Stealthy
You can attempt to hide even when you are obscured only by a creature at least one size category larger than you.

Sneak Attack (1/turn)
If you have advantage on your finesse or ranged attack, you deal an extra 2D6 damage to one target.

You don't need advantage if another enemy of the target is within 5 ft. of it and you don't have disadvantage on your attack roll.

Cunning Action (Bonus Action)
You can take the Dash, Disengage, or Hide action, make a Dexterity (Sleight of Hand) check, use your thieves' tools, or Use an Object.

Second Story Work
You climb at your normal speed. With a running jump, you add 3 ft. to the distance covered.

Thieves' Cant
You know a secret mix of dialect, jargon, and code. (See PHB 96)

City Secrets
You know the secret patterns and flow to cities and can find passages through the urban sprawl that others would miss. When you are not in combat, you and your companions can travel between any two locations in the city twice as fast as your speed normally allows.

FEATURES & TRAITS

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Pre-generated character sheet prepared by joe.nittoly.ca