

LIGHTFOOT HALFLING

3RD-LEVEL ROGUE (THIEF) LEVEL & CLASS

URCHIN

BACKGROUND

SMALL SIZE

DESCRIPTION

PLAYER

CHARACTER NAME

PROFICIENCY BONUS





_ Constitution

+3 Intelligence

O ____ Wisdom

_ Charisma SAVING THROWS



CONSTITUTION

10

INTELLIGENCE

12

WISDOM

13

CHARISMA

16

+5 Acrobatics (Dex)

_ Animal Handling (Wis)

_ Arcana (Int)

_ Athletics (Str)

Deception (Cha)

O ____ History (Int)

Insight (Wis)

____ Intimidation (Cha)

O ____ Investigation (Int)

Medicine (Wis)

O Nature (Int)

Perception (Wis)

Performance (Cha)

Persuasion (Cha)

_ Religion (Int)

Stealth (Dex)

O ____ Survival (Wis)

SKILLS

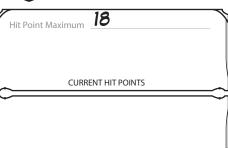
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PASSIVE WISDOM (PERCEPTION)



INITIATIVE

FEET SPEED



TEMPORARY HIT POINTS Total 3D8 SUCCESSES O=O=O FAILURES O=O=C

DEATH SAVES

I ASK A LOT OF QUESTIONS.

I LIKE TO SQUEEZE INTO SMALL PLACES WHERE NO ONE ELSE CAN GET TO ME.

PERSONALITY TRAITS

ASPIRATION. I'M GOING TO PROVE I'M WORTHY OF A BETTER LIFE.

IDEALS

NO ONE ELSE SHOULD HAVE TO ENDURE THE HARDSHIPS I'VE BEEN THROUGH.

RONDS

GOLD SEEMS LIKE A LOT OF MONEY TO ME, AND I'LL DO JUST ABOUT ANYTHING FOR MORE OF IT.

FLAWS

ATK BONUS DAMAGE/TYPE SHORTSWORD +5 1D6+3 PIERCING +5 SHORTBOW! 1D6+3 PIERCING +5 DAGGER 2 104+3 PIERCING

HIT DICE

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 & SPELL CASTING

LUCKY. WHEN YOU ROLL A I ON AN ATTACK ROLL, ABILITY CHECK, OR SAVING THROW, YOU CAN REPOLL 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. YOU KNOW HOW TO STRIKE SUBTLY AND EXPLOIT A FOE'S DISTRACTION. ONCE PER TURN, YOU CAN DEAL AN EXTRA 206 DAMAGE TO ONE CREATURE YOU HIT WITH AN ATTACK IF YOU HAVE ADVANTAGE ON THE ATTACK ROLL. THE ATTACK MUST USE A FINESSE OR RANGED WEAPON. YOU DON'T NEED ADVANTAGE ON THE ATTACK ROLL IF ANOTHER ENEMY OF THE TARGET IS WITHIN 5 FT. OF IT, THAT ENEMY ISN'T INCAPACITATED, AND YOU DON'T HAVE DISADVANTAGE ON THE ATTACK ROLL.

CUNNING ACTION/FAST HANDS. AS A BONUS ACTION ON YOUR TURN, YOU CAN TAKE THE DASH, DISENGAGE, OR HIDE ACTION, MAKE A DEXTERITY (SLEIGHT OF HAND) CHECK, USE YOUR THIEVES' TOOLS TO DISARM A TRAP OR OPEN A LOCK, OR TAKE THE USE AN OBJECT ACTION

SECOND STORY WORK. YOU CAN CLIMB AT YOUR NORMAL SPEED. PLUS, WHEN YOU MAKE A RUNNING JUMP, YOU CAN ADD 3 FT. TO THE DISTANCE COVERED

THIEVES' CANT. 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'S 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.

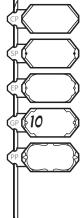
CITY SECRETS. YOU KNOW THE SECRET PATERNS AND FLOW TO CITIES AND CAN FIND PASSAGES THROUGH THE URBAN SPRAWL THAT OTHERS WOULD MISS. WHEN YOU ARE NOT IN COMBAT, YOU (AND COMPANIONS YOU LEAD) CAN TRAVEL BETWEEN ANY TWO LOCATIONS IN THE CITY TWICE AS FAST AS YOUR SPEED WOULD NORMALLY ALLOW. FEATURES & TRAITS

PHOTOCOPY FOR PERSONAL USE ONLY

PROFICIENCIES. LIGHT ARMOUR, SIMPLE WEAPONS, HAND CROSSBOWS, LONGSWORDS RAPIERS, SHORTSWORDS, DISGUISE KIT, THIEVES' TOOLS (+7).

OTHER PROFICIENCIES & LANGUAGES

LANGUAGES. COMMON, HALFLING.



LEATHER ARMOUR THIEVES' TOOLS BAG OF 1,000 BALL BEARINGS 10 FT. OF STRING CANDLES () () () () () CROWBAR HAMMER PITONS (10) HOODED LANTERN FLASKS OF OIL (2) RATIONS ()()()()() TINDERBOX WATERSKIN 50 FT. ROPE SMALL KNIFE MAP OF THE CITY PET MOUSE SET OF COMMON CLOTHES BELT POUCH

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FOLIPMENT