



LIGHTFOOT HALFLING RACE 3RD-LEVEL ROGUE (THIEF) LEVEL & CLASS

URCHIN BACKGROUND

SMALL SIZE DESCRIPTION

PLAYER

CHARACTER NAME

STRENGTH -1 8

DEXTERITY +3 16

CONSTITUTION +0 10

INTELLIGENCE +1 12

WISDOM +1 13

CHARISMA +3 16

+2 PROFICIENCY BONUS

- Strength
Dexterity +5
Constitution
Intelligence +3
Wisdom
Charisma
SAVING THROWS

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

13 PASSIVE WISDOM (PERCEPTION)

14 ARMOR CLASS

+3 INITIATIVE

25 FEET SPEED

Hit Point Maximum 18 CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 3DB HIT DICE

SUCCESSSES FAILURES DEATH SAVES

Table with columns: NAME, ATK BONUS, DAMAGE/TYPE. Rows: SHORTSWORD (+5, 1D6+3 PIERCING), SHORTBOW (1, +5, 1D6+3 PIERCING), DAGGER (2, +5, 1D4+3 PIERCING). Includes footnotes for Shortbow and Dagger.

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. BONDS

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

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. You know how to strike subtly and exploit a foe's distraction. 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. City Secrets. You know the secret patterns and flow to cities and can find passages through the urban sprawl that others would miss.

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

EQUIPMENT section listing items like Shortsword, Shortbow, Arrows, Leather Armour, Daggers, Thieves' Tools, Backpack, Bag of 1,000 Ball Bearings, 10 ft. of String, Bell, Candles, Crowbar, Hammer, Pitons, Hooded Lantern, Flasks of Oil, Rations, Tinderbox, Waterskin, 50 ft. Rope, Small Knife, Map of the City, Pet Mouse, Set of Common Clothes, Belt Pouch.