

HALFLING ROGUE 3

"Could you keep the screaming down a bit? I'm kinda busy here."



You're completely self-sufficient. If you need something, you take it. If someone else has it, they don't anymore. Necessity trumps silly laws of possession.

You weren't a desperate orphan, scratching out a living on the mean streets. Neither were you a noble poser, slumming for excitement. No, you are a master of adaptation to your environment—be it urban, dungeon, or the wild.

BACKGROUND (CRIMINAL)

You are an experienced criminal with a history of breaking the law. You have spent a lot of time among other criminals and still have contacts within the criminal underworld. You have survived up to this point by flouting the rules and regulations of society.

Your expertise is burglary. You are unmatched at getting into tight spaces and locked rooms, and getting back out again richer and none the worse.

Criminal Contact. You have a reliable and trustworthy contact who acts as your liaison to a loose network of other criminals. (This is not a formal organization like the Zhentarim.) You know how to get messages to and from your contact, even over great distances, using local messengers, corrupt caravan masters, and seedy sailors.

Faction. You are a member of the Harpers, a clandestine network of spellcasters and spies that seeks to tip the scales in favor of the innocent, the weak, and the poor.

Personality Trait. You are always calm, no matter what the situation.

Ideal. Everyone should be free to pursue his or her own livelihood.

Bond. You are loyal to your friends, not to any ideals.

Flaw. When you see something valuable, you can't think of anything but how to steal it.

CHARACTER NAME

Small humanoid (lightfoot halfling), Thief, neutral

Armor Class 15 (studded leather)

Hit Points 21 (Hit Dice 3d8)

Speed 25 ft.

STR	DEX	CON
10 (+0)	17 (+3)	13 (+1)
INT	WIS	CHA
14 (+2)	12 (+1)	9 (–1)

Proficiencies (+2 proficiency bonus)

Saving Throws Dex +5, Int +4

Skills Acrobatics +5, Deception +1, Investigation +4, Perception +5, Sleight of Hand +5, Stealth +5

Tools thieves' tools +4

Armor light armor

Weapons simple weapons, hand crossbows, longswords, rapiers, shortwords

Senses passive (Perception) 15

Languages Common, Halfling, thieves' cant

ACTIONS

Attack. You can attack once when you take this action, using the following:

Shortsword. Melee Weapon Attack: +5 to hit, reach 5 ft., one target.

Hit: 1d6 + 3 piercing damage.

Dagger. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 20/60 ft., one target.

Hit: 1d4 + 3 piercing damage.

Shortbow. Ranged Weapon Attack: +5 to hit, range 80/320 ft., one target.

Hit: 1d6 + 3 piercing damage.

BONUS ACTIONS

Cunning Action. Rogue feature

Two-Weapon Fighting. When you take the Attack action with a shortsword in one hand, you can use a bonus action to attack with a dagger in the other hand. You don't add your ability modifier to the damage of the bonus attack.

You can instead throw the dagger instead of making a melee attack with it.

OPTIONS

Halfling Nimbleness. Halfling trait

Lucky. Halfling trait

Sneak Attack. Rogue feature

HALFLING TRAITS

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

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

Brave. You have advantage on saving throws against being frightened.

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

ROGUE FEATURES

Cunning Action. You can take a bonus action on each of your turns in combat, only to take the Dash, Disengage, or Hide action.

Fast Hands. You can use the bonus action granted by your Cunning Action to 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. Climbing does not cost you extra movement. In addition, when you make a running jump, the distance you cover increases by a number of feet equal to your Dexterity modifier.

Sneak Attack. Once per turn, you can deal an extra 2d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon.

You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

EQUIPMENT

Shortsword, shortbow, quiver with 20 arrows, daggers (2), studded leather, burglar's pack (silk rope), thieves' tools, caltrops, dice set, chalk (5), soap (2), steel mirror, dark common clothes with a hood, *potion of healing*, belt pouch.