

Halfling Rogue

Chaotic Good Lightfoot Halfling Rogue 1

AC 14 **Hit Points** 8
Speed 25 ft. **Hit Dice** 1d6

Initiative +7

Strength	8	(-1)
Dexterity	16	(+3)
Constitution	14	(+2)
Intelligence	14	(+2)
Wisdom	10	(+0)
Charisma	12	(+1)

Attacks

Dagger +5 (range 20/80); 1d6 + 3 piercing damage

Short Sword +5; 1d8 + 3 piercing damage

Skills (+3 to checks relating to a skill)

Disable Device
Gather Rumors
Knowledge (Folklore)
Listen
Persuade
Profession (Cook)
Sleight of Hand
Sneak

Race: Lightfoot Halfling

Halfling Nimbleness: You can move through the spaces of hostile creatures that are larger than you.

Halfling Weapon Training: In your hands, the damage die for a dagger, short sword, or sling with which you are proficient increases by one step (included).

Languages: Common, Halfling.

Lucky: Twice per day, when you make an attack roll, check, or saving throw, you can reroll one die and use either result.

Naturally Stealthy: You can attempt to hide if a creature that is one size category larger than you obscures you.

Class: Rogue

Expertise (1d4): You gain a single expertise die, a d4. As long as you are able to take actions, you can spend expertise dice to use a maneuver that you know. At the end of each of your turns, you regain all of your spent expertise dice.

Rogue Scheme (Thief): You are a burglar, granting training in Disable Device, Listen, Sleight of Hand, Sneak, and one maneuver (included).

Thieves' Tools: You are proficient with the use of thieves' tools.

Armor and Weapon Proficiencies: You are proficient with light armor, basic weapons, finesse weapons, and simple and martial missile weapons.

Background: Artisan (Cook)

Skills: Gather Rumors, Knowledge (Folklore), Persuade, and Profession.

Guild Membership: You are a member of a guild. You have the support of fellow guild members, possibly including politically powerful ones, and access to the guild's property. You must pay dues of 5 gp per month to the guild, and any aid the guild provides you might come at a cost.

Specialty: Ambush Specialist

Improved Initiative: You gain a +4 bonus to initiative (included). If your initiative result is lower than 10, treat it as a 10.

Maneuvers

Skill Mastery: When you make a check and one of your trained skills applies, you can spend expertise dice to add to the check. Roll all the expertise dice you spend, but add only the highest die result to your check.

Sneak Attack: When you hit a creature with a weapon attack, you can spend expertise dice to increase the attack's damage against that target, provided you have advantage against the target or it is in the reach of a creature friendly to you. Roll all the expertise dice you

spend, and add up their results. The damage gains a bonus equal to that total.

Equipment

Leather armor, traveler's clothes (secret pockets), short sword, five daggers, thieves' tools, healer's kit, mirror, belt pouch, cooking utensils, 95 gp