

CHARACTER NAME

Rogue 1

CLASS & LEVEL

Lightfoot halfling

RACE

Criminal

BACKGROUND

Neutral

ALIGNMENT

PLAYER NAME

EXPERIENCE POINTS

STRENGTH

-1

8

DEXTERITY

+3

16

CONSTITUTION

+1

12

INTELLIGENCE

+1

13

WISDOM

+0

10

CHARISMA

+3

16

+2

PROFICIENCY BONUS

- ☐ -1 Strength
- ☒ +5 Dexterity
- ☐ +1 Constitution
- ☒ +3 Intelligence
- ☐ +0 Wisdom
- ☐ +3 Charisma

SAVING THROWS

- ☒ +5 Acrobatics (Dex)
- ☐ +0 Animal Handling (Wis)
- ☐ +1 Arcana (Int)
- ☐ -1 Athletics (Str)
- ☒ +5 Deception (Cha)
- ☐ +1 History (Int)
- ☐ +0 Insight (Wis)
- ☐ +3 Intimidation (Cha)
- ☒ +3 Investigation (Int)
- ☐ +0 Medicine (Wis)
- ☐ +1 Nature (Int)
- ☐ +0 Perception (Wis)
- ☒ +5 Performance (Cha)
- ☐ +3 Persuasion (Cha)
- ☐ +1 Religion (Int)
- ☒ +5 Sleight of Hand (Dex)
- ☒ +7 Stealth (Dex)
- ☐ +0 Survival (Wis)

SKILLS

10

PASSIVE WISDOM
(PERCEPTION)

14

ARMOR
CLASS

+3

INITIATIVE

25 feet

SPEED

Hit Point Maximum 9

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d8

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

I never have a plan, but I'm great at making things up as I go along. Also, the best way to get me to do something is to tell me I can't do it.

PERSONALITY TRAITS

People. I'm loyal to my friends, not to any ideals. Everyone else can take a trip on the River Styx for all I care.

IDEALS

Qelline Alderlead, my aunt, has a farm in Phandalin. I always give her some of my ill-gotten gains.

BONDS

My aunt must never know the deeds I did as a member of the Redbrands.

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Shortsword

+5

1d6 + 3 piercing

Shortbow*

+5

1d6 + 3 piercing

*You can shoot your shortbow 80 feet, or up to 320 feet with disadvantage on the attack roll.

Sneak Attack. Once per turn, when you hit a creature with a Dexterity-based attack (such as with your shortsword or shortbow) and you have advantage on the attack roll, you can deal an extra 1d6 damage to your target. You don't need advantage if another enemy of the target is within 5 feet of it and isn't incapacitated. You can't deal the extra damage, however, if you have disadvantage on the attack roll.

ATTACKS & SPELLCASTING

Thieves' Cant. You know thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. You also understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous, 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.

Lucky. When you roll a natural 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.

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

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

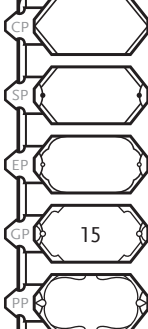
Criminal Contact. You have a contact who acts as your liaison to a network of other criminals. You know how to get messages to and from your contact, even over great distances; you know the local messengers, corrupt caravan masters, and seedy sailors who can carry messages for you. You can move secret information or stolen goods through your contact in exchange for money or other information you seek.

Proficiencies. Light armor, simple weapons, hand crossbows, longswords, rapiers, shortswords, thieves' tools, playing cards, carpenter's tools

Languages. Common, Halfling

Expertise. When you make a Dexterity (Stealth) check or a check using thieves' tools, your proficiency bonus is doubled. This benefit is included in your Stealth skill bonus.

OTHER PROFICIENCIES & LANGUAGES



Shortsword, shortbow, 20 arrows, leather armor, thieves' tools, backpack, bell, 5 candles, crowbar, hammer, 10 pitons, 50 feet of hempen rope, hooded lantern, 2 flasks of oil, 5 days rations, tinderbox, waterskin, crowbar, set of dark common clothes including a hood, pouch

EQUIPMENT

FEATURES & TRAITS

HALFLING

The comforts of home are the goals of most halflings' lives: a place to settle in peace and quiet, far from marauding monsters and clashing armies; a blazing fire and a generous meal; and fine drink and fine conversation. Though some halflings live out their days in remote agricultural communities, others form nomadic bands that travel constantly, lured by the open road and the wide horizon to discover the wonders of new lands and peoples. But even these wanderers love peace, food, hearth, and home, though home might be a wagon jostling along an old dirt road.

The diminutive halflings survive in a world full of larger creatures by avoiding notice or, barring that, avoiding offense. Standing about 3 feet tall, they appear relatively harmless and so have managed to survive for centuries in the shadow of empires and on the edges of wars and political strife. They're concerned with basic needs and simple pleasures and have little use for ostentation.

Halflings are an affable and cheerful people. They cherish the bonds of family and friendship, as well as the comforts of hearth and home, harboring few dreams of glory. Even adventurers among them usually venture into the world for reasons of community, friendship, wanderlust, or curiosity.

A halfling has a given name, a family name, and possibly a nickname. Family names are often nicknames that stuck so tenaciously they have been passed down through the generations.

Male Names: Alton, Ander, Cade, Corrin, Eldon, Errich, Finnan, Garret, Lindal, Lyle, Merric, Milo, Osborn, Perrin, Reed, Roscoe, Wellby

Female Names: Andry, Bree, Callie, Cora, Euphemia, Jillian, Kithri, Lavinia, Lidda, Merla, Nedda, Paela, Portia, Seraphina, Shaena, Trym, Vani, Verna

Family Names: Brushgather, Goodbarrel, Greenbottle, High-hill, Hilltopple, Leagallow, Tealeaf, Thorngage, Tossobble, Underbough

ROGUE

Rogues rely on skill, stealth, and their foes' vulnerabilities to get the upper hand in any situation. They have a knack for finding the solution to just about any problem.

BACKGROUND

The town of Phandalin is built on the ruins of an older settlement, vacant for five centuries until some hardy settlers set about rebuilding it some years back. Drawn by stories of gold and platinum in the nearby foothills, you came to Phandalin as well, not to earn a living, but to prey on those who struck it rich. You joined a gang calling itself the Redbrands and made some decent coin as a burglar, enforcer, or fence.

But you must have made an enemy among your fellow Redbrands. Someone set you up. On that person's word, the head of the Redbrands—a wizard called Glasstaff—tried to have you killed. You escaped, barely alive and thanking Tymora, the goddess of good fortune, for your luck. You fled Phandalin, almost penniless and with only the tools of your trade to your name.

Personal Goal: Get Your Revenge. Someone in the Redbrands nearly got you killed, and you sure would like to know who it was. And then you'd like to take your revenge—on that person, on Glasstaff, maybe on all the Redbrands. And you just got a tip that might help you: someone named Halia Thornton also has it out for the Redbrands. She lives in Phandalin, which means showing your face to the Redbrands who still want you dead.

Alignment: Neutral. You tend to do whatever seems best at the time. Sure, you've done some things you're not proud of, and you're not personally committed to making the world a better place. But you have no interest in causing suffering or making things worse than they already are.

GAINING LEVELS

As you adventure and overcome challenges, you gain experience points (XP), as explained in the rulebook.

With each level you gain, you gain one additional Hit Die and add $1d8 + 1$ to your hit point maximum.

2ND LEVEL: 300 XP

Cunning Action. Your quick thinking and agility allow you to move and act quickly, so you can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

3RD LEVEL: 900 XP

Second-Story Work. You gain the ability to climb faster than normal, so climbing no longer costs you extra movement. In addition, when you make a running jump, the distance you can cover increases by a number of feet equal to your Dexterity modifier.

Fast Hands. You can use the bonus action granted by your Cunning Action to make a Dexterity (Sleight of Hand) check, take the Use an Object action, or use your thieves' tools to try to disarm a trap or open a lock.

Sneak Attack. You deal 2d6 damage with your Sneak Attack feature, instead of 1d6.

4TH LEVEL: 2,700 XP

Ability Score Improvement. Your Dexterity increases to 18, which has the following effects:

- Your Dexterity modifier becomes +4.
- Your attack bonus and your damage for Dexterity-based attacks, such as your shortsword and shortbow, increase by 1.
- Your modifier to Dexterity saving throws increases by 1.
- Your modifier to Dexterity-based skills increases by 1.
- While you wear light or no armor, your Armor Class increases by 1.
- Your initiative increases by 1.

5TH LEVEL: 6,500 XP

Proficiency Bonus. Your proficiency bonus increases to +3, which has the following effects:

- Your attack bonus increases by 1 for weapons you're proficient with.
- Your modifier for saving throws and skills you're proficient in (indicated by a ●) increases by 1. Your Expertise feature means your bonus for Stealth and the use of thieves' tools instead each increase by 2.

Sneak Attack. You deal 3d6 damage with your Sneak Attack feature, instead of 2d6.

Uncanny Dodge. When an attacker you can see hits you with an attack roll, you can use your reaction to halve the attack's damage against you.

IMPROVING YOUR ARMOR

As you acquire treasure, you can buy better armor to improve your Armor Class. The rulebook contains equipment, including armor.