

Rosie		Rogue Halfling		Noble
12		15		
			18	
14				
10				
		1d8		
10	• •	Dagger	1d4 piercing	<ul style="list-style-type: none"> • Lucky: When rolling a natural 1 on a d20, you can reroll the die. • Brave: Advantage on saving throws against fear.
9				
	•			
19	•			

Inventory:

Dagger (Weapon) - 1d4 piercing damage,
Type: melee, Weight: 1 lbs, Value: 2 gp

Leather (Armor) - AC: 11, Type: light,
Weight: 10 lbs, Value: 10 gp

Potion of Night Vision (Potion) -
Effect: Gain darkvision (18m) for 1
hour, Value: 10 gp

Ring of Minor Invisibility (Magic Item)
- Effect: Turn invisible for 1 minute
(1/day), Weight: 0.1 lbs, Value: 35 gp

Cantripss:

Spellss: