

## Lidda Bramblewine

CHARACTER NAME

Rogue (Thief)

CLASS & LEVEL

Urchin

BACKGROUND

PLAYER NAME

Halfling

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

0

10

DEXTERITY

+3

16

CONSTITUTION

0

10

INTELLIGENCE

+2

14

WISDOM

+1

12

CHARISMA

+2

14

INSPIRATION

+2

PROFICIENCY BONUS

- ☐ 0 Strength
- ☒ +5 Dexterity
- ☐ 0 Constitution
- ☒ +4 Intelligence
- ☐ +1 Wisdom
- ☐ +2 Charisma

SAVING THROWS

- ☒ +5 Acrobatics (Dex)
- ☐ +1 Animal Handling (Wis)
- ☐ +2 Arcana (Int)
- ☐ 0 Athletics (Str)
- ☒ +4 Deception (Cha)
- ☐ +2 History (Int)
- ☐ +1 Insight (Wis)
- ☐ +2 Intimidation (Cha)
- ☒ +6 Investigation (Int)
- ☐ +1 Medicine (Wis)
- ☐ +1 Nature (Int)
- ☒ +3 Perception (Wis)
- ☐ +2 Performance (Cha)
- ☐ +2 Persuasion (Cha)
- ☐ +2 Religion (Int)
- ☒ +5 Sleight of Hand (Dex)
- ☒ +7 Stealth (Dex)
- ☐ +1 Survival (Wis)

SKILLS

15

ARMOR CLASS

+3

INITIATIVE

25

SPEED

Hit Point Maximum 13 18

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 2 3

d8

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

NAME

ATK BONUS

DAMAGE/TYPE

Shortsword

+5

d6+3

Dagger

+5

d4+3

Light Crossbow

+5

d8+3

Sneak Attack: +d6 +2d6

Dual Wielding: When you are holding one weapon in each hand and use your action to Attack, you may make an additional attack as a bonus action. Do not add your Dexterity modifier (+3) to the damage of the second attack.

Thrown Weapons: Daggers can be thrown with range 20/60.

ATTACKS & SPELLCASTING

13

PASSIVE WISDOM (PERCEPTION)

Languages:

- Common
- Halfling
- Thieves' Cant

Tool Kits:

- Thieves' Tools
- Disguise Kit

OTHER PROFICIENCIES & LANGUAGES

CP

SP

CP

CP

CP

CP

CP

CP

CP

CP

CP

CP

CP

CP

CP

CP

CP

CP

CP

CP

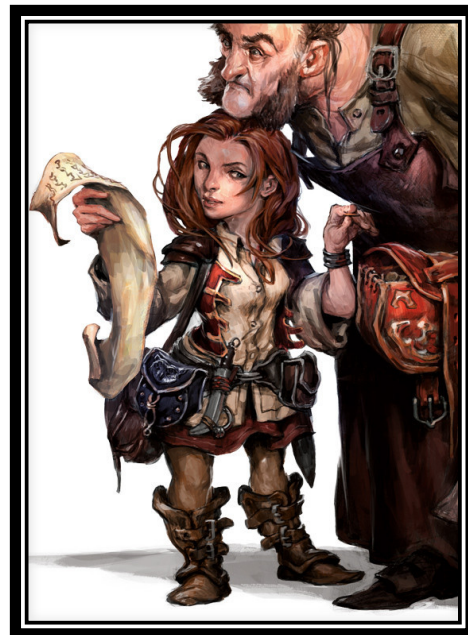
CP

2 Short Swords  
2 Daggers  
Light Crossbow

Studded Leather Armor

Burglar's Pack:  
-- Backpack  
-- 1000 ball bearings  
-- 10 feet of string  
-- Bell  
-- 5 candles  
-- Crowbar  
-- Hammer  
-- 10 pitons  
-- Hooded Lantern  
-- 2 flasks of oil  
-- Tinderbox  
-- 50 feet of rope

EQUIPMENT



**Lucky:** When you roll a 1 on an attack roll, saving throw, or ability check you may reroll the die.

**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 even when you are obscured only by a creature that is at least one size larger than you.

**Sneak Attack:** Once per turn, you can deal extra damage to one creature you hit with an attack if you have advantage on the attack roll, or if an ally is within 5 feet of the target and you don't have disadvantage on the attack roll.

**Cunning Action:** You can Dash, Disengage, or Hide as a bonus action on your turn.

**Fast Hands:** You can make a Sleight of Hand check, use your Thieves' Tools, or use an object as a bonus action.

**Second Story Work:** Your climb speed is equal to your movement speed. When you make a running jump, the distance you cover increases by 3 feet.

FEATURES & TRAITS