DUNGEONS & DRAGONS®

Finnan Goodbarrel
CHARACTER NAME

Rogue 1	Criminal	Katie
CLASS & LEVEL	BACKGROUND	PLAYER NAME
Lightfoot Halfling	Neutral	75
RACE	ALIGNMENT	EXPERIENCE POINTS

STRENGTH
-1
8

DEXTERITY
+3
16

CONSTITUTION
+1
12

INTELLIGENCE
+1
13

WISDOM
+0
10

CHARISMA
+3
16

0 INSPIRATION

+2 PROFICIENCY BONUS

SAVING THROWS
- ○ -1 Strength
- ◉ +5 Dexterity
- ○ +1 Constitution
- ◉ +3 Intelligence
- ○ +0 Wisdom
- ○ +3 Charisma

SKILLS
- ◉ +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)
- ◉ +5 Stealth (Dex)
- ○ +0 Survival (Wis)

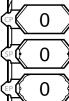**10** PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES
Proficiencies:
Light armor, simple weapons, hand crossbows, longswords, rapiers, shortswords, thieves' tools.

Languages:
Elvish, Common, Draconic

Combat
14 ARMOR CLASS
+3 INITIATIVE
25 SPEED

Hit Point Maximum 9

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d8
HIT DICE

DEATH SAVES
SUCCESSES ○ ○ ○
FAILURES ○ ○ ○

ATTACKS & SPELLCASTING

NAME	ATK BONUS	DAMAGE/TYPE
Shortsword	+5	1d6+3/p
Shortbow	+5	1d6+3/p

Armor: Leather Armor
Shield: None
TODO: Describe how your character usually attacks or uses spells.

EQUIPMENT
CP 0
SP 0
EP 0
GP 0
PP 0

TODO: list the equipment and magic items your character carries

PERSONALITY TRAITS
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.

IDEALS
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.

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

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

FEATURES & TRAITS
(See Features Page)
--Brave
--Criminal Contact
--Expertise
--Halfling Nimbleness
--Lucky
--Naturally Stealthy
--Sneak Attack (1d6)
--thieves cant
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TODO: Describe other features and abilities your character has.

Features and Magic Items

Finnan Goodbarrel

Subclasses

Features

Brave

Source: Race (Halfling)

You have advantage on saving throws against being frightened.

Criminal Contact

Source: Background (Criminal)

You have a reliable and trustworthy 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; specifically, you know the local messengers, corrupt caravan masters, and seedy sailors who can deliver messages for you.

Expertise

Source: Rogue

At 1st level, choose two of your skill proficiencies, or one of your skill proficiencies and your proficiency with thieves' tools. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.

At 6th level, you can choose two more of your proficiencies (in skills or with thieves' tools) to gain this benefit.

Add these skills to "skill_expertise" in your character.py file

Halfling Nimbleness

Source: Race (Halfling)

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

Lucky

Source: Race (Halfling)

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.

Naturally Stealthy

Source: Race (Lightfoot Halfling)

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 (1d6)

Source: Rogue

Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra `1d6` 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.

The amount of the extra damage increases as you gain levels in this class, as shown in the Sneak Attack column of the Rogue table.

thieves cant

Source: Unknown

Unknown Feature. Add to features.py

Magic Items