DUNGEONS & DRAGONS

Minty Bojangles
CHARACTER NAME

CLASS Rogue
PLAYER NAME

RACE Lightfoot Halfling
EXPERIENCE POINTS & LEVEL

STRENGTH
10
+0

DEXTERITY
17
+3

CONSTITUTION
12
+1

INTELLIGENCE
8
-1

WISDOM
14
+2

CHARISMA
14
+2

Lucky
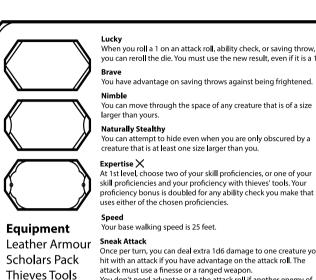When you roll a 1 on an attack roll, ability check, or saving throw, you can reroll the die. You must use the new result, even if it is a 1.

Brave
You have advantage on saving throws against being frightened.

Nimble
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 only obscured by a creature that is at least one size larger than you.

Expertise ✕
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.

Speed
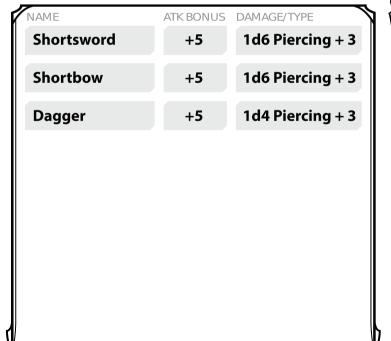Your base walking speed is 25 feet.

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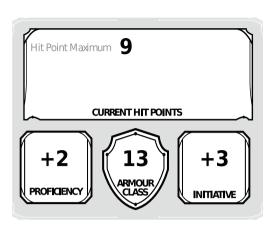The amount of the extra damage increases as you gain levels in this class, as shown in the Sneak Attack column of the Rogue table.

Equipment
Leather Armour
Scholars Pack
Thieves Tools
Proficiencies
Armor: Light armor
Weapons: Simple weapons, hand crossbows, longswords, rapiers, shortswords

EQUIPMENT

NAME	ATK BONUS	DAMAGE/TYPE
Shortsword	+5	**1d6 Piercing + 3**
Shortbow	+5	**1d6 Piercing + 3**
Dagger	+5	**1d4 Piercing + 3**

ATTACKS & SPELLCASTING

Hit Point Maximum **9**

CURRENT HIT POINTS

+2 PROFICIENCY

13 ARMOUR CLASS

+3 INITIATIVE

SAVING THROWS

- ○ +0 Strength
- ● +5 Dexterity
- ○ +1 Constitution
- ● +1 Intelligence
- ○ +2 Wisdom
- ○ +2 Charisma

SKILLS

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

Languages
Halfling
Common

NOTES