

PREGENERATED CHARACTER

CHARACTER NAME

Rogue 1

CLASS & LEVEL

Alchemist's Apprentice

BACKGROUND

PLAYER NAME

Halfling

RACE

ALIGNMENT

EXPERIENCE POINTS

+2

PROFICIENCY BONUS

9

PASSIVE PERCEPTION

15

MAX HP

+3

INITIATIVE

25

SPEED

14

ARMOR CLASS

d8

HIT DICE

CURRENT HIT POINTS

NAME	ATTACK	DAMAGE	TYPE	RANGE	AMMO
Rapier	+5	1d8+3	piercing	5 ft.	—
Shortbow	+5	1d6+3	piercing	80/320 ft.	(20 arrows)
Dagger	+5	1d4+3	piercing	20/60 ft.	(2 daggers)

ATTACKS

Rustic Hospitality	As long as you are no threat to them, most commoners will give you and your party a place to sleep free of charge.
Lucky	Once per long rest, when you roll a 1 on a d20 you may reroll it once.
Halfling Nimbleness	You can move through squares occupied by creatures larger than yourself (medium or bigger).
Brave	You have advantage on saving throws against being frightened.
Sneak Attack	Once per turn you may add +1d6 damage to an attack against a target that is unaware of you or whose attention is elsewhere.
Expertise	Double your proficiency bonus on Stealth and Investigation checks (noted on the skill list).

FEATURES

Cu	Leather Armor	Bag of 1 000 Ball Bearings
	Alchemist's Tools	Hooded Lantern
Ag	Thieves' Tools	Flask of Oil (2)
	Iron Pot	Rations (10)
Au	Shovel	Waterskin
	Backpack	50 ft. Rope
Pt	Crowbar	Grappling Hook
	Hammer	

EQUIPMENT

STRENGTH

+0

10

DEXTERITY

+3

17

CONSTITUTION

+1

12

INTELLIGENCE

+2

14

WISDOM

-1

8

CHARISMA

+2

14

Acrobatics

Animal Handling

Deception

Stealth (EXPERT)

Investigation

(EXPERT)

Alchemist's Tools

Vehicles (Land)

Thieves' Tools

Common

Halfling

Thieves' Cant

Light armor

Simple & Hand

Crossbow

Longsword

Rapier

Shortsword

PROFICIENCIES