

Shortsword

Finesse, Light

Shortbow

Ammunition, Two-Handed

5 ft

+5 vs AC

ATTACKS & SPELLCASTING

Lucky. When you roll a 1 on an attack roll, ability check, or saving throw, you can reroll the die and

Brave. You have advantage on saving throws against being

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. You can deal an extra 1d6 damage to one creature you hit with an attack if you have advantage on the attack roll.

Thieves' Cant. A secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation.

Cunning Action. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage,

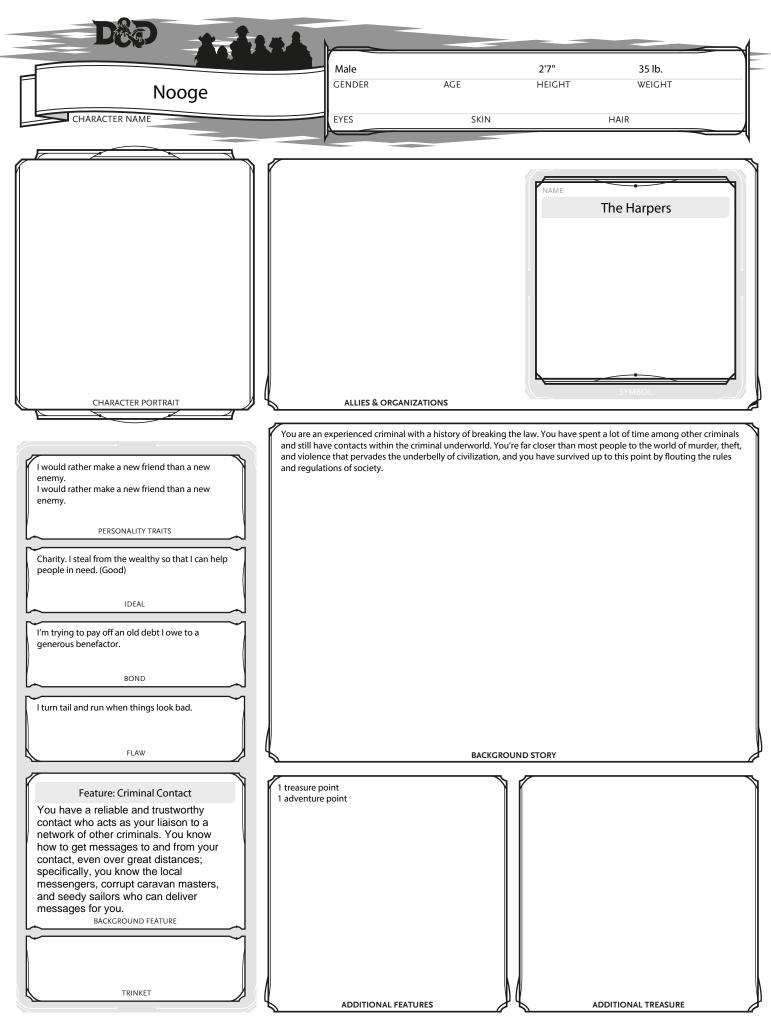
FEATURES & TRAITS

Armor Proficiencies. Light Armor Weapon Proficiencies. Simple Weapons, Crossbow, Hand, Longsword, Rapier, Shortsword Tool Proficiencies. Thieves' tools, Dice set Languages. Common, Halfling

PROFICIENCIES & LANGUAGES

1d6 + 3 piercing

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Lucky Brave Halfling Nimbleness Racial Trait Racial Trait Racial Trait When you roll a 1 on an attack roll, ability check, or saving You have advantage on saving throws against being You can move through the space of any creature that is of a throw, you can reroll the die and must use the new roll. size larger than yours. Halfling Halfling Player's Handbook Halfling Player's Handbook Player's Handbook

Naturally Stealthy

Racial Trait

You can attempt to hide even when you are obscured only by a creature that is at least one size larger than you.

Class Feature

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.

Sneak Attack

Thieves' Cant

Class Feature

During your rogue training you learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly.

In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.

Lightfoot Halfling Player's Handbook

Rogue Player's Handbook

Cunning Action

Class Feature

Starting at 2nd level, your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Rogue Player's Handbook

Rogue

Player's Handbook