

Nooge

CHARACTER NAME

Level 2 Lightfoot Halfling Rogue  
CHARACTER LEVEL, RACE, & CLASS

300  
EXPERIENCE

Criminal  
BACKGROUND

Chaotic Good  
ALIGNMENT DEITY

Player One  
PLAYER NAME

## STRENGTH

+0

10

## DEXTERITY

+3

17

## CONSTITUTION

+1

13

## INTELLIGENCE

+2

14

## WISDOM

+1

12

## CHARISMA

-1

9

## PROFICIENCY BONUS

+2

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

CONDITIONAL

## SAVING THROWS

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

SKILLS

13 PASSIVE PERCEPTION

## ARMOR

Leather

SHIELD

14

AC

## ARMOR CLASS

MAXIMUM

14

HIT DICE

2d8

TEMPORARY

## CURRENT HIT POINTS

SPEED

25ft.

FLY

0ft.

CLIMB

0ft.

SWIM

0ft.

VISION

INSPIRATION

EXHAUSTION

## SPEED, SENSES, & CONDITIONS

- 1 Shortsword
- 1 Shortbow
- 20 Arrow (20)
- 2 Daggers (2)
- 1 Leather
- 1 Backpack
- 1 Ball Bearings (bag of 1,000) (1)
- 1 String (10 feet) (1)
- 1 Bell (1)
- 5 Candle (5)
- 1 Crowbar (1)
- 1 Hammer (1)
- 10 Piton (10)
- 1 Lantern, Hooded (1)
- 2 Oil (flask) (2)

CP	SP	EP	GP	PP	WEIGHT
6	7	0	162	0	54.80 lb.

## EQUIPMENT

## INITIATIVE

+3

1 Attack / Attack Action

## NAME

Shortsword

Finesse, Light

## RANGE

5 ft

## ATTACK

+5 vs AC

## DAMAGE / TYPE

1d6 + 3 piercing

Shortbow

Ammunition, Two-Handed

80/320

+5 vs AC

1d6 + 3 piercing

## FEATURES & TRAITS

**Lucky.** 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.

**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.** 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, or Hide action.

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

## PROFICIENCIES & LANGUAGES

## ATTACKS & SPELLCASTING



Nooge

CHARACTER NAME

Male		2'7"	35 lb.
GENDER	AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR	

CHARACTER PORTRAIT

ALLIES & ORGANIZATIONS

NAME

The Harpers

SYMBOL

I would rather make a new friend than a new enemy.  
I would rather make a new friend than a new enemy.

PERSONALITY TRAITS

Charity. I steal from the wealthy so that I can help people in need. (Good)

IDEAL

I'm trying to pay off an old debt I owe to a generous benefactor.

BOND

I turn tail and run when things look bad.

FLAW

Feature: Criminal Contact

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.

BACKGROUND FEATURE

TRINKET

You are an experienced criminal with a history of breaking the law. You have spent a lot of time among other criminals and still have contacts within the criminal underworld. You're far closer than most people to the world of murder, theft, and violence that pervades the underbelly of civilization, and you have survived up to this point by flouting the rules and regulations of society.

BACKGROUND STORY

1 treasure point  
1 adventure point

ADDITIONAL FEATURES

ADDITIONAL TREASURE

### Lucky

*Racial Trait*

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.

Halfling

Player's Handbook

### Brave

*Racial Trait*

You have advantage on saving throws against being frightened.

Halfling

Player's Handbook

### Halfling Nimbleness

*Racial Trait*

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

Halfling

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.

Lightfoot Halfling

Player's Handbook

### Sneak Attack

*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.

Rogue

Player's Handbook

### 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.

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