

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.

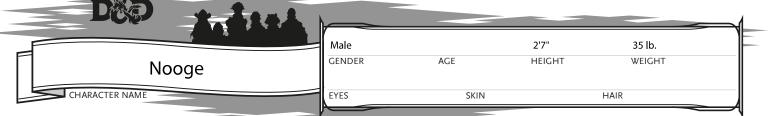
Cunning Action. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

FEATURES & TRAITS

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

riguages. common, manning

PROFICIENCIES & LANGUAGES



ALLIES & ORGANIZATIONS

and regulations of society.

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

BACKGROUND STORY



The Harpers

SYMBOL

ADDITIONAL TREASURE

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

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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

1 treasure point 1 adventure point

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

ADDITIONAL FEATURES

This character sheet was generated by the Aurora Builder.

Halfling Nimbleness Lucky **Brave** 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. frightened. size larger than yours Halfling Player's Handbook Halfling Player's Handbook Halfling Player's Handbook Naturally Stealthy **Sneak Attack** Thieves' Cant Class Feature Class Feature During your rogue training you learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to You can attempt to hide even when you are obscured only Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an by a creature that is at least one size larger than you. extra 1d6 damage to one creature you hit with an attack if hide messages in seemingly normal conversation. Only 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 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' The amount of the extra damage increases as you gain levels in this class, as shown in the Sneak Attack column of guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves the Rogue table. on the run. Lightfoot Halfling Player's Handbook Player's Handbook 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