

CHARACTER NAME

Rogue

CLASS

1st

LEVEL

Criminal

BACKGROUND

Lightfoot Halfling

RACE

Small

SIZE

Chaotic Good

ALIGNMENT

STRENGTH

-1

8

DEXTERITY

+3

16

CONSTITUTION

+1

12

INTELLIGENCE

+1

13

WISDOM

+0

10

CHARISMA

+3

16

+2

PROFICIENCY BONUS

- ☐ -1 Strength
- ☒ +5 Dexterity
- ☐ +1 Constitution
- ☒ +3 Intelligence
- ☐ +0 Wisdom
- ☐ +3 Charisma

SAVING THROWS

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

SKILLS

12

PASSIVE WISDOM (PERCEPTION)



COINS

14

ARMOR CLASS

+3

INITIATIVE

25 feet

SPEED

Hit Point Maximum 9

CURRENT HIT POINTS

Total 1d8

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

- ◆ Leather armor
- ◆ Shortbow
- ◆ 20 arrows
- ◆ 2 daggers
- ◆ Thieves' tools
- ◆ Backpack
- ◆ Bag of 1,000 ball bearings
- ◆ 10 feet of string
- ◆ Bell
- ◆ 5 candles
- ◆ 2 crowbars
- ◆ Hammer
- ◆ 10 pitons
- ◆ Hooded lantern
- ◆ 2 flasks of oil
- ◆ 5 days of rations
- ◆ Tinderbox
- ◆ Waterskin
- ◆ 50 feet of hempen rope
- ◆ Set of dark common clothes including a hood
- ◆ Pouch

EQUIPMENT

## PROFICIENCIES

You have the following proficiencies. The rulebook explains what proficiency means.

**Saving Throws.** Your saving throw proficiencies are indicated by a ● in the Saving Throws list on the left.

**Skills.** Your skill proficiencies are indicated by a ● in the Skills list on the left.

**Equipment.** You have proficiency with light armor, simple weapons, hand crossbows, longswords, rapiers, and short-swords. You also have proficiency with thieves' tools.

## LANGUAGES

You can speak, read, and write Common, Goblin, and Halfling.

## ATTACKS

You start with the following weapons, which you can use to make attacks.

**Dagger.** In melee (against a target within 5 feet of you), you can attack with your dagger. You can also throw a dagger at a target up to 20 feet away, or up to 60 feet away with disadvantage on the attack roll. In either case, roll **1d20 + 5** to see if you hit. If you do, the target takes **1d4 + 3 piercing damage**.

**Shortbow.** You can shoot your shortbow at a target up to 80 feet away, or up to 320 feet with disadvantage on the attack roll. Roll **1d20 + 5** to see if you hit. If you do, the target takes **1d6 + 3 piercing damage**.

## ROGUE

Rogues develop broad expertise that few other characters can match. When it comes to battle, rogues prioritize cunning over brute strength, placing one precise strike exactly where the attack will hurt the most.

The rogue class gives you the following features.

**Expertise.** Your proficiency bonus is doubled for any ability check you make that uses the Stealth skill (the doubled bonus is included on your Skills list) or your proficiency with thieves' tools.

**Sneak Attack.** Once per turn, when you hit a creature with a Dexterity-based attack (such as with your dagger or shortbow) and you have advantage on the attack roll, you can deal an extra **1d6** damage to your target. You don't need advantage if another enemy of the target is within 5 feet of it and isn't incapacitated. You can't deal this extra damage, however, if you have disadvantage on the attack roll.

**Thieves' Cant.** You know thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. You also understand a set of secret signs and symbols used to convey short, simple, messages.

## LIGHTFOOT HALFLING

Halflings are small folk, but they are blessed with luck and courage befitting the mightiest of dragons. Lightfoot halflings easily hide from notice, slipping around and behind larger folk, be they friend or foe.

As a lightfoot halfling, you have the following traits.

**Lucky.** When you roll a 1 on the d20 for an attack roll, ability check, or saving throw, you can reroll the d20 and must use the new roll.

**Brave.** You have advantage on saving throws you make to avoid or remove the frightened condition on yourself.

**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 when you are obscured by a creature that is at least one size larger than you.

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## YOUR CRIMINAL BACKGROUND

You fell in with a thieves' guild called the Gilded Gallows at an early age. The guild has prospered in recent years, and its influence is spreading across the Sword Coast. You followed that expansion, hoping to find your fortune in the city of Neverwinter.

Your background shaped your character in important ways. You learned the use of thieves' tools from scoundrels and gamblers (shown in "Proficiencies" on the front of this sheet) and picked up the Goblin language at the same time. Your skill proficiencies in Deception and Stealth also reflect your upbringing, talking your way out of trouble and skulking past unfriendly eyes.

Fortunes in Neverwinter have been fair but not the fast riches you hoped for. You heard a story from a smuggler about a high-ranking member of the Gilded Gallows who turned traitor, killed their partner, and fled with a sovereign's ransom in treasure. Thanks to details you've picked up here and there that corroborate the story, you're certain it's more than just a rumor.

**Personal Goal: Find the Lost Fortune.** Whoever that Gilder was who skipped out with the gold, they've covered their tracks well. The trail went cold in Neverwinter, but recently you've learned of a remote island cloister called Dragon's Rest. The cloister holds a temple to the dragon god Bahamut, who is a patron of heroes and a champion of justice. There is also a community of hermits who live there now, the perfect place to hide for someone wishing to escape their past. If that treasure's there, you'll find it.

## MAKING THE CHARACTER YOURS

Follow these steps to make this character uniquely yours:

1. Choose a name and write it in the "Character Name" space on the front of this sheet. Your character's name can be anything you like, perhaps drawing from a real-world culture or a work of literature.
2. Decide what you look like and determine your character's gender. You decide your character's height, weight, age, and coloration (eyes, hair, and skin). You can use the art on this page for inspiration or choose your own direction. You also might want to give your character a memorable physical characteristic, such as a scar, a limp, spectacles, or a tattoo. You can write notes about your character's appearance in the "Notes" space below.
3. Flesh out your character's personality, and read about your character's alignment in the rulebook (you may choose a different alignment from among the options there). The goal is to choose traits and mannerisms for your character that you'll enjoy.

## GAINING LEVELS

The DM will tell you when you reach 2nd level and then 3rd level. When you reach a new level, you gain the features below for that level.

## HIT DICE AND HIT POINTS

With each level you gain, you gain one additional Hit Die (d8), which you can use to heal yourself when you take a short rest (explained in the rulebook). When you level up, add the new Hit Die to the Hit Dice box on this sheet, and add  $1d8 + 1$  to your hit point maximum.

## 2ND-LEVEL FEATURE

**Cunning Action.** Your quick thinking and agility allow you to move and act quickly, so 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.

## 3RD-LEVEL FEATURES

**Second-Story Work.** You gain the ability to climb faster than normal, so climbing no longer costs you extra movement. In addition, when you make a running jump, the distance you can cover increases by a number of feet equal to your Dexterity modifier.

**Fast Hands.** You can use the bonus action granted by your Cunning Action to make a Dexterity (Sleight of Hand) check, take the Use an Object action, or use your thieves' tools to try to disarm a trap or open a lock.

**Sneak Attack.** You deal  $2d6$  damage with your Sneak Attack, instead of  $1d6$ .



SHAWN WOOD

## NOTES