

HALFLING ROGUE

2nd-Level Small Lightfoot Halfling Rogue

AC 15 (studded leather)

Hit Points 14 (1d6 Hit Die)

Speed 25 ft.

Alignment neutral good

Languages Common, Halfling, Goblin

ABILITY SCORES

Strength	8	(-1)
Dexterity	17	(+3)
Constitution	14	(+2)
Intelligence	12	(+1)
Wisdom	10	(+0)
Charisma	14	(+2)

ATTACKS

Melee Attack (Two-Weapon Fighting): Short sword (+4 to hit; 1d6 + 3 piercing) and short sword (+4 to hit; 1d6 piercing)

Melee or Ranged Attack: Dagger (range 30 ft./120 ft.; +4 to hit; 1d4 + 3 piercing)

Ranged Attack: Shortbow (range 80 ft./320 ft.; +4 to hit; 1d6 + 3 piercing)

LORE

When you make an intelligence check to recall cultural lore (humans) or hobbyist lore (sailor), you gain a +10 bonus to the check.

EQUIPMENT

Studded leather, short swords (2), daggers (4), shortbow (20 arrows), *potion of healing*, candle, clothes, healer's kit, backpack, bedroll, belt pouch, dice, fishing tackle, flask of whiskey, lantern, mess kit, oil (3 pints), rations (4 days), silk rope (50 ft.), thieves' tools, tinderbox, waterskin, whetstone, 4 gp, and 4 sp.

Racial Traits

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.

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

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

Class Features

Attack Bonus. You gain a +1 bonus to any attack roll using a weapon with which you have proficiency (the bonus is included above).

Expertise. You have a d6 as an expertise die. As a result of your training in nimbleness, swiftness, and precision, when you make a Dexterity check, you can roll your expertise die and add the number rolled to the check.

Proficiencies. You have proficiency with the hand crossbow, light crossbow, long sword, rapier,

and short sword, as well as all simple weapons. In addition, you're proficient with light armors, medium armors and thieves' tools.

Rogues' Cant. You have learned Rogues' Cant, a secret code language. The cant allows you to hide messages in seemingly normal conversation. Only a fellow speaker can understand such hidden messages. It takes four times longer to convey such a hidden 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.

Sneak Attack. Once per turn, when you attack a creature and hit, you can deal 1d6 extra damage to that target if you have advantage against it or if another enemy of the target is within 5 feet of it and that enemy is able to take actions.

Trap Expertise. Whenever you make an ability check to find or disarm traps, you can roll your expertise die and add the number rolled to the check.

Background: Sailor

You were a river sailor and fisher, and you sometimes worked as a smuggler.

Salt of the Earth. Since you come from the ranks of the common folk, you fit in among them with ease. You can find a place to hide, rest, or recuperate among commoners, unless you have shown yourself to be a danger to them. They will shield you from the law or anyone else searching for you, though they will not risk their lives for you.