

HALFLING ROGUE

6th-Level Small Lightfoot Halfling Rogue

Armor Class 15 (studded leather)

Hit Points 38 (6d6 Hit Die)

Proficiency Bonus +2

Speed 25 ft.

Alignment neutral good

Languages Common, Halfling, Goblin

ABILITY SCORES

Strength	8	(-1)
Dexterity	19	(+4); add proficiency bonus to saves
Constitution	14	(+2)
Intelligence	12	(+1)
Wisdom	10	(+0)
Charisma	14	(+2)

ATTACKS

Melee Attack (Two-Weapon Fighting): Short sword (+6 to hit; 1d6 + 4 piercing) and short sword (+6 to hit; 1d6 piercing)

Melee or Ranged Attack: Dagger (range 20 ft./60 ft.; +6 to hit; 1d4 + 4 piercing)

Ranged Attack: Shortbow (range 80 ft./320 ft.; +6 to hit; 1d6 + 4 piercing)

SKILLS (ADD PROFICIENCY BONUS TO RELATED ABILITY CHECKS)

Acrobatics*, Animal Handling, Athletics*, Deception*, Sleight of Hand, Stealth*, Survival (*see Expertise below)

EQUIPMENT

Studded leather, short swords (2), daggers (4), shortbow (20 arrows), *potion of healing*, clothes, healer's kit, backpack, bedroll, belt pouch, fishing tackle, flask of whiskey, lantern, mess kit, oil (3 pints), playing cards, 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 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

Burglury. Climbing doesn't halve your speed. In addition, your long jump distance increases by 10 feet, and your high jump distance increases by 5 feet.

Cunning Action. Your quick thinking and agility allow you to move and act quickly, so you can take a second action on each of your turns. This action can be used only to disengage, hide, or hustle.

Decipher Script. You have learned to decipher languages. When you spend at least 1 minute studying a page of text in a language you don't know, you can puzzle out the general meaning of that text. If

you spend at least 1 hour studying the same text, you decipher the page's full meaning.

Evasion. When an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

Expertise. You have expertise with the following four skills: Acrobatics, Athletics, Deception, Stealth. You gain a +5 bonus to any ability check you make that involves these skills.

Fast Hands. You can use the extra action granted by your Cunning Action to make Dexterity (Sleight of Hand) checks, use your thieves' tools to disarm a trap or open a lock, or use an object in the environment.

Proficiencies. Add your proficiency bonus to attack rolls you make using simple weapons, hand crossbows, light crossbows, long swords, rapiers, and short swords (included in "Attacks"). You also add your proficiency bonus to ability checks made to use thieves' tools and your skills (noted in "Skills"), as well as to your Dexterity saving throws (noted in "Ability Scores"). You also have proficiency with light and medium armor.

Rogue Style. Your rogue style is thievery. This grants you certain benefits as you level.

Sneak Attack. Once per turn, when you attack a creature and hit, you deal an additional 1d6 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.

Thieves' Cant. You have learned Thieves' 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, such as whether an area is dangerous or the territory of a thieves' guild, whether good loot is nearby, or whether the people in an area are trustworthy.

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.

Proficiencies. You have proficiency with artisan's tools (woodworking), playing cards, and vehicles (water), so you add your proficiency bonus to ability checks you make using them.