CHARACTER SUMMARY

Carolina, Rogue 1

Small humanoid (halfling), chaotic neutral

ARMOR CLASS 14 **HIT POINTS** 9 **REMAINING** _____

ABILITY SCORES	STR	DEX	CON	INT	WIS	CHA
	8 (-1)	17 (+3)	12 (+1)	14 (+2)	13 (+1)	10 (+0)
SAVING THROWS	-1	+5	+1	+4	+1	+0

SKILLS

• ACROBATICS	+7	INSIGHT	+1	PERFORMANCE	+0
ANIMAL HANDLING	+1	INTIMIDATION	+0	PERSUASION	+0
ARCANA	+2	• INVESTIGATION	+4	RELIGION	+2
ATHLETICS	-1	MEDICINE	+1	• SLEIGHT OF HAND	+5
• DECEPTION	+2	NATURE	+2	• STEALTH	+7
HISTORY	+2	• PERCEPTION	+3	SURVIVAL	+1

RESISTANCES

SENSES passive Perception 13

LANGUAGES Common, Halfling, Thieves' cant

ACTIONS

ATTACKS 1 **INITIATIVE** +3 **SPEED** 25 ft

Light crossbow

Simple Ranged: +5 to hit, range 80/320. Hit: 1d8+3 piercing
Properties: proficient, ammunition, loading, two-handed, underwater

Dagger

Simple Melee: +5 to hit, range 20/60. Hit: 1d4+3 piercing
Properties: proficient, finesse, light, thrown, underwater

SPELLCASTING

DC

SPELLS PREPARED/KNOWN

	1	2	3	4	5	6	7	8	9
SPELL SLOTS	-	-	-	-	-	-	-	-	-
SPELLS USED									

L	NAME	CAST	RANGE	DURATION	COMPONENT	TYPE

RACE, BACKGROUND, CLASS & FEATS v1.64

RACE: Halfling
- +2 Dexterity
- Size: Small
- Speed: 25ft
- Lucky: reroll attack, ability check or saving throw on a natural 1, must use new roll
- Brave: advantage on saving throws against being frightened
- Halfling Nimbleness: move through space of a creature that is a size larger than you
- Languages: Common, Halfling

BACKGROUND: Criminal
- Feature: Criminal Contact
  You have a reliable and trustworthy contact who acts as your liaison to a network of other criminals
- Criminal Specialty: Burglar
- Skills: Deception, Stealth
- Tools: One type of gaming set, thieves' tools
- Languages: none

CLASS: Rogue
- Armor: Light armor
- Weapons: Simple weapons, hand crossbows, long swords, rapiers, short swords
- Tools: Thieves' tools
- Saves: Dexterity, Intelligence
- Skills: Choose 4 from Acrobatics, Athletics, Deception, Insight, Intimidation, Investigation, Perception, Performance, Persuasion, Sleight of Hand, and Stealth
- Expertise (Acrobatics, Stealth), Thieves' Cant
- Sneak Attack
  Once per turn, 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 5ft of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll

ADDITIONAL DETAILS

Carolina was born to a high ranking lieutenant in a prominent thieves guild. She was small even by halfling standards, and guild officials quickly began training her to use her size to her (and the guild's) advantage by training her in the art of stealth and breaking and entering. Carolina rarely saw her mother and secretly loathed her for her lack of affection--and for allowing the guild to use her as a tool. Not having the chance to experience life outside of the guild, Carolina swore to one day break free and strike out on her own.

Perhaps sooner than she could have imagined, she got her chance.

Carolina watched from the sewers beneath the city as her house was successfully defending an attack brought on by a rival guild. Soon she saw opportunity, and sneaked into the bowels of her own guild house. Without even an instant of hesitation, she put a torch to the structure's supporting timbers.

Back down in the sewers, Carolina waited… and waited. After the screams had subsided and the last of the smoke began to drift away, she made her way back out onto the blackened streets. Wading through the rubble of her fallen guild house, she didn't even notice when she stepped on her mother's charred hand. Convinced her work was done, she left the city and never looked back.

Carolina now wonders the countryside experiencing whatever life has to offer. Those who encounter her are often surprised at her stoicism and lack of typical halfling merriment, but those few who take the time to get to know her will find that the have made a friend for life. Those who dare to cross her may find their backs the target of a well placed crossbow bolt.