CHARACTER NAME
Criminal

BACKGROUND
Halfling

SPECIES

Rogue

CLASS

SUBCLASS

1
LEVEL

XP

ARMOR CLASS
14

SHIELD

HIT POINTS
9

CURRENT

MAX

TEMP

HIT DICE

SPENT
1d8

MAX

EXHAUSTION
-2 -4 -6 -8 -10

DEATH SAVES
SUCCESS FAILURE

DUNGEONS & DRAGONS

PROFICIENCY BONUS	INSPIRATION	INITIATIVE	SPEED	SIZE	PASSIVE PERCEPTION
+2		+5	30	S	12

	MODIFIER	SCORE	Saving Throw	DC
STRENGTH	+1	12	+1	
INTELLIGENCE	+2	15	+4	
DEXTERITY	+3	17	+5	
WISDOM	+0	10	+0	
CONSTITUTION	+1	13	+1	
CHARISMA	-1	8	-1	

WEAPONS & DAMAGE CANTRIPS

Name	Atk Bonus / DC	Damage & Type	Notes
Dagger	+5	1d4+3 Pierce	Nick Range 20/60
Shortbow	+5	1d6+3 Pierce	Vex range 60/320
Shortsword	+5	1d6+3 Pierce	
Whip	+5	1d4+3 Slash	

CLASS FEATURES

Expertise Stealth, Sleigh of Hand
Sneak Attack • free-rules 129
Once per turn you can deal an extra 1d6 damage to one creature you hit with an attack if you have Advantage on the roll and the attack uses a Finesse or Ranged weapon. The extra damage's type is the same as the weapon's type. You don't need Advantage on the attack if at least one of your allies is within 5 ft. of the target, the ally doesn't have the Incapacitated condition, and you don't have Disadvantage on the attack roll.

Dagger (Nick) •
Nick. When you make the extra attack of the Light property, you can make it as part of the Attack action instead of as a Bonus Action. This extra attack can only be made once per turn.

Shortbow (Vex) •
Vex. If you hit a creature with a Shortbow and deal damage to it, you have Advantage on your next attack roll against that creature before the end of your next turn.

SKILL & TOOL PROFICIENCIES

● +5	Acrobatics (Dex)	○	Medicine (Wis)
○	Animal Handling (Wis)	○ +2	Nature (Int)
○ +2	Arcana (Int)	● +2	Perception (Wis)
○ +1	Athletics (Str)	○ -1	Performance (Cha)
○ -1	Deception (Cha)	● +1	Persuasion (Cha)
○ +2	History (Int)	○ +2	Religion (Int)
○	Insight (Wis)	● +7	Sleight of Hand (Dex)
○ -1	Intimidation (Cha)	● +7	Stealth (Dex)
● +4	Investigation (Int)	○	Survival (Wis)
● +7	Thieves Tools Adv	○	
● +4	Poisoner Kit Adv	○	

SPECIES TRAITS

Brave- Advantage against Frighten Condition
Luck- Reroll Nat 1.
Natural Stealthy -Hide behind Medium+
Halfling Nimble Move through creature space bigger than you.

FEATS

Alert • free-rules 200
Initiative Proficiency. When you roll Initiative, add +2 to the roll.

Initiative Swap. Immediately after you roll Initiative, you can swap your Initiative with the Initiative of one willing ally in the same combat. You can't make this swap if you or the ally has the Incapacitated condition.

OTHER PROFICIENCIES

LANGUAGES Common, Dwarf, Elf, Goblin, Thieves' Cant

ARMOR
- ◇ Shields
- ◆ Light
- ◇ Medium
- ◇ Heavy

WEAPONS
- ◆ Simple
- ◇ Martial
- ◇ Improvised

Standard Array 15, 14, 12, 13, 10, 8 Or 27 Pt buy PHB 38

None

SPELLCASTING ABILITY

SPELLCASTING MODIFIER	
SPELL SAVE DC	
SPELL ATTACK BONUS	

SPELL SLOTS

	Total	Expended
Level 1		
Level 2		
Level 3		
Level 4		
Level 5		
Level 6		
Level 7		
Level 8		
Level 9		

SORCERY POINTS

MAX

CANTRIPS & PREPARED SPELLS

Prep.	Level	Name	Concentration & Ritual	Notes (Casting Time, Range, etc.)
			C R	

EQUIPMENT

Leather armour, Dagger *2, Shortbow, Shortsword, Whip Backpack, Quiver, Thieves Tools, Arrows *20, Oil *7, Ball Bearings 1 pack, Rations * 5, Rope, Bell, tinderbox, Water Skin, Hooded Lantern, Candle *10, Pitons * 10, Crowbar

Carry Capacity	Drag/Lift/Push	Weight Carried
60	360	70

VALUABLES

Favorite Blue Scarf

MAGICAL ITEMS

Magic Item Attunement

COINS

14 GP

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