CHARACTER NAME
Criminal

BACKGROUND
Halfling

SPECIES

Rogue

CLASS
Thief

SUBCLASS

5
LEVEL

XP

ARMOR CLASS
16

SHIELD

HIT POINTS
33
CURRENT

MAX TEMP

HIT DICE
SPENT
5d8
MAX

EXHAUSTION
-2 -4 -6 -8 -10

DEATH SAVES
SUCCESS FAILURE

DUNGEONS & DRAGONS

PROFICIENCY BONUS	INSPIRATION	INITIATIVE	SPEED	SIZE	PASSIVE PERCEPTION
+3		+7	30	S	12

	MODIFIER	SCORE	Saving Throw	DC
STRENGTH	+1	12	+1	
INTELLIGENCE	+2	15	+5	
DEXTERITY	+4	18	+7	
WISDOM	+0	10	+0	
CONSTITUTION	+1	13	+1	
CHARISMA	-1	9	-1	

WEAPONS & DAMAGE CANTRIPS

Name	Atk Bonus / DC	Damage & Type	Notes
Dagger	+7	1d4+3 Pierce	Nick Range 20/60
Shortbow	+7	1d6+3 Pierce	Vex range 60/320
Shortsword	+7	1d6+3 Pierce	
Whip	+7	1d4+3 Slash	

SKILL & TOOL PROFICIENCIES

+7	Acrobatics (Dex)		Medicine (Wis)
	Animal Handling (Wis)	+2	Nature (Int)
+2	Arcana (Int)	+3	Perception (Wis)
+1	Athletics (Str)	-1	Performance (Cha)
-1	Deception (Cha)	+1	Persuasion (Cha)
+2	History (Int)	+2	Religion (Int)
	Insight (Wis)	+10	Sleight of Hand (Dex)
-1	Intimidation (Cha)	+10	Stealth (Dex)
+5	Investigation (Int)		Survival (Wis)
+10	Thieves Tools adv		
+5	Poisoner Kit Adv		

OTHER PROFICIENCIES

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

ARMOR
- Shields
- Light
- Medium
- Heavy

WEAPONS
- Simple
- Martial
- Improvised

CLASS FEATURES

Expertise Stealth, Sleigh of Hand

Sneak Attack • free-rules 129
Once per turn you can deal an extra 3d6 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. 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.

Second-Story Work • free-rules 137
Climb Speed equal to your Speed.
Jump distance using your Dex. rather than your Str.

Fast Hands: Sleight of Hand
Make a Dexterity (Sleight of Hand) check to pick a lock or disarm a trap with Thieves' Tools or to pick a pocket.
Use Magic Item
Take the Magic action to use a magic item that requires that action.
Utilize
Take the Utilize action to use an object.

Dagger (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) • 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.

Steady Aim
You give yourself Advantage on your next attack roll on the current turn, provided that you haven't moved during this turn. After you use it, your Speed is 0 until the end of the current turn.
Cunning Strike • free-rules 130
When you deal Sneak Attack damage you can add one of the following Cunning Strike effects. Each effect has a die cost, which is the number of Sneak Attack damage dice you must forgo to add the effect. You remove the die before rolling, and the effect occurs immediately after the attack's damage is dealt.

• Poison (Cost: 1d6). You add a toxin to your strike, forcing the target to make a DC 15 Con. saving throw. On a failed save, the target has the Poisoned condition for 1 minute, and at the end of each of its turns, thePoisoned target repeats the save, ending the effect on itself on a success. You must have a Poisoner's Kit on your person to use this effect.
• Trip (Cost: 1d6). If the target is Large or smaller, it must succeed on a DC 15 Dex. saving throw or have the Prone condition.
• Withdraw (Cost: 1d6). Immediately after the attack, you move up to half your Speed without provoking Opportunity Attacks.

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.

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		

SORCERY POINTS

	Total	Expended
Level 4		
Level 5		
Level 6		

MAX

	Total	Expended
Level 7		
Level 8		
Level 9		

CANTRIPS & PREPARED SPELLS

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

EQUIPMENT

Leather armour+1, 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
40 Downtime Days

MAGICAL ITEMS

Leather Armour +1

Magic Item Attunement

COINS

400 GP

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