

D&D BEYOND

CHARACTER NAME

Rogue 5

CLASS & LEVEL

PLAYER NAME

Lightfoot Halfling

RACE

Guild Merchant

BACKGROUND

EXPERIENCE POINTS

STRENGTH

+0

10

DEXTERITY

+4

18

CONSTITUTION

+1

12

INTELLIGENCE

+1

12

WISDOM

+2

14

CHARISMA

+1

12

- ☐ +0 Strength
- ☒ +7 Dexterity
- ☐ +1 Constitution
- ☒ +4 Intelligence
- ☐ +2 Wisdom
- ☐ +1 Charisma

Saving Throw Modifiers

Advantage against being frightened

SAVING THROWS

- ☒ +7 Acrobatics DEX
- ☐ +2 Animal Handling WIS
- ☐ +1 Arcana INT
- ☐ +0 Athletics STR
- ☒ +4 Deception CHA
- ☐ +1 History INT
- ☒ +5 Insight WIS
- ☐ +1 Intimidation CHA
- ☐ +1 Investigation INT
- ☐ +2 Medicine WIS
- ☐ +1 Nature INT
- ☒ +8 Perception WIS
- ☐ +1 Performance CHA
- ☒ +4 Persuasion CHA
- ☐ +1 Religion INT
- ☐ +4 Sleight of Hand DEX
- ☒ +7 Stealth DEX
- ☐ +2 Survival WIS
- ☒ +10 Thieves' tools

SKILLS

+4

INITIATIVE

ARMOR

16

CLASS

DEFENSES

INSPIRATION

+3

PROFICIENCY BONUS

ABILITY SAVE DC

25 ft. (Walking)

SPEED

Max HP

Current HP

Temp HP

33

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HIT POINTS

Total 5d8

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

=== ARMOR ===

Light Armor

=== WEAPONS ===

Crossbow, Hand, Longsword, Rapier, Shortsword, Simple Weapons

=== TOOLS ===

Cartographer's Tools, Thieves' Tools

=== LANGUAGES ===

Common, Halfling, Undercommon

PROFICIENCIES & LANGUAGES

=== ACTIONS ===

Standard Actions

Attack, Cast a Spell, Dash, Disengage, Dodge, Help, Hide, Ready, Search, Use an Object, Opportunity Attack, Grapple, Shove, Improve, Two-Weapon Fighting, Interact with an Object

=== BONUS ACTIONS ===

Cunning Action

You can take a bonus action on each of your turns to take the Dash, Disengage, or Hide action.

Fast Hands

You can use the bonus action granted by your Cunning Action to make a Sleight of Hand check, use your thieves' tools to disarm a trap or open a lock, or

take the Use an Object action.

=== REACTIONS ===

Uncanny Dodge

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.

=== SPECIAL ===

Sneak Attack

Once per turn, you can deal an extra 3d6 damage to one creature you hit with an attack with a finesse or ranged weapon if you have advantage on the attack roll. You don't need advantage on the attack roll if another enemy of the target is within 5 ft. of it, that enemy isn't incapacitated, and you don't have

ACTIONS

18

PASSIVE WISDOM (PERCEPTION)

15

PASSIVE WISDOM (INSIGHT)

11

PASSIVE INTELLIGENCE (INVESTIGATION)

SENSES

NAME

HIT

DAMAGE/TYPE

NOTES

Dagger

+7

1d4+4 Piercing

Simple, Finesse, Light, Thrown, Range (20/60)

Rapier

+7

1d8+4 Piercing

Martial, Finesse

Shortbow, +1

+8

1d6+5 Piercing

Simple, Ammunition, Range, Two-Handed, Range (80/320)

Unarmed Strike

+3

1 Bludgeoning

WEAPON ATTACKS & CANTRIPS

