

Halfling Rogue

Chaotic Good Lightfoot Halfling Rogue 1

AC 14

Speed 30'

HP 7

(Hit Dice: 1d6)

Strength 8 (-1)

Dexterity 16 (+3)

Constitution 12 (+1)

Intelligence 14 (+2)

Wisdom 14 (+2)

Charisma 10 (+0)

Attacks

Dagger +5 (range 20/80); 1d6 + 3 piercing damage
Short Sword +5; 1d8 + 3 slashing damage

Background: Artisan (Cook)

You apprenticed under a master chef until you learned enough to strike out on your own. You are well connected to other culinary artisans, and have learned to deal with colleagues and customers alike in good faith.

Diplomacy +6 (+3 training, +3 Skill Mastery)

Local Lore +6 (+3 training, +3 Skill Mastery)

Professional Lore +6 (+3 training, +3 Skill Mastery)

Item Crafting

You can craft mundane (nonmagic) objects related to your craft by expending raw materials equal to one-half of the market price of that item. The object you create can be as plain or ornate as you choose, even replicating down to the smallest detail the look of other similar items that you have seen before. Your DM determines the time taken to craft the object, based on the complexity of the object, and may ask for a check to determine the overall quality of the object you created. (Your Professional Lore skill benefits you on this check.)

From time to time, individuals may seek you out to have you craft such an object for them. As your reputation spreads, more prominent individuals may demand your services.

Rogue Scheme: Thief

Find and Remove Traps +6 (+3 training, +3 Dexterity)

Open Locks +6 (+3 training, +3 Dexterity)

Stealth +6 (+3 training, +3 Dexterity)

Thief Signs

You can recognize the common signs and secret markings used by thieves. When you are in an area of civilization, you can make contact with members of the local thieves' guild (if any), as well as fences and informants in the criminal underworld. It usually takes you about an hour of searching to make contact with the individual you are seeking out.

Specialty: Lurker

Ambusher

You strike foes with deadly precision when you catch them unaware.

Prerequisite: Dexterity 11 or higher.

Benefit: When you start your turn hidden from a creature, you have advantage on your first attack against that creature during that turn, even if you are revealed or otherwise become unhidden during that turn.

Class and Race Features

Halfling Nimbleness

You can move through the spaces of hostile creatures that are larger than you.

Halfling Weapon Training

When you attack with a dagger, short sword, or sling you are proficient with, the damage die for that weapon increases by one step: from d4 to d6, or d6 to d8. This has already been factored into the attacks of this pregenerated character.

Languages

You can speak, read, and write Common and Halfling.

Lucky

Twice per day, when you make an attack roll, ability check, or saving throw and get a result you dislike, you can reroll the die and use either result. If you have advantage or disadvantage on the roll, you reroll only one of the dice.

Naturally Stealthy

You can attempt to hide behind creatures that are larger than you.

Skill Mastery

When you determine the bonus for each of your skills, you use your associated ability modifier or +3, whichever is higher. This has already been factored into the skills of this pregenerated character.

Additionally, when you make a check using any of your skills, you can take 10 or the result of the die roll, and then add any modifiers.

Small

You cannot use heavy weapons.

Sneak Attack

Once per round, you can deal 2d6 Sneak Attack damage to a creature that you hit with an attack. To deal this extra damage, you must have advantage against the creature.

Thief Sneaking

You can attempt to hide when you are lightly obscured, such as if there are shadows deep enough to cover you from bright light or in a cloud of smoke. You can also hide behind an object that can cover at least a quarter of your body.

Thieves' Cant

You have learned the secret language of thieves. You can correctly interpret thief signs and doublespeak, and you can communicate in this manner to others familiar with this language.

Weapon and Armor Proficiencies

You are proficient in light armor, basic weapons, finesse weapons, and all simple and martial missile weapons.

Equipment

Leather armor, short sword, five daggers, thieves' tools, lampblack, oil can, breeches with secret pocket, small steel mirror, belt pouch, cooking utensils, mirror, work clothes, 95 gp.