

# D&D BEYOND

CHARACTER NAME <hr/>	Rogue 5 CLASS & LEVEL <hr/> Lightfoot Halfling RACE <hr/>	PLAYER NAME <hr/> Guild Merchant BACKGROUND <hr/> EXPERIENCE POINTS <hr/>
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**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

16

ARMOR CLASS

DEFENSES

INSPIRATION

+3

PROFICIENCY BONUS

ABILITY SAVE DC

25 ft. (Walking)

SPEED

Max HP <div style="font-size: 2em; font-weight: bold; border: 1px solid black; padding: 5px; width: 40px; margin: 0 auto;">33</div>	Current HP <div style="border: 1px solid black; height: 20px; width: 100%;"></div>	Temp HP <div style="font-size: 1.5em; font-weight: bold; border: 1px solid black; padding: 5px; width: 40px; margin: 0 auto;">--</div>
HIT POINTS		
Total <b>5d8</b> <div style="border: 1px solid black; height: 20px; width: 100%;"></div> <p style="font-size: 0.8em; font-weight: bold;">HIT DICE</p>	SUCCESSES <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> FAILURES <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <p style="font-size: 0.8em; font-weight: bold;">DEATH SAVES</p>	

=== 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, Improvise, 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

CHARACTER NAME

Rogue 5

CLASS & LEVEL

PLAYER NAME

Lightfoot Halfling

Guild Merchant

RACE

BACKGROUND

EXPERIENCE POINTS

### === ROGUE FEATURES ===

\* Hit Points • PHB 95

\* Proficiencies • PHB 95

\* Expertise • PHB 96

Your proficiency bonus is doubled for any ability check you make for two chosen proficiencies. [6th] Choose two additional proficiencies.

\* Sneak Attack • PHB 96

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 disadvantage on the attack roll.

| Special

\* Thieves' Cant • PHB 96

You have learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. It takes four times longer to convey such a message than it does to speak the same idea plainly.

\* Cunning Action • PHB 96

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

| 1 Bonus Action

\* Roguish Archetype • PHB 96

| Thief

\* Fast Hands • PHB 97

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.

| 1 Bonus Action

\* Second-Story Work • PHB 97

Climbing no longer costs you extra movement, and when you make a running jump, the distance you cover increases by +4 feet.

\* Ability Score Improvement • PHB 96

\* Uncanny Dodge • PHB 96

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.

| 1 Reaction

### === LIGHTFOOT HALFLING RACIAL TRAITS ===

\* Lucky • PHB 28

When you roll a 1 on the d20 for an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

\* Brave • PHB 28

You have advantage on saving throws against being frightened.

\* Halfling Nimbleness • PHB 28

You can move through the space of any creature that is of a size larger than yours.

\* Naturally Stealthy • PHB 28

You can attempt to hide even when you are obscured only by a creature that is at least one size larger than you.

### FEATURES & TRAITS

	NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
CP	0			Piton	10	2.5 lb.
	Studded Leather	1	13 lb.	Potion of Healing	3	1.5 lb.
	Dagger	1	1 lb.	Rations (1 day)	5	10 lb.
SP	0			Rope, Hempen (50 feet)	1	10 lb.
	Dagger	1	1 lb.	Tinderbox	1	1 lb.
	Shortbow, +1	1	2 lb.	Waterskin	1	5 lb.
EP	0			Cartographer's Tools	1	6 lb.
	Rapier	1	2 lb.	Thieves' Tools	1	1 lb.
	Arrows	20	1 lb.	String	10	--
GP	190					
	Backpack	1	5 lb.			
	Ball Bearings (bag of 1,000)	1,000	2 lb.			
PP	0					
	Bell	1	--			
	Candle	1	--			
	Clothes, Traveler's	1	4 lb.			
	Crowbar	1	5 lb.			
	Hammer	1	3 lb.			
	Lantern, Hooded	1	2 lb.			
	Oil (flask)	2	2 lb.			
	WEIGHT CARRIED					
	80 lb.					
	ENCUMBERED					
	150 lb.					
	PUSH/DRAG/LIFT					
	300 lb.					
				ATTUNED MAGIC ITEMS	QTY	WEIGHT

### EQUIPMENT



		Small		
GENDER	AGE	SIZE	HEIGHT	WEIGHT
ALIGNMENT	FAITH	SKIN	EYES	HAIR

CHARACTER NAME

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

CHARACTER BACKSTORY

ADDITIONAL NOTES

SPELLCASTING  
CLASS

SPELLCASTING  
ABILITY

SPELL SAVE DC

SPELL ATTACK  
BONUS

PREP SPELL NAME

SOURCE

SAVE/ATK TIME RANGE

COMP DURATION

PAGE REF NOTES

SPELLS