



NAME _____

DESCRIPTION

Align _____ Gender _____
Hgt _____ Wgt _____
Eyes _____ Hair _____
Size Small _____

EXPERIENCE POINTS

Class Rogue _____ Level 1 _____
XP _____ NL 2,000 _____
CURRENT XP _____ REQUIRED FOR NEXT LEVEL _____

ABILITIES

STR 12 (+1)
DEX 17 (+3)
CON 13 (+1)
INT 14 (+2)
WIS 8 (-1)
CHA 10 (+0)

ATTRIBUTES

Speed 25 feet
Hit Dice d6
Initiative +3

SENSES

ATTACKS

Weapon (Atk) (Damage)

Dagger (+5) (1d6 + 3 piercing; range 20)
Sling (+5) (1d8 + 3 bludgeoning; range 30)
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LANGUAGES

Common, Halfling

FEATURES, BACKGROUND, AND THEME

RACE:

LIGHTFOOT HALFLING

Halflings are clever, capable opportunists. Depending on their clan, halflings might be reliable and hard-working, or they might be thieves just waiting for the opportunity to make a big score and disappear in the dead of night.

- * Lucky
- * Naturally Stealthy

See below for details.

CLASS: ROGUE

Rogues rely on skill, stealth, and their opponents' vulnerabilities to get the upper hand. Rogues gain the following features.

- * Rogue Scheme: Thief
- * Skill Mastery
- * Sneak Attack
- * Tools of the Trade
- * Weapon and Armor Proficiencies

See page 2 for details.

BACKGROUND: COMMONER

You worked as a simple farmer, servant, or laborer. You find it easy to blend in wherever you go, and you possess a folksy wisdom that can sometimes help you out of a jam. You have training in the skills listed below, and you gain the indicated bonus on any check involving that skill.

- * Animal Handling +3
- * Commerce +3
- * Folklore +3

You also gain the background feature called Trade. See below for details.

THEME: LURKER

Nowhere is the lurker more at home than in the shadows. Flitting from pool of darkness to pool of darkness, the lurker moves unseen, unheard, and undetected.

You gain the Ambusher feat. **AMBUSER:** You strike foes with deadly precision when you catch them unaware.

Benefit: When you start your turn hidden from a creature, you have advantage on your first attack against that creature during that turn.

FOR A MORE OLD-SCHOOL EXPERIENCE, DON'T USE BACKGROUND AND THEME.

EQUIPMENT & TREASURE

Commoners' clothing with four hidden pockets, leather armor, 6 daggers, sling with 20 bullets, backpack, mess kit, 50 feet of hempen rope, tinderbox, 10 torches, 7 days of rations, waterskin, thieves' tools, crowbar, bullseye lantern with oil.

RACIAL FEATURES

Lucky

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

NATURALLY STEALTHY

You can hide behind creatures that are larger than you.

BACKGROUND FEATURE

TRADE

You know a trade or you practice a profession befitting a commoner. Choose a common profession (such as blacksmith, boater, brewer, carpenter, cook, farmer, fisher, or lumberjack) as your profession. You can earn wages to support a standard of living fitting for that profession. Additionally, others who share your trade recognize your skill and experience and might be willing to share information with you.

CLASS FEATURES

ROGUE SCHEME: THIEF

You made a living by stealing from others. Necessity might have driven you to this work, having no other means to provide for yourself, or you might have been an orphan taken in by a thieves' guild. You have training in the skills listed below, and you gain the indicated bonus on any check involving that skill.

- * Open Locks +3
- * Find/Remove Traps +3
- * Stealth +3

You also gain the following scheme features:

THIEVES' CANT: You have learned the secret language of thieves and other criminals and can interpret thief signs and double-talk. You can communicate with others familiar with this "language." Creatures hearing you converse in Thieves' Cant might think you say one thing when you are saying something else entirely.

THIEF HIDING: 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.

SKILL MASTERY

When you make a check using a skill in which you have training, your minimum die result is 10.

SNEAK ATTACK

When you hit a target with an attack that has advantage, the target takes 1d6 extra damage from that attack.

TOOLS OF THE TRADE

You can use thieves' tools to pick locks and disarm traps. These tasks are normally impossible without such tools.

WEAPON AND ARMOR PROFICIENCIES

You can wear light armor and use finesse weapons and simple weapons.

ADDITIONAL LEVELS

When you reach the next level or start your character at a higher level, with your DM's approval, make the adjustments noted for each level.

LEVEL 2 (2,000 XP)

Increase your total Hit Dice to 2d6. Increase your sneak attack damage to 2d6. Increase your maximum hit points to 19. In addition, you gain the Knack and Night Vision benefits.

Knack: When you make a check, you gain advantage on that check. You can use this ability twice per day.

Night Vision: When you spend at least 1 minute in darkness or shadows, you treat darkness as shadows and you treat shadows as normal light.

LEVEL 3 (6,000 XP)

Increase your total Hit Dice to 3d6. Increase your Sneak Attack damage to 3d6. Increase your maximum hit points to 22. In addition, you gain the Skulker feat.

SKULKER: When you miss your enemies at range, they do not become aware of your presence.

Benefit: When you are hidden from a creature, if you make a ranged attack against that creature and miss, you can remain hidden from that creature.

PLAYTEST NOTES