

15
ARMOR CLASS

16
HIT POINTS

NAME _____

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

EXPERIENCE POINTS	
Class Rogue _____	Level 1 _____
XP _____	NL 2,000 _____
<small>CURRENT XP</small>	<small>REQUIRED FOR NEXT LEVEL</small>

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)	
_____	_____
_____	_____

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.

