Halfling
Rogue 1

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

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

You have advantage on saving throws against being frightened.

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

Background (Criminal)

You are an experienced criminal with a history of breaking the law. You have spent a lot of time among other criminals and still have contacts within the criminal underworld. You have survived up to this point by flouting the rules and regulations of society.

Your expertise is burglary. You are unmatched at getting into tight spaces and locked rooms, and getting back out again richer and none the worse.

Criminal Contact. You have a reliable and trustworthy contact who acts as your liaison to a loose network of other criminals. (This is not a formal organization like the Zhentarim.) You know how to get messages to and from your contact, even over great distances, using local messengers, corrupt caravan masters, and seedy sailors.

Faction. You are a member of the Harpers, a clandestine network of spellcasters and spies that seeks to tip the scales in favor of the innocent, the weak, and the poor.

Personality Trait. You are always calm, no matter what the situation.

Ideal. Everyone should be free to pursue his or her own livelihood.

Bond. You are loyal to your friends, not to any ideals.

Flaw. When you see something valuable, you can’t think of anything but how to steal it.

Halfling Traits

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

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

Brave. You have advantage on saving throws against being frightened.

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

Shortsword. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 1d6 + 3 piercing damage.

Dagger. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 1d4 + 3 piercing damage.

Shortbow. Ranged Weapon Attack: +5 to hit, range 80/320 ft., one target. Hit: 1d6 + 3 piercing damage.

Bonus Actions

Two-Weapon Fighting. When you take the Attack action with a shortsword in one hand, you can use a bonus action to attack with a dagger in the other hand. You don’t add your ability modifier to the damage of the bonus attack.

You can instead throw the dagger instead of making a melee attack with it.

Options

Halfling Nimbleness. Halfling trait

Lucky. Halfling trait

Sneak Attack. Rogue feature

Halfling Traits

Character Name
Small humanoid (lightfoot halfling), neutral

Armor Class 14 (leather)
Hit Points 9 (Hit Dice 1d8)
Speed 25 ft.

STR DEX CON
10 (+0) 17 (+3) 13 (+1)

INT WIS CHA
14 (+2) 12 (+1) 9 (–1)

Proficiencies (+2 proficiency bonus)
Saving Throws Dex +5, Int +4
Skills Acrobatics +5, Deception +1, Investigation +4, Perception +5, Sleight of Hand +5, Stealth +5
Tools thieves’ tools +4
Weapons simple weapons, hand crossbows, longswords, rapiers, shortswords
Senses passive (Perception) 15
Languages Common, Halfling, thieves’ cant

Actions

Attack. You can attack once when you take this action, using the following:

Shortsword. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 1d6 + 3 piercing damage.

Dagger. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 1d4 + 3 piercing damage.

Shortbow. Ranged Weapon Attack: +5 to hit, range 80/320 ft., one target. Hit: 1d6 + 3 piercing damage.

Bonus Actions

Two-Weapon Fighting. When you take the Attack action with a shortsword in one hand, you can use a bonus action to attack with a dagger in the other hand. You don’t add your ability modifier to the damage of the bonus attack.

You can instead throw the dagger instead of making a melee attack with it.

Options

Halfling Nimbleness. Halfling trait

Lucky. Halfling trait

Sneak Attack. Rogue feature

Equipment

Shortsword, shortbow, quiver with 20 arrows, daggers (2), leather armor, burglar’s pack (silk rope), thieves’ tools, caltrops, dice set, chalk (5), soap (2), steel mirror, dark common clothes with a hood, belt pouch, money (26 gp, 9 sp, 1 cp).