

## Halfling Rogue, Level 1 (LoG)

CHARACTER NAME

Rogue 1

CLASS & LEVEL

PLAYER NAME

Halfling

SPECIES

Wayfarer

BACKGROUND

EXPERIENCE POINTS

STRENGTH

8

-1

DEXTERITY

16

+3

CONSTITUTION

14

+2

INTELLIGENCE

12

+1

WISDOM

12

+1

CHARISMA

14

+2

- 1 Strength
- +5 Dexterity
- +2 Constitution
- +3 Intelligence
- +1 Wisdom
- +2 Charisma

Saving Throw Modifiers  
Advantage to avoid or end the Frightened condition

SAVING THROWS

- +5 Acrobatics DEX
- +1 Animal Handling WIS
- +1 Arcana INT
- 1 Athletics STR
- +4 Deception CHA
- +1 History INT
- +3 Insight WIS
- +2 Intimidation CHA
- +3 Investigation INT
- +1 Medicine WIS
- +1 Nature INT
- +1 Perception WIS
- +2 Performance CHA
- +2 Persuasion CHA
- +1 Religion INT
- +7 Sleight of Hand DEX
- +7 Stealth DEX
- +1 Survival WIS
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

SKILLS

+3  
INITIATIVE

ARMOR  
14  
CLASS

DEFENSES

HEROIC INSPIRATION

+2  
PROFICIENCY BONUS

ABILITY SAVE DC

30 ft. (Walking)  
SPEED

Max HP Current HP Temp HP  
10  
HIT POINTS

Total 1d8  
HIT DICE

SUCCESSSES  
FAILURES  
DEATH SAVES

=== ARMOR ===  
Light Armor

=== WEAPONS ===  
Crossbow, Hand, Rapier, Scimitar, Shortsword, Simple Weapons, Whip

=== TOOLS ===  
Disguise Kit, Thieves' Tools

=== LANGUAGES ===  
Common, Gnomish, Halfling, Thieves' Cant, Undercommon

PROFICIENCIES & TRAINING

=== ACTIONS ===

Standard Actions

Attack, Magic, Dash, Disengage, Dodge, Help, Hide, Ready, Search, Utilize, Opportunity Attack, Grapple, Shove, Improvise, Two-Weapon Fighting, Interact with an Object, Study, Influence

=== SPECIAL ===

Luck Points • 2 / Long Rest

You have 2 Luck Points that you can spend on the benefits below. You regain expended Luck Points after a Long Rest.

Advantage. When you roll a d20 for a D20 Test, you can spend 1 Luck Point to give yourself Advantage on the roll.

Disadvantage. When a creature rolls a d20 for an attack roll against you, you can spend 1 Luck Point to impose Disadvantage on that roll.

ACTIONS

11

PASSIVE PERCEPTION

13

PASSIVE INSIGHT

13

PASSIVE INVESTIGATION

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES
Dagger	+5	1d4+3 Piercing	Simple, Finesse, Light, Thrown, Nick, Range (20/60)
Dagger	+5	1d4+3 Piercing	Simple, Finesse, Light, Thrown, Nick, Range (20/60)
Scimitar	+5	1d6+3 Slashing	Martial, Finesse, Light, Nick
Shortbow	+5	1d6+3 Piercing	Simple, Ammunition, Range, Two-Handed, Vex, Range (80/320)
Shortsword	+5	1d6+3 Piercing	Martial, Finesse, Light, Vex
Unarmed Strike	+1	0 Bludgeoning	

WEAPON ATTACKS & CANTRIPS



# D&D BEYOND

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Halfling	Wayfarer	
SPECIES	BACKGROUND	EXPERIENCE POINTS

### === ROGUE FEATURES ===

\* Core Rogue Traits • free-rules 129

\* Expertise • free-rules 129  
You gain Expertise in two of your skill proficiencies of your choice.

\* Sneak Attack • free-rules 129  
Once per turn you can deal an extra 1d6 damage to one creature you hit with an attack if you have Advantage on the roll and the attack uses a Finesse or Ranged weapon. The extra damage's type is the same as the weapon's type.

You don't need Advantage on the attack if at least one of your allies is within 5 ft. of the target, the ally doesn't have the Incapacitated condition, and you don't have Disadvantage on the attack roll.

| 1 Action

\* Thieves' Cant • free-rules 129  
You know Thieves' Cant and one other language of your choice.

\* Weapon Mastery • free-rules 129

### === HALFLING SPECIES TRAITS ===

\* Creature Type • free-rules 193  
You are Humanoid.

\* Size • free-rules 193  
Your Size is Small.

\* Speed • free-rules 193  
Your Speed is 30 ft.

\* Brave • free-rules 193

You have Advantage on saving throws you make to avoid or end the Frightened condition.

\* Halfling Nimbleness • free-rules 193  
You can move through the space of any creature that is a size larger than you, but you can't stop in the same space.

\* Luck • free-rules 193  
When you roll a 1 on the d20 of a D20 Test, you can reroll the die, and you must use the new roll.

\* Naturally Stealthy • free-rules 193  
You can take the Hide action even when you are obscured only by a creature that is at least one size larger than you.

\* Languages • free-rules 37  
Your character knows at least three languages: Common plus two languages you roll or choose from the Standard Languages table. Knowledge of a language means your character can communicate in it, read it, and write it.

### === FEATS ===

\* Lucky • PHB-2024 201  
Luck Points. You have 2 Luck Points that you can spend on the benefits below. You regain expended Luck Points after a Long Rest.

Advantage. When you roll a d20 for a D20 Test, you can spend 1 Luck Point to give yourself Advantage on the roll.

Disadvantage. When a creature rolls a d20 for an attack roll against you, you can spend 1 Luck Point to impose Disadvantage on that roll.

| Luck Points: 2 / Long Rest • Special

\* Wayfarer Ability Score Improvements • PHB-2024 185

| Increase two scores (+2 / +1) •

\* Weapon Mastery • PHB-2024 129

| Scimitar (Nick) •  
Nick. When you make the extra attack of the Light property, you can make it as part of the Attack action instead of as a Bonus Action. This extra attack can only be made once per turn.

| Shortsword (Vex) •  
Vex. If you hit a creature with a Shortsword and deal damage to it, you have Advantage on your next attack roll against that creature before the end of your next turn.

| Nick (Scimitar): 1 Action

| Vex (Shortsword): 1 Action

### FEATURES & TRAITS

	NAME	QTY	WEIGHT	NAME	QTY	WEIGHT	
CP	0	Leather	1	10 lb.	Tinderbox	1	1 lb.
		Dagger	1	1 lb.	Waterskin	1	5 lb.
SP	5	Dagger	1	1 lb.	Hooded Lantern	1	2 lb.
		Shortbow	1	2 lb.	Candle	10	--
EP	0	Scimitar	1	3 lb.	Crowbar	1	5 lb.
		Shortsword	1	2 lb.	Traveler's Clothes	1	4 lb.
GP	13	Backpack	1	5 lb.	Dice	1	--
		Left Pouch	1	1 lb.	Ball Bearings	1,000	2 lb.
PP	0	Right Pouch	1	1 lb.	Thieves' Tools	1	1 lb.
		Quiver	1	1 lb.	Arrows	20	1 lb.
	WEIGHT CARRIED	Oil	7	7 lb.			
	77 lb.	Rations	5	10 lb.	ATTUNED MAGIC ITEMS	QTY	WEIGHT
	ENCUMBERED	Rope	1	5 lb.			
	120 lb.	Bedroll	1	7 lb.			
	PUSH/DRAG/LIFT	Bell	1	--			
	240 lb.						

### EQUIPMENT