

# Halfling Rogue

## Chaotic Good Lightfoot Halfling Rogue 1

**AC** 15/16\*    **Hit Points** 8

**Speed** 25 ft.    **Hit Dice** 1d6

**Initiative** +4 plus skill die (see Skill Mastery)

**Strength** 8    (–1)

**Dexterity** 17    (+3)

**Constitution** 14    (+2)

**Intelligence** 14    (+2)

**Wisdom** 10    (+0)

**Charisma** 12    (+1)

### Attacks

**Dagger** +4 (range 30/120); 1d6 + 3 piercing damage

**Short Sword** +4; 1d8 + 3 piercing damage

**Skills** (Skill Die: 1d4; see Skill Mastery)

Disable Device

Gather Rumors

Knowledge (Folklore)

Listen

Persuade

Profession (Cook)

Sleight of Hand

Sneak (see Skill Focus feat)

### Race: Lightfoot Halfling

**Halfling Nimbleness:** You can move through the spaces of hostile creatures that are larger than you.

**Halfling Weapon Training:** In your hands, the damage die for a dagger, short sword, or sling with which you are proficient increases by one step (included).

**Languages:** Common, Halfling.

**Lucky:** Twice per day, when you make an attack roll, check, or saving throw, you can reroll one die and use either result.

**Naturally Stealthy:** You can attempt to hide even when you are obscured only by a creature that is one size category larger than you.

### Class: Rogue

**Martial Damage Dice (1d6):** When you hit a target with a melee or ranged attack using a weapon with which you have proficiency, you can spend any of your martial damage dice to deal extra damage. Roll those dice, and add their total to the damage dealt by that attack.

You must be able to take actions to spend a martial damage die. When you spend a die, you cannot use it again on the same turn.

**Sneak Attack:** When you make an attack and have advantage, but not disadvantage, you can give up the advantage to double the results of any martial damage dice you roll to add to the attack's damage.

**Proficiencies:** You are proficient with light armor, medium armor, simple weapons, hand crossbow, light crossbow, longbow, long sword, rapier, short sword, and thieves' tools.

**Rogue Scheme (Thief):** You are a burglar with training in Disable Device, Listen, and Sleight of Hand, and Sneak. Skill Focus (Sneak) is a bonus feat for you. You also know the following skill trick.

**Quick Reflexes:** When you roll for initiative, you can roll your skill die and add its result to your initiative. Alternatively, if you are surprised, you can spend your skill die to not be surprised.

**Skill Mastery:** Whenever you roll your skill die, roll two of that die and take the higher result.

### Background: Artisan (Cook)

**Skills:** Gather Rumors, Knowledge (Folklore), Persuade, and Profession (Cook).

**Guild Membership:** You are a member of a guild. You have the support of fellow guild members, possibly including politically powerful ones, and access to the guild's property. You must pay dues of 5 gp per month to the guild, and any aid the guild provides you might come at a cost.

### Feats

**Skill Focus (Sneak):** With Sneak, any d20 roll of lower than 10 is treated as 10.

**\*Two-Weapon Defense:** While you are wielding a separate weapon with which you are proficient in each hand, you gain a +1 bonus to AC.

## Equipment

Studded leather armor, traveler's clothes (secret pockets), short sword, five daggers, thieves' tools, healer's kit, mirror, belt pouch, cooking utensils, 95 gp