Level 3 Halfling Rogue

AC 15   **Hit Points** 23
Speed 25 ft.   **Hit Dice** 3d6

Strength	10	(+0)
Dexterity	17	(+3)
Constitution	14	(+2)
Intelligence	14	(+2)
Wisdom	12	(+1)
Charisma	8	(−1)

Attacks

Short Sword +4; 1d6 + 3 piercing damage

Hand Crossbow +4; 1d6 + 3 piercing damage (30 ft/120 ft)

Skills

Skills: Balance, bluff, listen, recall lore (forbidden lore), recall lore (magical lore), search, sneak, spot.

Skill Mastery: Whenever you roll your skill die, you can roll it twice and use the higher roll.

Race: Stout Halfling

Languages: Common, Dwarvish, Elvish, Halfling,

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

Fearless: You have advantage on saving throws against being frightened.

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

Class: Rogue

Armor and Weapon Proficiencies: Light armor, medium armor, simple weapons, hand crossbow, light crossbow, long sword, rapier, short sword

Tool Proficiencies: You have proficiency with thieves' tools.

Disarm Traps: When you use thieves' tools to attempt to disable a trap, you can add your skill die to the Dexterity check. Additionally, you do not trigger the trap if you fail your check by 5 or more.

Distract: When a creature within 5 feet of you that can see or hear you hits with an attack, you can use your reaction to cause the damage of the attack to be halved.

You can then take no action on your next turn.

Isolated Strike: Once on your turn when you make an attack, you can give yourself advantage on that attack roll if there are no creatures hostile to your target within 5 feet of it.

Lore Mastery: When you make an Intelligence check to recall historical lore or magical lore, roll an extra d6 and add the number rolled to the check.

Open Locks: When you use thieves' tools to pick a lock, you can add your skill die to your Dexterity check to do so. Additionally, you can attempt to bypass magical locks using thieves' tools.

Sneak Attack: Once per turn, if you do not have disadvantage when making an attack, you can attempt a Sneak Attack. When you do so, you make the attack with disadvantage. If the attack hits, it deals 2d6 extra damage.

Trap Sense: You have advantage on saving throws against traps, and traps have disadvantage on their attack rolls against you.

Background: Guild Thief

Trait—Thieves' Cant: Among thieves, there is a secret language, which uses a combination of jargon words and secret signs that members of the criminal underworld know and use. Creatures hearing you converse in Thieves' Cant might think you say one thing when you are actually saying something else entirely.

You have learned the secret language of thieves. You can correctly interpret thief signs and doublespeak, and you can communicate in this manner to others familiar with this language.

Equipment

Studded leather armor, short sword, hand crossbow, 40 crossbow bolts, climber's kit, thieves' tools, breeches with secret pocket, small steel mirror, a belt pouch containing 14 gp and 3 sp, and an adventurer's kit consisting of a backpack, a healer's kit, a mess kit, 50 feet of hempen rope, a tinderbox, ten torches, ten days of rations, and a waterskin