Player Name
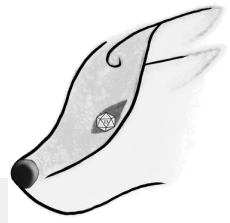
Character Name

Race: Halfling   **Class:** Rogue   **Level:** 3   **Background:** Criminal

25ft
Speed

15
Hit points

13
☾ __-__
Passive perception

+3
Initiative

3d8
Hit dice

14
Armour class

Strength **+0** (10)
Dexterity **+3** (17)
Constitution **-1** (8)
Intelligence **+1** (13)
Wisdom **+1** (12)
Charisma **+2** (15)

Proficiency +2
Acrobatics
Sleight of Hand
Investigation
Perception
Deception
Stealth (+4)
Saving throws:
INT & DEX

Features & Traits:

Advantage against being frightened.

Lucky - Reroll (once) 1's on a d20.

Can attempt to hide behind bigger creatures

Can climb up to movement speed

Running Long Jump = 13ft

Languages: Common, Halfling, Thieves' Cant.

Inventory: -Rope -Tinderbox -Rations -Water -Torches -Ball Bearings -Candle -Bell -Crowbar -Hammer -Oil Lantern -Pitons -Leather Armour -Thieves Tools

13
pp   gp   ep   sp   cp

Attacks: Weapon - {range} - (add to hit) - [Damage]

Shortsword - {5ft} - (+5) - [1d6+3 piercing]
Shortbow - {80/320ft} - (+5) - [1d6+3 piercing]
Dagger - {20/60ft} - (+5) - [1d4+3 piercing]

Bonus action:

Dagger - {20/60ft} - (+5) - [1d4 piercing]
Cunning Action - Dash, Disengage, Hide, or Sleight of Hand

Other combat options:
Dash, Disengage,
Dodge, Grapple, Help,
Hide, Search, Shove.