

PREGENERATED CHARACTER

CHARACTER NAME

Rogue 1
CLASS & LEVEL

Farmer
BACKGROUND

PLAYER NAME

Halfling (Lightfoot)
RACE

Neutral
ALIGNMENT

0/300
EXPERIENCE POINTS

STRENGTH

-1

8

DEXTERITY

+3

17

CONSTITUTION

+0

10

INTELLIGENCE

+1

12

WISDOM

+1

13

CHARISMA

+2

15

+2

PROFICIENCY BONUS

Acrobatics

Animal Handling

Deception

Investigation

Nature

Perception [E]

Stealth [E]

Thieves' Tools

Language (Common)

Language

(Halfling Cant)

PROFICIENCIES

15

PASSIVE PERCEPTION

SENSES

13

MAX HP

+3

INITIATIVE

25 ft.

SPEED

14

ARMOR CLASS

d8

HIT DICE

CURRENT HIT POINTS

NAME

ATTACK

DAMAGE

TYPE

RANGE

AMMO

Dagger

+5

1d4+3

piercing

5 ft. or
20/60 ft.

Sling

+5

1d4+3

bludgeoning

30/120 ft.

20 bullets

ATTACKS

NAME

Brave

You have advantage to save against fear.

Lucky

When you roll a 1 on a check, reroll it and use the new result.

Naturally
Stealthy

You can attempt to hide behind a creature bigger than you.

Expertise

Add double your proficiency bonus to Stealth and Perception checks.

Sneak Attack
1/turn

If you attack with advantage or have an ally adjacent to your target, deal +1d6 damage with an attack.

FEATURES

Clothes (Common)

Leather Armor

Dagger (2)

Sling

Sling Bullets (20)

Lucky Rabbit's Foot

Backpack

Bedroll

Hooded Lantern

Oil (10 flasks)

Tinderbox

Trail Rations (10 days)

Waterskin

EQUIPMENT



CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

Race (Halfling). Halflings are small, slight, and friendly people who usually live on their own in pastoral communities or else on the fringes of human communities. Most halflings just want peaceful, comfortable lives surrounded by friends and family. But halflings are also exceptionally curious and unnaturally brave. Fortunately, they're also extremely lucky. While they aren't terribly religious, most halflings are very superstitious and have numerous lucky charms and rituals.

Lightfoot. You are a lightfoot halfling. As such, you're small and lithe even by halfling standards. Lightfoot halflings are nimble and quiet and know how to survive by avoiding the notice of anything bigger than they are. Which often saves them when their curiosity gets them into trouble.

Halfling Cant. Halflings do not have a language of their own. They speak the common tongue like most people. But they do have an elaborate collection of slang terms, code phrases, and gestures they use to communicate amongst themselves when they don't want to be understood by the tall folk.

Appearance. Halflings stand only about three feet tall. Lightfoot halflings rarely weigh more than 40 pounds. Because halflings are descended from nomadic wanderers, their appearance varies widely. But most lightfoot halflings have tanned or coppery skin and bushy hair in medium shades. Halflings show a marked preference for flashy, brightly colored clothes.

Example Names. Milo (M) or Mina (F) Goodbarrel

RACE

Brave. Halflings don't feel fear the way most people do. You have advantage when making saving throws against fear.

Lucky. Things always seem to work out for halflings. When you roll a natural one on an ability check, attack roll, or saving throw, reroll it. You must keep the new result.

Halfling Nimbleness. Halflings are adept at slipping by other creatures. You can move through the space of any creature that's larger than you, including humans.

Naturally Stealthy. Halflings know how to go unnoticed in a crowd. When you can conceal yourself behind a creature that's larger than you, you can attempt to hide.

Expertise [E]. Certain skills just come naturally to you. Whenever you roll an ability check using your Perception or Stealth skill, your proficiency bonus is doubled.

Sneak Attack. When you've got an edge over your opponent, you can hit them where it hurts the most. Once per turn, if you have advantage on an attack roll – for example, if you're attacking while you're hidden from sight – you can add +1d6 to the damage you deal. You can also gain this bonus if one of your allies is adjacent to your target, even if you don't have advantage on the attack roll.

FEATURES

NOTES

Class (Rogue). Rogues are cunning and resourceful opportunists who use their wits to get what they want and deal with their foes.

You Are What You Know. Not all rogues are thieves, but every rogue has a diverse array of skills to help them get what they want. And to stay alive. A rogue must know how to get where they want to, how to get away, how to spot danger, and how to go unseen and unheard. Not all rogues are thieves, but any rogue could be a thief if they wanted to be.

Cunning Opportunists. Rogues aren't powerful. But they're smart and they're willing to fight dirty when they must. Rogues are experts at recognizing and capitalizing on opportunities. When they see an advantage, they take it. And when they see a weakness, they exploit it.

CLASS

Background (Farmer). You were raised on a farm and spent most of your life tending crops and taking care of animals.

Pastoral Peace. You were born in a peaceful farming village in Zethinia. It was a pleasant place with a mixed population of humans and halflings. You were expected to help on the farm, which you hated, but you also had lots of freedom to play, wander, and have fun. And you took every advantage of it. You wandered far and stayed out late into the night, forcing your parents to hunt you down long after the sun had set and the wolves were howling in the hills.

Adventuring and Troublemaking. In the spring, minstrels and bards would come through the village and share stories of grand adventures and great heroes. You love those tales. When you became the ringleader of your circle of friends, you led them on adventures like those in your favorite stories. Most were harmless excursions, but some were dangerous. Sometimes, a friend would suffer a minor hurt. And some of your adventures involved pranks and mischief. Parents started keeping their children from you. You went from precocious child to village ne'er do well. You were passed from apprenticeship to apprenticeship, but nothing held your interest. Though you did enjoy working with locks and tools with the village tinker.

The Horizon Calls. As you grew, you were passed from apprenticeship to apprenticeship. You couldn't settle to anything. Fortunately, halfling parents do understand the young halfling spirit. You and your parents mutually agreed – with some encouragement from the exasperated villagers – that you'd take a few years to travel on your own and satisfy your sense of adventure. The meager purse they gave you didn't get you far. Eager to see what's over the next horizon and in need of some gold your pocket, you've signed on to travel with Oona Tealeaf to travel some distant town in the highlands.

BACKGROUND