DUNGEONS & DRAGONS®

CHARACTER NAME

20 Thief	
LEVEL & CLASS	PLAYER NAME
Urchin	Halfling, Lightfoot 355,000
BACKGROUND	RACE EXPERIENCE Next Level

Ability Scores

STRENGTH	-1	8
DEXTERITY	+5	20
CONSTITUTION	+2	15
INTELLIGENCE	0	10
WISDOM	+2	14
CHARISMA	+5	20

SAVING THROWS

○	-1	STR	● +6	INT
●	+11	DEX	● +8	WIS
○	+2	CON	○ +5	CHA

RESISTANCES

Dex save vs. area effects: fail — half dmg, success — no dmg; Adv. vs. being frightened

SKILLS

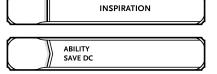| PROF	EXP			
●		+17	Acrobatics	(Dex)
○		+2	Animal Handling	(Wis)
○		0	Arcana	(Int)
○		-1	Athletics	(Str)
●		+11	Deception	(Cha)
○		0	History	(Int)
○		+2	Insight	(Wis)
○		+5	Intimidation	(Cha)
○		0	Investigation	(Int)
○		+2	Medicine	(Wis)
○		0	Nature	(Int)
●		+8	Perception	(Wis)
○		+5	Performance	(Cha)
●		+17	Persuasion	(Cha)
○		0	Religion	(Int)
●		+17	Sleight of Hand	(Dex)
●		+17	Stealth	(Dex)
○		+2	Survival	(Wis)
●		+17	Thieves' Tools	(Dex)

Core Stats

- **143** MAXIMUM HIT POINTS
- **+6** PROFICIENCY BONUS
- **17** ARMOR CLASS

Temporary Hit Points:

CURRENT HIT POINTS

+5 INITIATIVE

DEATH SAVES
SUCCESSES ○○○
FAILURES ○○○

HIT DICE
LEVEL	DIE	USED
20	d8+2	

SPEED
ENCUMBERED 15 ft
25 ft

LIMITED FEATURES

FEATURE	MAX	RECOVER	USED
Stroke of Luck	1	SR	

ACTIONS

ACTIONS	BONUS ACTIONS	REACTIONS
	Cunning Action	Uncanny Dodge
	Fast Hands	
	Off-hand Attack	

ARMOR

AC		DESCRIPTION
12	Armor	Studded Leather
	Shield	
5	Dex	○ Medium Armor ○ Heavy Armor
	Magic	
	Misc	
	Misc	

INSPIRATION

ABILITY SAVE DC

PROFICIENCIES

ARMOR
● Light ○ Medium ○ Heavy ○ Shields

WEAPONS
● Simple ○ Martial ● Other Weapons:
Hand Crossbow, Longsword, Rapier, Shortsword

LANGUAGES	TOOLS & OTHERS
Common	Thieves' tools
Thieves' Cant	Disguise kit
Halfling	

SENSES

18	PASSIVE WISDOM (PERCEPTION)

Blindsense 10 ft

AMMUNITION

NAME	TOTAL
Arrows	

NAME	TOTAL

ATTACKS: WEAPONS & CANTRIPS

ATTACK NAME	PROF	ABILITY	RANGE	TO HIT	DAMAGE	DAMAGE TYPE
Shortsword +2	✓	Dex	Melee	+13	1d6+7	Piercing
Finesse, light; Sneak attack 10d6						
Dagger +2 (off-hand)	✓	Dex	Melee, 20/60 ft	+13	1d4+2	Piercing
Finesse, light, thrown; Sneak attack 10d6						
Shortbow	✓	Dex	80/320 ft	+11	1d6+5	Piercing
Ammunition, two-handed; Sneak attack 10d6						

CLASS FEATURES

Thief, level 20:

◆ Expertise (Rogue 1, PHB 96) [with four skills]

  I gain expertise with two skills/thieves' tools I am proficient with; two more at 6th level

◆ Sneak Attack (Rogue 1, PHB 96) [10d6]

  Once per turn, I can add damage to finesse/ranged attack if I have adv.

  I don't need adv. if a conscious ally is within 5 ft of the target and I don't have disadv.

◆ Thieves' Cant (Rogue 1, PHB 96)

  I know the secret rogue language that I can use to convey messages inconspicuously

◆ Cunning Action (Rogue 2, PHB 96)

  I can use a bonus action to take the Dash, Disengage, or Hide action

◆ Fast Hands (Thief 3, PHB 97)

  As a bonus action, I can do one of the following:

    - Make a Dexterity (Sleight of Hand) check

    - Use my thieves' tools to disarm a trap or open a lock

    - Take the Use an Object action

◆ Second-Story Work (Thief 3, PHB 97)

  I climb at my normal speed; I add my Dex modifier to the distance of a running jump

◆ Uncanny Dodge (Rogue 5, PHB 96)

  As a reaction, I halve the damage of an attack from an attacker that I can see

◆ Evasion (Rogue 7, PHB 96)

  My Dexterity saves vs. areas of effect negate damage on success and halve it on failure

◆ Supreme Sneak (Thief 9, PHB 97)

  I have advantage on Dexterity (Stealth) checks when moving no more than half speed

◆ Reliable Talent (Rogue 11, PHB 96)

  If I make an ability check where I add my proficiency bonus, rolls of 9 or lower are 10

◆ Use Magic Device (Thief 13, PHB 97)

  I can use magic items even if I don't meet the class, race, and/or level requirements

◆ Blindsense (Rogue 14, PHB 96)

  With my hearing, I can locate hidden or invisible creatures that are within 10 ft of me

◆ Slippery Mind (Rogue 15, PHB 96)

  I am proficient with Wisdom saving throws

◆ Thief's Reflexes (Thief 17, PHB 97)

  Unless surprised, I can take two turns on the first round of any combat

  The first turn is at my regular initiative, and the second is at my initiative - 10

◆ Elusive (Rogue 18, PHB 96)

  Attackers do not gain advantage on attacks vs. me, unless I am incapacitated

◆ Stroke of Luck (Rogue 20, PHB 97) [1× per short rest]

  I can turn a missed attack into a hit or a failed ability check into a natural 20

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

BACKGROUND FEATURE

Feature Name: **City Secrets**

I know the secret patterns and flow to cities and can find passages through the urban sprawl that others would miss. When I am not in combat, I (and companions I lead) can travel between any two locations in the city twice as fast as my speed would normally allow.

RACIAL TRAITS

Lightfoot Halfling (+2 Dexterity, +1 Charisma)

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

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

Naturally Stealthy: I can attempt to hide even when I am obscured only by a creature that is at least one size larger than me.

EQUIPMENT

ADVENTURING GEAR	#	LB

ADVENTURING GEAR	#	LB

ADVENTURING GEAR	#	LB

ATTUNED MAGICAL ITEMS

SUBTOTAL

CP
SP
EP
GP
PP

WEIGHT CARRIED

ENCUMBERED
41 - 80 lb

HEAVILY ENCUMBERED
81 - 120 lb

PUSH/DRAG/LIFT
121 - 240 lb