

Halfling

Ability Scores: +2 DEX, +1 CHA

Hit Dice: 1d8 per level

Hit Points (1st level): 8 + CON modifier

Hit Points (subsequent levels): 1d8 + CON modifier

Speed: 25'

Size: Small

Background

Quite unlike the staid, homely folk of your native land, you are a rogue, burglar, and swindler, drawn to a life of adventure on the questionable side of the law.

Choose your favoured scam (or roll 1d6): 1: cheating at cards & dice, 2: forgery and shaving coins, 3: confidence tricks, 4: multiple identities, 5: sleight-of-hand cons, 6: peddling junk.

False Identity: You have an alter ego, including documentation, disguise, and contacts.

Forgery: You can forge documents and handwriting from examples you've seen.

Proficiencies

Languages: Common, Halfling

Arms: Light armour, Simple weapons, Hand crossbows, Rapiers, Long swords, Short swords

Saving Throws: DEX and INT

Tools: Disguise Kit, Forgery Kit, Thieves' Tools

Skills: Deception, Sleight of Hand, plus **choose** four of Acrobatics, Athletics, Insight, Intimidation, Investigation, Perception, Performance, Persuasion, Stealth

Features

Lucky: When you roll a 1 on a d20, you can re-roll the die and must use the new roll.

Brave: Advantage on saves against fear.

Nimble: You can move through creatures one size larger and can hide when obscured by a creature one or more sizes larger.

Sneak Attack: Once per turn, deal additional damage on a hit with a Finesse or Ranged Weapon. You must either:

- have advantage on the attack roll
- not have disadvantage and be attacking a target with another non-incapacitated enemy within 5'.

Your extra sneak attack damage starts at 1d6 and increases every two levels (2d6 at 3rd level, 3d6 at 5th level, etc).

Thieves' Cant: Convey hidden messages in normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly. In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, whether the people in an area are easy marks, whether the people in an area will provide a safe house for thieves on the run.

Expertise: **choose** two of your skills (or thieves' tools). Double your proficiency bonus for these proficiencies.

Equipment

Leather armour, two daggers, a set of fine clothes, thieves' tools, a disguise kit, a belt pouch containing 15gp.

Choose either (a) 10 bottles filled with coloured liquid, (b) weighted dice, (c) marked cards, or (d) the signet ring of an imaginary duke.

Choose either (a) a rapier or (b) a shortsword.

Choose either (a) a shortbow and quiver of 20 arrows or (b) a shortsword.

Choose either (a) a burglar's pack, (b) a dungeoneer's pack, or (c) an explorer's pack.

Level Advancement

2nd level: *Cunning Action:* you can take a Bonus Action to Dash, Disengage, or Hide.

3rd level: *Cunning Action* → can also make a DEX (Sleight of Hand) check, use Thieves' Tools to disarm a trap or open a lock, take the Use an Object Action.

3rd level: Climbing no longer costs extra movement.

3rd level: Add your DEX modifier to the distance covered with a Running Jump.

4th level: Ability Score Improvement

5th level: *Uncanny Dodge:* Use your Reaction to halve an attack's damage against you. You must be able to see the attacker.

6th level: *Expertise* → applies to two more proficiencies.

7th level: *Evasion:* When you make a DEX Save for half damage, take no damage on success, half damage on failure.

8th level: Ability Score Improvement

9th level: Advantage on a DEX (Stealth) checks if you move no more than half your speed on the same turn.

10th level: Ability Score Improvement

11th level: *Reliable:* Can't roll lower than 10 on ability checks where you add your proficiency bonus.

12th level: Ability Score Improvement

13th level: Ignore all class, race, and level requirements on the use of magic items.

14th level: Blindsight 10'.

15th level: Gain proficiency with WIS saves.

16th level: Ability Score Improvement

17th level: *Reflexes:* Take two turns during the first round of any combat: first turn at your normal initiative, second turn at minus 10. You can't use this feature when you are surprised.

18th level: *Elusive:* No attack roll has advantage against you while you aren't incapacitated.

19th level: Ability Score Improvement

20th level: *Stroke of Luck:* You can turn a missed attack into a hit. The target must be within range. Alternatively, if you fail an ability check, treat the d20 roll as a 20. Long/short rest to recharge.