

Rosebud Burrows

Class: Rogue (level 4)
 Race: Halfling
 Languages: Common, Halfling, Thieves' Cant
 Alignment: Chaotic Good
 Background: Folk Hero

Max HP: 30
 Hit Dice: 4d8
 Armor Class: 15 (leather)
 Speed: 30 ft.
 Initiative: +4
 Passive Perception: 12
 Passive Investigation: 14
 Passive Insight: 10

- Proficiencies** (Bonus +2)
- Light armor
 - Simple weapons, shortswords, longswords, rapier, crossbow
 - Cook's Utensils
 - Thieves' Tools (+4 Bonus)
 - Land Vehicles

SKILLS	MODIFIER
Acrobatics (DEX)	+6
Animal Handling (WIS)	+2
Arcana (INT)	+2
Athletics (STR)	-1
Deception (CHA)	+2
History (INT)	+2
Insight (WIS)	+0
Intimidation (CHA)	+2
Investigation (INT)	+4
Medicine (WIS)	+0
Nature (INT)	+2
Perception (WIS)	+2
Performance (CHA)	+2
Persuasion (CHA)	+2
Religion (INT)	+2
Sleight of Hand (DEX)	+6
Stealth (DEX)	+8
Survival (WIS)	+2

STATS	SCORE	MODIFIER	SAVE
Strength	8	-1	-1
Dexterity	18	+4	+6
Constitution	12	+1	+1
Intelligence	14	+2	+4
Wisdom	10	+0	+0
Charisma	14	+2	+2

A facilitator of involuntary donations from Waterdeep's wealthy to the city's underprivileged, Rosebud has spent most her life avoiding the City Watch. As a result, the kind folk in the Southern Ward have opened their doors to Rosebud (and her frequent donations).

ATTACKS	HIT	DAMAGE	NOTES
Shortsword	+6	1d6+4	Light
Dagger	+6	1d4+4	Light, Range (20/60)
Shortbow	+6	1d6+4	Range (80/320)
Sneak Attack (extra damage)	-	2d6	1/turn, must have ADV or enemy of target within 5 ft. of target

SPELL SLOTS	MODIFIER	SPELL ATTACK	SAVE DC
3 Spell Slots (LEVEL 1)	+2	+4	12

Sneak Attack: Once per turn, you can deal an extra 2d6 damage to one creature you hit with an attack with a finesse or ranged weapon if you have advantage on the attack roll. You don't need advantage on the attack roll if another enemy of the target is within 5 ft. of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

Cunning Action: You can take a bonus action on each of your turns to take the Dash, Disengage, or Hide actions.

Lucky: When you roll a 1 on the d20 for an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

Thieves' Cant: You have learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. It takes 4 times longer to convey such a message than it does to speak the same idea plainly.

Mage Hand Legerdemain: When you cast mage hand, you can make the spectral hand invisible, stow, or retrieve objects, or use thieves' tools to pick locks and disarm traps at range. You can disguise this with a Sleight of Hand check, and you can use the bonus action granted by your Cunning Action to control the hand.

Brave: 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. You also have advantage on any Athletics or Acrobatics check you make to escape from being grappled.

Naturally Stealthy: You can attempt to hide even when you are obscured only by a creature that is at least one size larger than you.

Rustic Hospitality: Since you come from the ranks of the common folk, you fit in among them with ease. You can find a place to hide, rest, or recuperate among other commoners, unless you have shown yourself to be a danger to them. They will shield you from the law or anyone else searching for you, though they will not risk their lives for you.

Spellcasting: You have three Level 1 spell slots. Your spell slots are refreshed upon a long rest.

SPELLS	RANGE	HIT/DC	EFFECT
Mage Hand (At Will)	30 ft.	-	A spectral, floating hand appears at a point you choose within range. The hand lasts for 1 minute or until you dismiss it as an action. The hand vanishes if it is ever more than 30 feet away from you or if you cast this spell again. You can use your action to control the hand. You can use the hand to manipulate an object, open doors, pick locks, etc. The hand can't attack, activate magic items, or carry more than 10 pounds. See Mage Hand Legerdemain above.
Message (At Will)	120 ft.	-	Requires a short piece of copper wire. You whisper a message to a target within range. The target and only the target hears the message and can reply in a whisper that only you can hear. You can cast this spell through solid objects if you are familiar with the target and know it is beyond the barrier. Magical silence, 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood blocks the spell. The spell doesn't have to follow a straight line and can travel freely around corners or through openings.
Minor Illusion (At Will)	30 ft.	12	Requires a bit of fleece. You create a sound or an image of an object within range that lasts for the duration. The illusion also ends if you dismiss it as an action or cast this spell again. If you create a sound, its volume can range from a whisper to a scream. If you create an image of an object—such as a chair, muddy footprints, or a small chest—it must be no larger than a 5-foot cube. The image can't create sound, light, smell, or any other sensory effect. Physical interaction with the image reveals it to be an illusion, because things can pass through it. If a creature uses its action to examine the sound or image, the creature can determine that it is an illusion with a successful Investigation check.
Disguise Self (Level 1)	Self	12	You may make yourself look different for up to 1 hour. You must have the same basic arrangement of limbs, and the illusion does not hold up to physical inspection or a successful Investigation check.
Charm Person (Level 1)	30 ft.	WIS 12	You attempt to charm a humanoid you can see within range. It must make a Wisdom saving throw, and does so with advantage if you or your companions are fighting it. If it fails the saving throw, it is charmed by you for 1 hour or until you or your companions do anything harmful to it. The charmed creature regards you as a friendly acquaintance. When the spell ends, the creature knows it was charmed by you.
Hideous Laughter (Level 1, Concentration)	30 ft.	WIS 12	Requires tiny tarts and a feather that is waved in the air. A creature of your choice within range perceives everything as hilariously funny and falls into fits of laughter if this spell affects it. Target must succeed on a Wisdom saving throw or fall prone, becoming incapacitated and unable to stand up for the duration. A creature with an Intelligence score of 4 or less isn't affected. At the end of each of its turns, and each time it takes damage, the target can make another Wisdom saving throw. The target has advantage on the saving throw if it's triggered by damage. On a success, the spell ends.
Sleep (Level 1)	90 ft.	-	Requires a pinch of fine sand, rose petals, or a cricket. Roll 5d8; the total is how many Hit Points of creatures this spell can affect. Creatures within 20 feet of a point you choose within range are affected in ascending order of their current Hit Points. Starting with the creature that has the lowest current Hit Points, each creature affected by this spell falls unconscious for 1 minute, the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake. Subtract each creature's hit points from the total before moving on to the creature with the next lowest hit points. A creature's hit points must be equal to or less than the remaining total for that creature to be affected. Undead and creatures immune to being charmed aren't affected by this spell.