

Jory Burrows

Class: Rogue (level 4)
 Race: Halfling
 Languages: Common, Halfling, Thieves' Cant
 Alignment: Chaotic Neutral
 Background: Urchin

Max HP: 25
 Hit Dice: 4d8
 Armor Class: 15 (leather)
 Speed: 30 ft.
 Initiative: +4
 Passive Perception: 13
 Passive Investigation: 12
 Passive Insight: 11

- Proficiencies** (Bonus +2)
- Light armor
 - Simple weapons, shortswords, longswords, rapier, crossbow
 - Cobbler's Tools
 - Thieves' Tools (+4 Bonus)
 - Disguise Kit

SKILLS	MODIFIER
Acrobatics (DEX)	+6
Animal Handling (WIS)	+1
Arcana (INT)	+0
Athletics (STR)	+3
Deception (CHA)	+3
History (INT)	+0
Insight (WIS)	+1
Intimidation (CHA)	+1
Investigation (INT)	+2
Medicine (WIS)	+1
Nature (INT)	+0
Perception (WIS)	+3
Performance (CHA)	+1
Persuasion (CHA)	+1
Religion (INT)	+0
Sleight of Hand (DEX)	+6
Stealth (DEX)	+8
Survival (WIS)	+1

STATS	SCORE	MODIFIER	SAVE
Strength	12	+1	+1
Dexterity	18	+4	+6
Constitution	12	+1	+1
Intelligence	10	+0	+2
Wisdom	12	+1	+1
Charisma	13	+1	+1

Although not gifted with an influence of the Weave like his twin, Jory was too good at second story work to sit on the bench. He doesn't, however, see the logic in giving coin freely. After all, he earned his cut and a thief's gotta eat.

ATTACKS	HIT	DAMAGE	NOTES
Shortsword	+6	1d6+4	Light
Dagger	+6	1d4+4	Light, Range (20/60)
Shortbow	+6	1d6+4	Range (80/320)
Unarmed Strike	+3	2	
Sneak Attack (extra damage)	-	2d6	1/turn, must have ADV or enemy of target within 5 ft. of target

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.

Fast Hands: You can use the bonus action granted by your Cunning Action to make a Sleight of Hand check, use your thieves' tools to disarm a trap, or open a lock, or take the Use and Object action.

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.

Second-Story Work: Climbing no longer costs you extra movement, and when you make a running jump, the distance you cover increases by +4 feet.

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