

# Halfling Rogue, level 2

## Halfling Features

**Halfling Nimbleness.** You can move through the space of any creature that is of a size larger than yours.

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

**Brave.** You have advantage on saving throws against being frightened.

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

## Rogue Features

**Cunning Action.** You can take a bonus action on each of your turns in combat, only to take the Dash, Disengage, or Hide action.

- **dash.** When you take the Dash action, you gain extra movement for the current turn. The increase equals your speed, after applying any modifiers. With a speed of 30 feet, for example, you can move up to 60 feet on your turn if you dash. Any increase or decrease to your speed changes this additional movement by the same amount. If your speed of 30 feet is reduced to 15 feet, for instance, you can move up to 30 feet this turn if you dash.
- **disengage.** If you take the Disengage action, your movement doesn't provoke opportunity attacks for the rest of the turn.
- **hide.** When you take the Hide action, you make a Dexterity (Stealth) check in an attempt to hide, that check's total is contested by the Wisdom (Perception) check of any creature that actively searches for signs of your presence. When you attack a target that you can't see, you have disadvantage on the attack roll. When a creature can't see you, you have advantage on attack rolls against it. If you are hidden when you make an attack, you give away your location when the attack hits or misses.

**Sneak Attack.** Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon. You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

**Thieves' Cant.** During your rogue training you learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly 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, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.

## General Features

**Two-Weapon Fighting.** When you take the Attack action and attack with a light melee weapon that you're holding in one hand, you can use a bonus action to attack with a different light melee weapon that you're holding in the other hand. You don't add your ability modifier to the damage of the bonus attack, unless that modifier is negative. If either weapon has the thrown property, you can throw the weapon, instead of making a melee attack with it.