

# LORD FISHBONE



CHARACTER NAME

D&D 5TH EDITION CHARACTER SHEET  
SUPPORTING EXTRA LIFE

Rogue 3

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Dankwood Goblin

Entertainer

RACE

ALIGNMENT

EXPERIENCE POINTS

Everything is an adventure!  
The more dangerous, the more alive we are!!!

PERSONALITY TRAITS

I love my hat that was given to me by Lord Loofah.  
It is one of a kind!

No Limits. Charge forward and be true to your self,  
even if everyone else gives you funny looks.

IDEALS

I enjoy fine, shiny things and may go overboard to  
make sure they are mine!

STRENGTH

-1

9

DEXTERITY

+3

16

CONSTITUTION

+1

12

INTELLIGENCE

+2

14

WISDOM

+0

10

CHARISMA

+2

14

LANGUAGES &  
PROFICIENCIES

**Languages:**  
Common, Goblin,  
Thieves' Cant

**Armor:** Light  
Armor

**Weapons:**  
Crossbow, Hand,  
Longsword, Ra-  
pier, Shortsword,  
Simple Weapons

**Tools:** Disguise  
Kit, Lute, Thieves'  
Tools

PROFICIENCY  
BONUS

+2

PASSIVE  
WISDOM  
(perception)

10

BOND



INSPIRATION

SAVING THROWS

-1

STR

+5

DEX

+1

CON

+4

INT

+0

WIS

+2

CHA

ARMOR CLASS

14

INITIATIVE

+3

SPEED

30 ft.

MAX

21

HIT POINTS

TEMPORARY

HIT DICE

3d8

TOTAL  
(level)

DEATH SAVES

SUCCESS

FAIL



FLAWS



SKILLS

+5 ACROBATICS (DEX)

+0 ANIMAL HANDLING (WIS)

+2 ARCANA (INT)

-1 ATHLETICS (STR)

+4 DECEPTION (CHA)

+2 HISTORY (INT)

+0 INSIGHT (WIS)

+2 INTIMIDATION (CHA)

+6 INVESTIGATION (INT)

+0 MEDICINE (WIS)

+2 NATURE (INT)

+0 PERCEPTION (WIS)

+4 PERFORMANCE (CHA)

+2 PERSUASION (CHA)

+2 RELIGION (INT)

+8 SLEIGHT OF HAND (DEX)

+5 STEALTH (DEX)

+0 SURVIVAL (WIS)

ATTACKS & SPELLCASTING

NAME

ATTACK  
BONUS

DAMAGE/TYPE

Dagger +5 1d4+3 Piercing

Shortbow +5 1d6+3 Piercing

Shortsword +5 1d6+3 Piercing

Bonus Actions

**Cunning Action.** Lord Fishbone can take a bonus action on each of his turns to take the Dash, Disengage, or Hide action.

**Spellcasting • Spell Slots 2**

Lord Fishbone can cast known wizard spells using INT as his spellcasting modifier (Spell DC 12, Spell Attack +4).

**Cantrips:** dancing lights, mage hand, prestidigitation

**1st Level:** disguise self, shield, sleep

**Sneak Attack.** Once per turn, Lord Fishbone can deal an extra 2d6 damage to one creature he hits with an attack with a finesse or ranged weapon if he has advantage on attack.

FEATURES & TRAITS

**Darkvision 60 ft.**

**Big City Negotiator**

From their time spent in the Big City, Lord Fishbone can use their charm and extended vocabulary to strike up advantageous deals and earn the trust of those they encounter.

Gain Advantage if an accent is used when speaking.

EQUIPMENT & MONEY

•15 Gold