

Mr. Stabby

CHARACTER NAME

Rogue 3

CLASS & LEVEL

Lightfoot halfling

RACE

Criminal

BACKGROUND

Neutral

ALIGNMENT

Mark

PLAYER NAME

1984

EXPERIENCE POINTS

STRENGTH

-1

8

DEXTERITY

+3

16

CONSTITUTION

+1

12

INTELLIGENCE

+1

13

WISDOM

0

10

CHARISMA

+3

16

INSPIRATION

+2

PROFICIENCY BONUS

- SAVING THROWS
- ☐ -1 Strength
 - ☒ +5 Dexterity
 - ☐ +1 Constitution
 - ☒ +3 Intelligence
 - ☐ 0 Wisdom
 - ☐ +3 Charisma

- SKILLS
- ☒ +5 Acrobatics (Dex)
 - ☐ 0 Animal Handling (Wis)
 - ☐ +1 Arcana (Int)
 - ☐ -1 Athletics (Str)
 - ☒ +5 Deception (Cha)
 - ☐ +1 History (Int)
 - ☐ 0 Insight (Wis)
 - ☐ +3 Intimidation (Cha)
 - ☒ +3 Investigation (Int)
 - ☐ 0 Medicine (Wis)
 - ☐ +1 Nature (Int)
 - ☐ 0 Perception (Wis)
 - ☒ +5 Performance (Cha)
 - ☐ +3 Persuasion (Cha)
 - ☐ +1 Religion (Int)
 - ☒ +5 Sleight of Hand (Dex)
 - ☒ +5 Stealth (Dex)
 - ☐ 0 Survival (Wis)

SKILLS

13

ARMOR CLASS

+3

INITIATIVE

25

SPEED

Hit Point Maximum 19

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 3d8

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

I never have a plan, but I'm great at making things up as I go along. Also, the best way to get me to do something is to tell me I can't do it.

PERSONALITY TRAITS

People. I'm loyal to my friends, not to any ideals. Everyone else can take a trip on the River Styx for all I care.

IDEALS

Qelline Alderlead, my aunt, has a farm in Phandalin. I always give her some of my ill-gotten gains.

BONDS

My aunt must never know the deeds I did as a member of the Redbrands.

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

ATTACKS & SPELLCASTING

10

PASSIVE WISDOM (PERCEPTION)

CP

950

SP

75

EP

50

GP

120

PP

0

OTHER PROFICIENCIES & LANGUAGES

EQUIPMENT

FEATURES & TRAITS