

Mr. Stabby

CHARACTER NAME

Rogue 3

CLASS & LEVEL

Lightfoot Halfling

RACE

Criminal

BACKGROUND

Neutral

ALIGNMENT

Mike

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

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

SAVING THROWS

- ☒ +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

Gelline 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

Shortsword +5 1d6 +3 pier

Shortbow +5 1d6 +3 pier

Sneak Attack: Once per turn, when you hit a creature with a Dexterity-based attack (such as with your shortsword or shortbow) and you have advantage on the attack roll, you can deal an extra 1d6 damage to your target. You don't need advantage if another enemy of the target is within 5 feet of it and isn't incapacitated. You can't deal the extra damage, however, if you have disadvantage on the attack roll.

ATTACKS & SPELLCASTING

10

PASSIVE WISDOM (PERCEPTION)

Proficiencies:

Light armor, simple weapons, hand crossbows, longswords, rapiers, shortswords, thieves' tools, playing cards, carpenter's tools.

Languages:

Common, halfling

OTHER PROFICIENCIES & LANGUAGES

CP 950

SP 75

EP 50

GP 120

PP 0

Shortsword, shortbow, 20 arrows, leather armor, thieves' tools, backpack, bell, 5 candles, crowbar, hammer, 10 pitons, 50 feet of hempen rope, hooded lantern, 2 flasks of oil, 5 days rations, tinderbox, waterskin, crowbar, set of dark common clothes including a hood, pouch.

EQUIPMENT

Thieves' Cant: You know thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. You also understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous, 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. **Lucky:** When you roll a natural 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. **Halfling Nimbleness:** You can move through the space of any creature that is of a size larger than yours. **Naturally Stealthy:** You can attempt to hide when you are obscured by a creature that is at least one size larger than you. **Criminal Contact:** You have a contact who acts as your liaison to a network of other criminals. You know how to get messages to and from your contact, even over great distances; you know the local messengers, corrupt caravan masters, and seedy sailors who can carry messages for you. You can move secret information or stolen goods through your contact in exchange for money or other information you seek.

FEATURES & TRAITS