

DUNGEONS & DRAGONS®

Ribley

CHARACTER NAME

Rogue 3 / Soulknife Fey Marked Scott
CLASS BACKGROUND PLAYER NAME
Zoofolk 2,700
RACE ALIGNMENT EXPERIENCE NEXT LEVEL

STR +6
DEX +16
CON +11
INT +9
WIS +14
CHA +10

INSPIRATION
PROFICIENCY BONUS
SAVING THROWS
SKILLS
PASSIVE WISDOM (PERCEPTION)

14

Proficient in Armor: Light
Proficient in Weapons: Simple weapons, hand crossbow
Proficient in Vehicles: None
Proficient in Tools: Thieves Tools

NOTES

EQUIPMENT & TREASURE

1 Silver Spoon with letter N
4 Leaf Clover pressed into a book as etiquette
A silver skull the size of a coin

WEALTH
WEIGHT

14

16

20 ft

15

CURRENT HIT POINTS

TEMPORARY HIT POINTS

HT DICE

DEATH SAVES

When I have an idea I get super excited
I get fixated until I come up with an even better one!
PERSONALITY TRAITS
I never ever ever break a deal.

IDEALS
My home was in the carnival and the carnival is home. I thrive in chaos.

BONDS
I'm forgetful. Even on the simplest of things

FLAWS

NAME
Pay Blades
Rapier
Shortbow
Dagger

ATTN BONUS
+5
+5
+5
+5

DAMAGE TYPE
1d6+3 Psychic
1d8+3 Piercing
1d6 Piercing
1d4+3

Leather Armor
2 Daggers
Rapier
Shortbow

ATTACKS & SPELLCASTING

WEAPONS & ARMOR

Common
Fey and Zoo language
Thieves Tools
Kalimbra

TOOLS & LANGUAGES

Feywild Connection: Feys like me
Sneak Attack: 2d6 for advantage or ally within 5ft
Psionic Power: 4 d6, 1 Regained as bonus action.
Long Rest
Psi-Knack: Add Die to Fail Check
Steady Aim: Don't Move = Advantage
Frog Swim = double movespeed

Expertise: Stealth and Tools are doubled
Cunning Action: Bonus Action to Dash, Disengage, or Hide
Psi-Whispers: Telepathy with # on Psi Die
Psi-Blades: 1d6+3, 2nd attack 1d4+3
Frog - High Jump = 10ft.
Long Jump = 20
Can breathe under water

FEATURES & TRAITS



D&D

SPPELLCASTING CLASS

SPPELLCASTING

ABILITY

SAVE DC

ATTACK BONUS

CANTRIPS

1

2

1