

Hildoo

CHARACTER NAME

Rogue 6
CLASS & LEVEL

Hill Dwarf
RACE

Folk Hero
BACKGROUND

Rofen
PLAYER NAME

14,000
EXPERIENCE POINTS

STRENGTH

+0

10

DEXTERITY

+3

17

CONSTITUTION

+2

14

INTELLIGENCE

-1

8

WISDOM

+2

15

CHARISMA

+1

13

- ☐ +1 Strength
- ☒ +7 Dexterity
- ☐ +3 Constitution
- ☒ +3 Intelligence
- ☐ +3 Wisdom
- ☐ +2 Charisma

Saving Throw Modifiers

+1 Bonus on saves
Advantage Against
Poison

SAVING THROWS

- ☐ +3 Acrobatics DEX
- ☒ +5 Animal Handling WIS
- ☐ -1 Arcana INT
- ☒ +3 Athletics STR
- ☐ +1 Deception CHA
- ☐ -1 History INT
- ☒ +8 Insight WIS
- ☐ +1 Intimidation CHA
- ☒ +2 Investigation INT
- ☐ +2 Medicine WIS
- ☐ -1 Nature INT
- ☐ +2 Perception WIS
- ☐ +1 Performance CHA
- ☐ +1 Persuasion CHA
- ☐ -1 Religion INT
- ☒ +9 Sleight of Hand DEX
- ☐ +3 Stealth DEX
- ☒ +8 Survival WIS
- ☐ _____
- ☐ _____
- ☐ _____

SKILLS

+3

INITIATIVE

ARMOR

16

CLASS

Resistances - Poison

DEFENSES

INSPIRATION

+3

PROFICIENCY BONUS

ABILITY SAVE DC

25 ft. (Walking)

SPEED

Max HP

Current HP

Temp HP

51

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HIT POINTS

Total 6d8

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

=== ARMOR ===
Light Armor

=== WEAPONS ===
Battleaxe, Crossbow, Hand, Longsword,
Rapier, Shortsword, Simple Weapons,
Warhammer

=== TOOLS ===
Smith's Tools, Thieves' Tools, Tinker's Tools,
Vehicles (Land)

=== LANGUAGES ===
Common, Dwarvish, Thieves' Cant

PROFICIENCIES & LANGUAGES

=== ACTIONS ===

Standard Actions

Attack, Cast a Spell, Dash, Disengage, Dodge,
Help, Hide, Ready, Search, Use an Object,
Opportunity Attack, Grapple, Shove, Improvise,
Two-Weapon Fighting, Interact with an Object

=== BONUS ACTIONS ===

Cunning Action

You can take a bonus action on each of your turns
to take the Dash, Disengage, or Hide action.

Fast Hands

You can use the bonus action granted by your
Cunning Action to make a Sleight of Hand check, use
your thieves' tools to disarm a trap or open a lock, or

take the Use an Object action.

=== REACTIONS ===

Uncanny Dodge

When an attacker that you can see hits you with an
attack, you can use your reaction to halve the attack's
damage against you.

=== SPECIAL ===

Sneak Attack

Once per turn, you can deal an extra 3d6 damage
to one creature you hit with an attack with a finesse or
ranged weapon if you have advantage on the attack
roll. You don't need advantage on the attack roll if
another enemy of the target is within 5 ft. of it, that
enemy isn't incapacitated, and you don't have

ACTIONS

12

PASSIVE WISDOM (PERCEPTION)

18

PASSIVE WISDOM (INSIGHT)

12

PASSIVE INTELLIGENCE (INVESTIGATION)

Darkvision 60 ft.

SENSES

NAME

HIT

DAMAGE/TYPE

NOTES

Dagger

+6

1d4+3 Piercing

Simple, Finesse, Light, Thrown, Range (20/60)

Dagger

+6

1d4+3 Piercing

Simple, Finesse, Light, Thrown, Range (20/60)

Dagger, +1

+7

1d4+4 Piercing

Simple, Finesse, Light, Thrown, Range (20/60)

Dagger, +1

+7

1d4+4 Piercing

Simple, Finesse, Light, Thrown, Range (20/60)

Dagger, +1

+7

1d4+4 Piercing

Simple, Finesse, Light, Thrown, Range (20/60)

Unarmed Strike

+3

1 Bludgeoning

WEAPON ATTACKS & CANTRIPS



Hildoo

CHARACTER NAME

Male	51	Medium	4' 3"	132
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Chaotic Good	Anime	Negro	Brown	Platinum Blonde
ALIGNMENT	FAITH	SKIN	EYES	HAIR

=== Allies ===

Congo The Hungry

ALLIES & ORGANIZATIONS

I judge people by their actions, not their words.
If someone is in trouble, I'm always ready to lend help.

PERSONALITY TRAITS

Freedom. Tyrants must not be allowed to oppress the people. (Chaotic)

IDEALS

My tools are symbols of my past life, and I carry them so that I will never forget my roots.

BONDS

I have a weakness for the vices of the city, especially hard drink.

FLAWS

CHARACTER APPEARANCE

CHARACTER BACKSTORY

ADDITIONAL NOTES

