

Hildoo

CHARACTER NAME

Rogue 4
CLASS & LEVEL

Hill Dwarf
RACE

Folk Hero
BACKGROUND

Rofen
PLAYER NAME

2,700
EXPERIENCE POINTS

STRENGTH

+0

10

DEXTERITY

+3

17

CONSTITUTION

+2

14

INTELLIGENCE

-1

8

WISDOM

+2

15

CHARISMA

+1

13

- ☐ +0 Strength
- ☒ +5 Dexterity
- ☐ +2 Constitution
- ☐ +1 Intelligence
- ☐ +2 Wisdom
- ☐ +1 Charisma

Saving Throw Modifiers

Advantage Against
Poison

SAVING THROWS

- ☐ +3 Acrobatics DEX
- ☒ +4 Animal Handling WIS
- ☐ -1 Arcana INT
- ☒ +2 Athletics STR
- ☐ +1 Deception CHA
- ☐ -1 History INT
- ☒ +6 Insight WIS
- ☐ +1 Intimidation CHA
- ☒ +1 Investigation INT
- ☐ +2 Medicine WIS
- ☐ -1 Nature INT
- ☐ +2 Perception WIS
- ☐ +1 Performance CHA
- ☐ +1 Persuasion CHA
- ☐ -1 Religion INT
- ☒ +7 Sleight of Hand DEX
- ☐ +3 Stealth DEX
- ☒ +4 Survival WIS
- ☐ _____
- ☐ _____
- ☐ _____

SKILLS

+3

INITIATIVE

ARMOR

15

CLASS

Resistances - Poison

DEFENSES

INSPIRATION

+2

PROFICIENCY BONUS

ABILITY SAVE DC

25 ft. (Walking)

SPEED

Max HP

Current HP

Temp HP

35

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HIT POINTS

Total

4d8

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.

=== SPECIAL ===

Sneak Attack

Once per turn, you can deal an extra 2d6 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 disadvantage on the attack roll.

ACTIONS

12

PASSIVE WISDOM (PERCEPTION)

16

PASSIVE WISDOM (INSIGHT)

11

PASSIVE INTELLIGENCE (INVESTIGATION)

Darkvision 60 ft.

SENSES

NAME

HIT

DAMAGE/TYPE

NOTES

Dagger

+5

1d4+3 Piercing

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

Dagger

+5

1d4+3 Piercing

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

Dagger, +1

+6

1d4+4 Piercing

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

Dagger, +1

+6

1d4+4 Piercing

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

Unarmed Strike

+2

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

