D&D BEYOND

CHARACTER NAME: Hildoo

Rogue 2	Rofen
CLASS & LEVEL	PLAYER NAME
Hill Dwarf / Folk Hero	300
RACE / BACKGROUND	EXPERIENCE POINTS

Ability Scores

- STRENGTH +0 (10)
- DEXTERITY +2 (15)
- CONSTITUTION +2 (14)
- INTELLIGENCE -1 (8)
- WISDOM +2 (15)
- CHARISMA +1 (13)

SAVING THROWS

- ◯ +0 Strength
- ◉ +4 Dexterity
- ◯ +2 Constitution
- ◉ +1 Intelligence
- ◉ +2 Wisdom
- ◯ +1 Charisma

Saving Throw Modifiers
Advantage Against Poison

SKILLS

- ◯ +2 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
- Ⓔ +6 Sleight of Hand DEX
- ◯ +2 Stealth DEX
- Ⓟ +4 Survival WIS
- ◯ ___ _____
- ◯ ___ _____
- ◯ ___ _____

INITIATIVE
+2

ARMOR CLASS
13

DEFENSES
Resistances - Poison

INSPIRATION

PROFICIENCY BONUS
+2

ABILITY SAVE DC

SPEED
25 ft. (Walking)

HIT POINTS
- Max HP: 19
- Current HP:
- Temp HP: --

HIT DICE
Total: 2d8

DEATH SAVES
- SUCCESSES: ◯◯◯
- FAILURES: ◯◯◯

PROFICIENCIES & LANGUAGES

=== 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

ACTIONS

=== 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.

=== SPECIAL ===
Sneak Attack
    Once per turn, you can deal an extra 1d6 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.

SENSES

- 12 PASSIVE WISDOM (PERCEPTION)
- 16 PASSIVE WISDOM (INSIGHT)
- 11 PASSIVE INTELLIGENCE (INVESTIGATION)

Darkvision 60 ft.

WEAPON ATTACKS & CANTRIPS

NAME	HIT	DAMAGE/TYPE	NOTES
Dagger	+4	1d4+2 Piercing	Simple, Finesse, Light, Thrown, Range (20/60)
Dagger	+4	1d4+2 Piercing	Simple, Finesse, Light, Thrown, Range (20/60)
Unarmed Strike	+2	1 Bludgeoning	

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=== ROGUE FEATURES ===

* Hit Points • PHB 95

* Proficiencies • PHB 95

* Expertise • PHB 96
Your proficiency bonus is doubled for any ability check you make for two chosen proficiencies. [6th] Choose two additional proficiencies.

* Sneak Attack • PHB 96
Once per turn, you can deal an extra 1d6 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.

 | Special

* Thieves' Cant • PHB 96
You have learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. It takes four times longer to convey such a message than it does to speak the same idea plainly.

* Cunning Action • PHB 96
You can take a bonus action on each of your turns to take the Dash, Disengage, or Hide action.

 | 1 Bonus Action

=== HILL DWARF RACIAL TRAITS ===

* Darkvision • BR 20
You can see in darkness (shades of gray) up to 60 ft.

* Dwarven Resilience • BR 20
You have advantage on saves against poison and resistance against poison damage.

* Dwarven Combat Training • BR 20
You have proficiency with the battleaxe, handaxe, light hammer, and warhammer.

* Tool Proficiency • BR 20
You gain proficiency with your choice of smith's tools, brewer's supplies, or mason's tools.

* Stonecunning • BR 20
Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check.

* Dwarven Toughness • BR 20
Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.

FEATURES & TRAITS

CP	5
SP	0
EP	0
GP	35
PP	0

WEIGHT CARRIED
105.5 lb.

ENCUMBERED
150 lb.

PUSH/DRAG/LIFT
300 lb.

NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
Leather	1	10 lb.	Rations (1 day)	10	20 lb.
Dagger	1	1 lb.	Rope, Hempen (50 feet)	1	10 lb.
Dagger	1	1 lb.	Tinderbox	1	1 lb.
Shortsword	1	2 lb.	Torch	10	10 lb.
Shortsword	1	2 lb.	Waterskin	1	5 lb.
Backpack	1	5 lb.			
Clothes, Common	1	3 lb.			
Pot, Iron	1	10 lb.			
Potion of Healing	0	--			
Potion of Healing	3	1.5 lb.			
Shovel	1	5 lb.			
Tinker's Tools	1	10 lb.	ATTUNED MAGIC ITEMS	QTY	WEIGHT
Thieves' Tools	1	1 lb.			
Bedroll	1	7 lb.			
Mess Kit	1	1 lb.			

EQUIPMENT

Hildoo
CHARACTER NAME

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

CHARACTER APPEARANCE

=== 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.
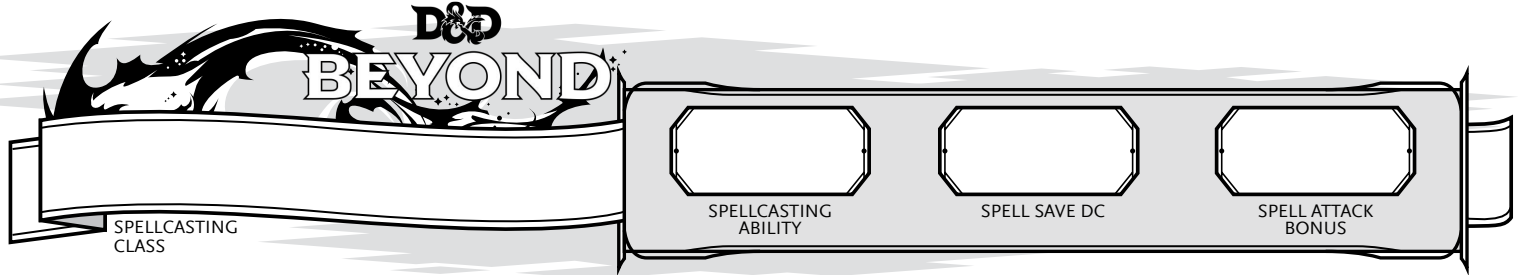
BONDS

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

FLAWS

CHARACTER BACKSTORY

ADDITIONAL NOTES

SPELLCASTING
CLASS

SPELLCASTING
ABILITY

SPELL SAVE DC

SPELL ATTACK
BONUS

PREP	SPELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES

SPELLS