

Cheery Littlebottom

CHARACTER NAME

Rogue (A. Trickster) [9]

CLASS & LEVEL

Guild Artisan

BACKGROUND

Meagen

PLAYER NAME

Mountain Dwarf

RACE

Lawful Good

ALIGNMENT

48000

EXPERIENCE POINTS

STRENGTH

18

4

DEXTERITY

20

5

CONSTITUTION

14

2

INTELLIGENCE

17

3

WISDOM

16

3

CHARISMA

17

3

1

INSPIRATION

4

PROFICIENCY BONUS

☐ 4 Strength
☒ 9 Dexterity
☐ 2 Constitution
☒ 7 Intelligence
☐ 3 Wisdom
☐ 3 Charisma

SAVING THROWS

☐ 5 Acrobatics (Dex)
☐ 3 Animal Handling (Wis)
☐ 3 Arcana (Int)
☐ 4 Athletics (Str)
☒ 7 Deception (Cha)
☐ 3 History (Int)
☒ 11 Insight (Wis)
☐ 3 Intimidation (Cha)
☒ 11 Investigation (Int)
☐ 3 Medicine (Wis)
☐ 3 Nature (Int)
☒ 11 Perception (Wis)
☐ 3 Performance (Cha)
☒ 7 Persuasion (Cha)
☐ 3 Religion (Int)
☐ 5 Sleight of Hand (Dex)
☒ 13 Stealth (Dex)
☐ 3 Survival (Wis)

SKILLS

17

ARMOR CLASS

9

INITIATIVE

25'

SPEED

Hit Point Maximum 86

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 9

d8

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

I believe that anything worth doing is worth doing right. I can't help it, I'm a perfectionist.
I always want to know how things work and what makes people tick.

PERSONALITY TRAITS

Community. It is the duty of all civilised people to strengthen the bonds of community and the security of civilisation.

IDEALS

I owe my guild a gret debt for forging me into the person I am today.

BONDS

I am paranoid about shape-shifters, and quick to be suspicious that someone is not what they seem.

FLAWS

NAME	ATK BONUS	DAMAGE/TYPE
Hammer OT +1	8	2d6+8 bludgeon
Battleaxe	7	1d8+7 slash
Handaxe	7	1d6+7 slash
Warhammer	7	1d8+7 bludgeon
Throwing Hammer 7		1d4+7 bludgeon

ATTACKS & SPELLCASTING

13

PASSIVE WISDOM (PERCEPTION)

Weapons: Battleaxe, Handaxe, Throwing Hammer, Warhammer, Simple weapons, Hand crossbows Longswords, Rapiers, Short Swords Apothecary's tools, Thieves Tools Stonecutting (x2 proficiency to stone related history)
Light and medium armour
Speak Dwarven, Thieves Cant and Common
Deception, Investigation, Perception
Stealth, Insight, Persuasion
Boost Perception & Investigation

OTHER PROFICIENCIES & LANGUAGES

CP Battleaxe
SP 2 Handaxes
EP Short sword
GP Hand crossbow
RP Leather armour
Pack
Winged Boots
Ring of X-Ray Vision

5

32

EQUIPMENT

Darkvision 60 feet
Advantage on saving throws vs poison
Resistance to poison damage (1/2)
Sneak attack: +5d6 damage
Cunning Action: get one bonus action per round to Dash, Disengage or Hide.
Mage Hand Legerdemain:
Your Mage Hand is invisible
You can pick locks/disarm traps at a distance
Make a Dex vs Wis check to place or take an object from another creature
Alert:
+5 bonus to initiative
Cannot be surprised while conscious
Others don't get advantage on attack rolls from being hidden
Uncanny Dodge:
When an attacker you can see hits you, you can use your reaction to halve the damage
Expertise(1): Investigation, Perception
Expertise(2): Stealth, Insight
Evasion:
You can nimbly dodge out of the way of certain effects, such as a red dragon's fiery breath or an Ice Storm spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.
Magical Ambush:
If you are hidden from a creature when you cast a spell on it, the creature has disadvantage on any saving throw it makes against the spell this turn.

FEATURES & TRAITS



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CHARACTER NAME

53

AGE

4' 4"

HEIGHT

136 lbs

WEIGHT

Green

EYES

Pale & Clear

SKIN

Red

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

Member of the Apothecaries Guild

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

Hammer of Thunderbolts

2 Potions of Healing

TREASURE



Arcane Trickster

SPELLCASTING CLASS

Intelligence
SPELLCASTING ABILITY

13
SPELL SAVE DC

3
SPELL ATTACK BONUS

0

CANTRIPS

Fire Bolt

Mage Hand

Prestidigitation

1

4

PROPOSED

Color Spray

SPELL NAME

Magic Missile

Minor Illusion

Sleep

2

2

Invisibility

Knock

Misty Step

Phantasmal Force

3

4

5

6

7

8

9

SPELLS KNOWN



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Backpacks can hold no more than 30 lbs of gear.

Note weight of items to not exceed the packs 30lbs limit.

Note the quantity of certain items for quick reference.

Your treasure pouch is not part of your backpack so its weight will not count.

Backpack



Apothecaries tools

Small Pocket 1

Small Pocket 2

Small Pocket 3

Small Pocket 4

Flap Pouch

Middle Pouch

<u>Bed Roll</u>	1
<u>Rope</u>	150'
<u>Ammo</u>	20 Bolts, 2 Daggers
<u>Torches</u>	3

Treasure Purse

Copper =

Silver =

Electrum =

Gold =

Platinum =

Additional Treasure

Main Pouch