

Cheery Littlebottom

CHARACTER NAME

Rogue (A. Trickster) [3]

CLASS & LEVEL

Guild Artisan

BACKGROUND

Meagen

PLAYER NAME

Mountain Dwarf

RACE

Lawful Good

ALIGNMENT

900

EXPERIENCE POINTS

STRENGTH

18

4

DEXTERITY

18

4

CONSTITUTION

14

2

INTELLIGENCE

17

3

WISDOM

16

3

CHARISMA

17

3

1

INSPIRATION

2

PROFICIENCY BONUS

☐ 4 Strength

☒ 6 Dexterity

☐ 2 Constitution

☒ 5 Intelligence

☐ 3 Wisdom

☐ 3 Charisma

SAVING THROWS

☐ 6 Acrobatics (Dex)

☐ 3 Animal Handling (Wis)

☐ 5 Arcana (Int)

☐ 4 Athletics (Str)

☒ 5 Deception (Cha)

☐ 5 History (Int)

☒ 5 Insight (Wis)

☐ 3 Intimidation (Cha)

☒ 9 Investigation (Int)

☐ 3 Medicine (Wis)

☐ 5 Nature (Int)

☒ 7 Perception (Wis)

☐ 3 Performance (Cha)

☒ 5 Persuasion (Cha)

☐ 5 Religion (Int)

☐ 6 Sleight of Hand (Dex)

☒ 8 Stealth (Dex)

☐ 3 Survival (Wis)

SKILLS

16

ARMOR CLASS

4

INITIATIVE

25'

SPEED

Hit Point Maximum 38

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 3

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

Battleaxe

6

1d8 slash

Handaxe

6

1d6 slash

Warhammer

6

1d8 bludgeon

Throwing Hammer 6

1d4 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 0

SP 0

EP 0

GP 5

PP 32

Battleaxe
2 Handaxes
Short sword
Hand crossbow
Leather armour
Pack

EQUIPMENT

Darkvision 60 feet

Advantage on saving throws vs poison

Resistance to poison damage (1/2)

Sneak attack: +2d6 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

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

TREASURE

Arcane Trickster

SPELLCASTING
CLASS

Intelligence

SPELLCASTING
ABILITY

13

SPELL SAVE DC

3

SPELL ATTACK
BONUS

0

CANTRIPS

Fire Bolt

Mage Hand

Prestidigitation

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

3

PROPOSED

SPELL NAME

- ☐ Color Spray
- ☐ Magic Missile
- ☐ Minor Illusion
- ☐ Sleep

SPELLS KNOWN

2

0

3

0

6

0

7

0

4

0

8

0

5

0

9

0



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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 = 0

Silver = 0

Electrum = 0

Gold = 0

Platinum = 0

Additional Treasure

Main Pouch