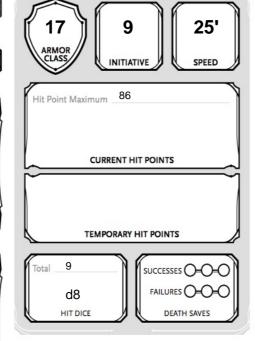


Rogue (A. Trickster) [9] Guild Artisan Meagen BACKGROUND PLAYER NAME

Mountain Dwarf Lawful Good 48000

ALIGNMENT EXPERIENCE POINTS





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 suspiscious that someone is not what they seem.

FLAWS

0 3	Animal Handling (Wis)
0 3	Arcana (Int)
0 4	Athletics (Str)
• <u>7</u>	Deception (Cha)
0 3	History (Int)
<u>11</u>	Insight (Wis)
0 3	Intimidation (Cha)
<u>11</u>	Investigation (Int)
0 3	Medicine (Wis)
0 3	Nature (Int)
<u>11</u>	Perception (Wis)
0 3	Performance (Cha)
• <u>7</u>	Persuasion (Cha)
O <u>3</u>	Religion (Int)
O <u>5</u>	Sleight of Hand (Dex)
I _	

Acrobatics (Dex)

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 Hamm	er 7	1d4+7 bludgeon
ATTAC	KS & SPELLC	ASTING

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

+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 user 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.

INTELLIGENCE

3

WISDOM

16

3

CHARISMA

17

PASSIVE WISDOM (PERCEPTION)

13 Stealth (Dex)

SKILLS

O 3 Survival (Wis)

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** 

5 32

**EQUIPMENT** 

Battleaxe

Pack

2 Handaxes

Short sword

Hand crossbow

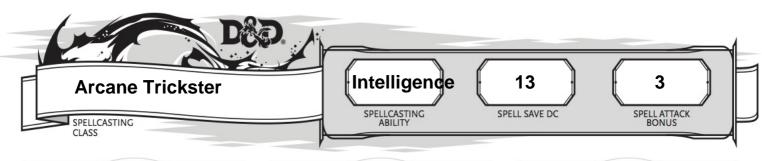
Leather armour

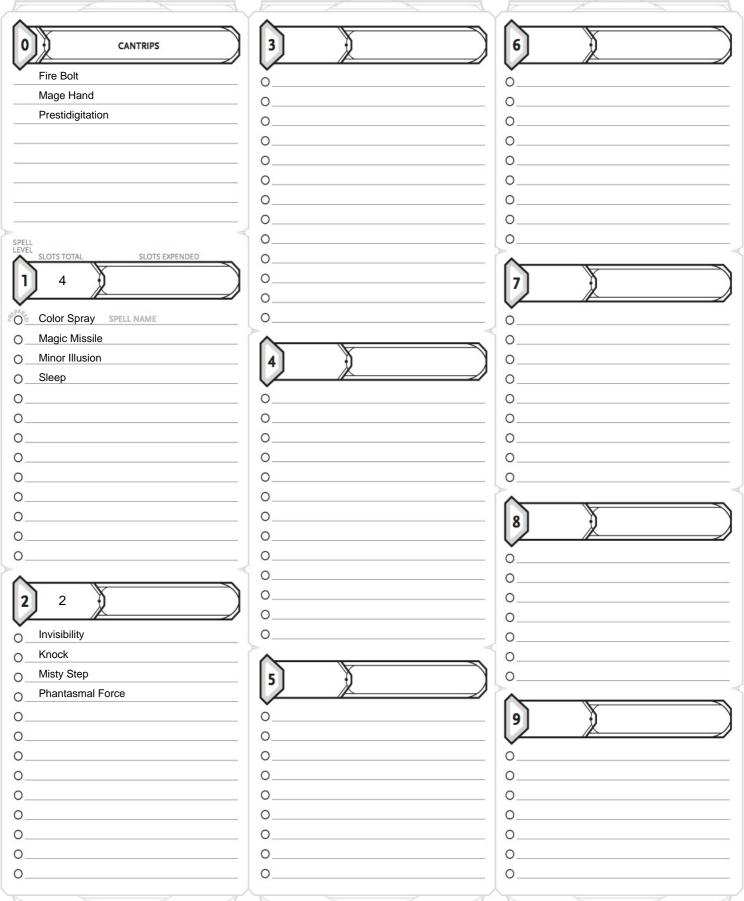
Winged Boots

Ring of X-Ray Vision

**FEATURES & TRAITS** 









# **Cheery Littlebottom**

CHARACTER NAME

# Backpacks can hold no more then 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	

Bed Roll	1	
Rope	150'	
Ammo	20 Bolts, 2 Daggers	
Torches	3	

	Treasure Purse	
Copper =		
Silver =		
Electrum :		
Gold =		
Platinum :		
	Additional Treasure	

Main Pouch	