

Cheery Littlebottom

CHARACTER NAME

Rogue (A. Trickster) [5]

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

3

PROFICIENCY BONUS

- SAVING THROWS
- ☐ 4 Strength
 - ☒ 7 Dexterity
 - ☐ 2 Constitution
 - ☒ 6 Intelligence
 - ☐ 3 Wisdom
 - ☐ 3 Charisma

- SKILLS
- ☐ 7 Acrobatics (Dex)
 - ☐ 3 Animal Handling (Wis)
 - ☐ 6 Arcana (Int)
 - ☐ 4 Athletics (Str)
 - ☒ 6 Deception (Cha)
 - ☐ 6 History (Int)
 - ☒ 6 Insight (Wis)
 - ☐ 3 Intimidation (Cha)
 - ☒ 12 Investigation (Int)
 - ☐ 3 Medicine (Wis)
 - ☐ 6 Nature (Int)
 - ☒ 9 Perception (Wis)
 - ☐ 3 Performance (Cha)
 - ☒ 6 Persuasion (Cha)
 - ☐ 6 Religion (Int)
 - ☐ 7 Sleight of Hand (Dex)
 - ☒ 10 Stealth (Dex)
 - ☐ 3 Survival (Wis)

16

ARMOR CLASS

4

INITIATIVE

25'

SPEED

Hit Point Maximum 48

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 5

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	7	1d8 slash
Handaxe	7	1d6 slash
Warhammer	7	1d8 bludgeon
Throwing Hammer 7		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: +3d6 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

FEATURES & TRAITS



Cheery Littlebottom

CHARACTER NAME

53

AGE

Green

EYES

4' 4"

HEIGHT

Pale & Clear

SKIN

136 lbs

WEIGHT

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

4

0

7

0

5

0

8

0

9

0



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CHARACTER NAME

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