

Ash Denholm: 5e Character Sheet



Race: Wood Elf \

Class: Rogue (Level 5) \

Background: Criminal/Spy \

Alignment: True Neutral \

Level: 5 \

Player Name: Ben Clifford

□ Lore & History

□ Lore

Trait: I don't pay attention to the risks in a situation. Never tell me the odds. / I blow up at the slightest insult. **Ideal:** Greed. I will do whatever it takes to become wealthy. (Evil) **Bond:** I will become the greatest thief that ever lived. **Flaw:** When faced with a choice between money and my friends, I usually choose the money.

□ Ability Scores & Combat

□ Ability Scores

ABILITY SCORES TABLE

Ability	Score	Modifier
Strength	10	+0
Dexterity	19	+4
Constitution	14	+2
Intelligence	9	-1
Wisdom	12	+1
Charisma	17	+3

✕ Combat Stats

COMBAT STATS TABLE

Stat	Value
Armor Class	14 (10 + DEX Mod, assuming no armor)
Initiative	+4
Speed	35 ft.
Hit Points (Max)	46

Stat	Value
Current Hit Points	46
Hit Dice	5d8
Proficiency Bonus	+3

▣ Attacks & Spellcasting

Name	Attack Bonus	Damage/Type	Notes
Dagger (Melee)	+7 (DEX + PB)	1d4 + 4 Piercing	Finesse, Light, Thrown (20/60 ft)
Dagger (Ranged)	+7 (DEX + PB)	1d4 + 4 Piercing	Finesse, Light, Thrown (20/60 ft)
Shortsword	+7 (DEX + PB)	1d6 + 4 Piercing	Finesse, Light. (Unequipped in file)
Throwing Knife	+7 (DEX + PB)	[Formula Missing]	Range 40 ft. (Unequipped in file)
Unarmed Strike	+3 (STR + PB)	1 + 0 Bludgeoning	Uses Strength

▣ Inventory & Equipment (All Items)

Weapons & Armor: * Dagger (Quantity: 6) * Dagger (Quantity: 0) * Shortsword (Quantity: 1) * Throwing Knife (Quantity: 12) * Clothes, Common (Quantity: 1)

Gear & Tools: * Backpack (Quantity: 1) * Crowbar (Quantity: 1) * silver mirror (Quantity: 1)

Currency: * **Gold Pieces (GP):** 1,870 * **Silver Pieces (SP):** 30 * **Copper Pieces (CP):** 0

▣ Additional Info

▣ Info

Proficiency Bonus: +3 **XP:** 23,000 **Languages:** Common, Elvish, Thieves' Cant **Conditions Immunities:** Sleep

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