

# 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.

Stat	Value
Hit Points (Max)	46
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)
- \* 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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