

Ash Denholm



Race: Wood Elf

Class: Rogue

Background: Criminal/Spy

Alignment: True Neutral

Level: 7

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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Last update: **2025/12/29 20:41**

