

Ash Denholm

✖ \ **Race:** Wood Elf \ **Class:** Rogue (Level 7) \ **Background:** Criminal / Spy \ **Alignment:** True Neutral \ **Level:** 7 \ **Player Name:** [PLACEHOLDER]

▢ 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	17 (Studded Leather + DEX + Cloak)
Initiative	+4
Speed	35 ft.
Hit Points (Max)	46
Current Hit Points	46
Hit Dice	7d8
Proficiency Bonus	+3

✕ Skills

✕ Skills

SKILLS TABLE (P) = Proficient, (E) = Expertise

Skill	Mod	Prof.	Skill	Mod	Prof.
Acrobatics (DEX)	+4	[]	Persuasion (CHA)	+6	[P]
Animal Handling (WIS)	+1	[]	Religion (INT)	-1	[]
Arcana (INT)	-1	[]	Sleight of Hand (DEX)	+10	[E]
Athletics (STR)	+3	[P]	Stealth (DEX)	+10	[E]
Deception (CHA)	+6	[P]	Survival (WIS)	+1	[]
History (INT)	-1	[]	Saving Throws		
Insight (WIS)	+1	[]	Strength	+1	[]
Intimidation (CHA)	+9	[E]	Dexterity	+8	[X]
Investigation (INT)	-1	[]	Constitution	+3	[]
Medicine (WIS)	+1	[]	Intelligence	+3	[X]
Nature (INT)	-1	[]	Wisdom	+2	[]
Perception (WIS)	+4	[P]	Charisma	+4	[]
Performance (CHA)	+6	[P]			

☐ All Spells (from Wood Elf Magic Feat)

Spellcasting Ability: Wisdom (DC 12, Attack +4)

Level	Spell Name	Prepared?	Notes
Cantrip	Primal Savagery	Yes	Melee Spell Attack (2d10 Acid)
1st	Longstrider	1/LR	+10 ft. speed (1 hour)
2nd	Pass without Trace	1/LR	+10 to Stealth (Concentration, 1 hour)

☐ Attacks & Spellcasting

Name	Attack Bonus	Damage/Type	Notes
Dagger (Melee/Ranged)	+7 (DEX + PB)	1d4 + 4 Piercing	Finesse, Light, Thrown (20/60 ft)
Shortsword (Melee)	+7 (DEX + PB)	1d6 + 4 Piercing	Finesse, Light
Shortbow (Ranged)	+7 (DEX + PB)	1d6 + 4 Piercing	Range 80/320 ft.
Primal Savagery	+4 (WIS + PB)	2d10 Acid	Melee Spell Attack (from Feat)
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)
- * Shortbow (Quantity: 1)
- * Studded Leather Armor (Equipped)
- * Cloak of Protection (Equipped, +1 AC/Saves)
- * Potion of Healing (Quantity: 3)

Gear & Tools (Proficient: Thieves' Tools (E), Dice Set, Disguise Kit):

- * Backpack (Quantity: 1)
- * Clothes, Common (Quantity: 1)
- * Crowbar (Quantity: 2)
- * Thieves' Tools (Quantity: 1)
- * Ball Bearings (bag of 1,000) (Quantity: 1)
- * Bell (Quantity: 1)
- * Candle (Quantity: 5)
- * Hammer (Quantity: 1)
- * Lantern, Hooded (Quantity: 1)
- * Oil (flask) (Quantity: 2)
- * Piton (Quantity: 10)
- * Rations (1 day) (Quantity: 5)
- * Rope, Hempen (50 feet) (Quantity: 1)
- * Tinderbox (Quantity: 1)
- * Waterskin (Quantity: 1)
- * String (10ft)
- * silver mirror (Quantity: 1)
- * Spell Scroll: Light (Quantity: 1)
- * Spell Scroll: Bless (Quantity: 1)
- * vial of rare ink (Quantity: 2)
- * Ruby (Quantity: 2)

Currency:

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

☐ Additional Info

☐ Info

Proficiency Bonus: +3

Languages: Common, Elvish, Thieves' Cant

Condition Immunities: Sleep (from Fey Ancestry)

Senses: Darkvision 60 ft.

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Feats/Features: Lucky, Wood Elf Magic, Sneak Attack (4d6), Thieves' Cant, Cunning Action, Uncanny Dodge, Evasion, Whispers of the Dead, Wails from the Grave (3 uses/LR), Keen Senses, Fey Ancestry, Trance, Elf Weapon Training, Fleet of Foot, Mask of the Wild

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