

# Ash Denholm



**Race:** Wood Elf

**Class:** Rogue (Level 7)

**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	17 (Studded Leather + DEX + Cloak)
Initiative	+4
Speed	35 ft.

Stat	Value
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	[ ]	<b>Saving Throws</b>		
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
<b>Cantrip</b>	Primal Savagery	Yes	Melee Spell Attack (2d10 Acid)
<b>1st</b>	Longstrider	1/LR	+10 ft. speed (1 hour)
<b>2nd</b>	Pass without Trace	1/LR	+10 to Stealth (Concentration, 1 hour)

▢ Attacks & Spellcasting

Name	Attack Bonus	Damage/Type	Notes
<b>Dagger (Melee/Ranged)</b>	+7 (DEX + PB)	1d4 + 4 Piercing	Finesse, Light, Thrown (20/60 ft)
<b>Shortsword (Melee)</b>	+7 (DEX + PB)	1d6 + 4 Piercing	Finesse, Light
<b>Shortbow (Ranged)</b>	+7 (DEX + PB)	1d6 + 4 Piercing	Range 80/320 ft.

Name	Attack Bonus	Damage/Type	Notes
<b>Primal Savagery</b>	+4 (WIS + PB)	2d10 Acid	Melee Spell Attack (from Feat)
<b>Unarmed Strike</b>	+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.

**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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