

LORD **FISHBONE**

Rogue 3

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Dankwood Goblin

Entertainer ALIGNMENT

EXPERIENCE POINTS

Everything is an adventure! The more dangerous, the more alive we are!!!

PERSONALITY TRAITS

No Limits. Charge forward and be true to your self, even if everyone else gives you funny looks.

I love my hat that was given to me by Lord Loofah. It is one of a kind!

I enjoy fine, shiny things and may go overboard to make sure they are mine!



16

CONSTITUTION

12

INTELLIGENCE

14

WISDOM

10 CHARISMA

LANGUAGES & **PROFICIENCIES**

Languages: Common, Goblin, Thieves' Cant

Armor: Light Armor

Weapons:

Crossbow, Hand, Longsword, Rapier, Shortsword, Simple Weapons

Tools: Disguise Kit, Lute, Thieves' Tools

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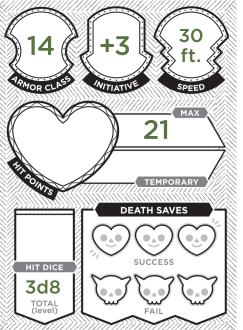




+2 PERSUASION (CHA) +2 RELIGION (INT) +8 SLEIGHT OF HAND (DEX) +5 STEALTH (DEX) +0 SURVIVAL (WIS)

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+4 PERFORMANCE (CHA)



ATTACKS & SPELLCASTING		
NAME	ATTACK BONUS	DAMAGE/TYPE
Dagger	+5	1d4+3 Piercing
Shortbow	+5	1d6+3 Piercing
Shortsword	+5	1d6+3 Piercing

Bonus Actions

Cunning Action. Lord Fishbone can take a bonus action on each of his turns to take the Dash, Disengage, or Hide action.

Spellcasting • Spell Slots 2

Lord Fishbone can cast known wizard spells using INT as his spellcasting modifier (Spell DC 12, Spell Attack +4).

Cantrips: dancing lights, mage hand, prestidigitation

1st Level: disguise self, shield, sleep

Sneak Attack. Once per turn, Lord Fishbone can deal an extra 2d6 damage to one creature he hits with an attack with a finesse or ranged weapon if he has advantage on attack.

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Darkvision	60 ft.

Big City Negotiator

From their time spent in the Big City, Lord Fishbone can use their charm and extended vocabulary to strike up advantageous deals and earn the trust of those they encounter.

Gain Advantage if an accent is used when speaking.

EQUIPMENT & MONEY

•15 Gold

2000