



# LORD FISHBONE

Rogue 3

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Dankwood Goblin

Entertainer

RACE

ALIGNMENT

EXPERIENCE POINTS

CHARACTER NAME

D&D 5TH EDITION CHARACTER SHEET  
SUPPORTING EXTRA LIFE

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

PERSONALITY TRAITS

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

BOND

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

IDEALS

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

FLAWS

STRENGTH

-1

9

DEXTERITY

+3

16

CONSTITUTION

+1

12

INTELLIGENCE

+2

14

WISDOM

+0

10

CHARISMA

+2

14

LANGUAGES & PROFICIENCIES

Languages:  
Common, Goblin,  
Thieves' Cant

Armor: Light  
Armor

Weapons:  
Crossbow, Hand,  
Longsword, Rap-  
ier, Shortsword,  
Simple Weapons

Tools: Disguise  
Kit, Lute, Thieves'  
Tools

PROFICIENCY BONUS

+2

PASSIVE WISDOM (perception)

10



INSPIRATION

SAVING THROWS

-1

STR

+4

INT

+5

DEX

+0

WIS

+1

CON

+2

CHA

SKILLS

- +5 ACROBATICS (DEX)
- +0 ANIMAL HANDLING (WIS)
- +2 ARCANA (INT)
- 1 ATHLETICS (STR)
- +4 DECEPTION (CHA)
- +2 HISTORY (INT)
- +0 INSIGHT (WIS)
- +2 INTIMIDATION (CHA)
- +6 INVESTIGATION (INT)
- +0 MEDICINE (WIS)
- +2 NATURE (INT)
- +0 PERCEPTION (WIS)
- +4 PERFORMANCE (CHA)
- +2 PERSUASION (CHA)
- +2 RELIGION (INT)
- +8 SLEIGHT OF HAND (DEX)
- +5 STEALTH (DEX)
- +0 SURVIVAL (WIS)

14 ARMOR CLASS

+3 INITIATIVE

30 ft. SPEED

HIT POINTS

21 MAX

TEMPORARY

HIT DICE

3d8 TOTAL (level)

DEATH SAVES

SUCCESS

FAIL



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.

FEATURES & TRAITS

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