DUNGEONS & DRAGONS®

Abigail Fitzgerald

CHARACTER NAME

Rogue/Thief 1	Entertainer	Meesha
CLASS & LEVEL	BACKGROUND	PLAYER NAME
Human	Chaotic Good	
RACE	ALIGNMENT	EXPERIENCE POINTS

STRENGTH 9 (-1)

DEXTERITY 16 (+3)

CONSTITUTION 14 (+2)

INTELLIGENCE 10 (0)

WISDOM 15 (+2)

CHARISMA 14 (+2)

INSPIRATION

PROFICIENCY BONUS +2

SAVING THROWS

- ○ -1 Strength
- ● +5 Dexterity
- ○ +2 Constitution
- ● +2 Intelligence
- ○ +2 Wisdom
- ○ +2 Charisma

SKILLS

- ● +5 Acrobatics (Dex)
- ○ +2 Animal Handling (Wis)
- ○ 0 Arcana (Int)
- ● +1 Athletics (Str)
- ○ +2 Deception (Cha)
- ○ 0 History (Int)
- ○ +2 Insight (Wis)
- ○ +2 Intimidation (Cha)
- ○ 0 Investigation (Int)
- ○ +2 Medicine (Wis)
- ○ 0 Nature (Int)
- ● +4 Perception (Wis)
- ● +4 Performance (Cha)
- ● +4 Persuasion (Cha)
- ○ 0 Religion (Int)
- ● +5 Sleight of Hand (Dex)
- ○ +3 Stealth (Dex)
- ○ +2 Survival (Wis)

14 PASSIVE WISDOM (PERCEPTION)

Languages. Common

Weapon Simple, Crossbow hand, Longsword, Rapier, Shortsword

Armor. Light

Tools. Disguise kit, Thieves tools, Bagpipes, Thieves

OTHER PROFICIENCIES & LANGUAGES

14 ARMOR CLASS

+3 INITIATIVE

30 SPEED

Hit Point Maximum 10

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

HIT DICE

SUCCESSES ○○○

FAILURES ○○○

DEATH SAVES

NAME	ATK BONUS	DAMAGE/TYPE
Shortsword	+5	1d6 +3 piercing
Shortbow	+5	1d6 +3 piercing

ATTACKS & SPELLCASTING

CP

SP

EP

GP

PP

EQUIPMENT

Nothing can shake my optimistic attitude. I always want to know how things work and what makes people tick. I have a crude sense of humor.

PERSONALITY TRAITS

Independence. Charity. People. Fairness.

IDEALS

I owe a debt I can never repay to the person who took pity on me.

BONDS

I have an insatiable desire for carnal pleasures. I'd kill someone in their sleep before I fight fair.

FLAWS

Sneak Attack. You know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon. You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll. The amount of the extra damage increases as you gain levels in this class, as shown in the Sneak Attack column of the Rogue table.

Thieves' Cant. During your rogue training you learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly. In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.

FEATURES & TRAITS

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Abigail Fitzgerald

CHARACTER NAME

23 years	5'3"	145
AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

The only child of the town drunkard and a flare for the dramatic at an early age, Abigail was left to raise herself while being a buzzing hungry nuisance to her father. The walking hungry mouth took to the rainy, dirty streets and alleyways before she was ready to face the harsh truth of poverty and the rawness it brings. Learning to use her small stature to slip away from the more unsavory that roamed inside the town walls, pilfering crumbs of bread and palm fulls of water from the local shops as her daily source of nourishment. On night three of a foodless evening the orange haired scamp decided to enter the bakers shop from a window left slightly unsealed. She shoveled the cakes in her mouth faster than she could chew, in pure wonder about the tastes she was experiencing before she heard the sound of a creeky step and a roaring lantern. She was caught, and the punishment for thievery here was the unceremonious removal of a hand, she'd seen it just weeks prior. She gasped and froze, dropping the treats to the floor and making a dash for the window before being grabbed by the dirty scruff of her cloak. The baker, a kind and portly older man that had lost a daughter to sickness over a harsh winter offered her the chance to finish the meal she had so been enjoying under the promise that she tolerate his company. Over the years, the young girl honed her social skills and her performance as she traded Anecdotes, Dance, Juggling and Comedy for the chance to eat for free at the bakery. As she grew into her teens she realized that her new guardian and friend's disposition had been growing more glib, but he would never lead on to what it was that had caused him so much distress. Through her pension for snooping later in the evening did she find the debt ledger from the local bandit boss at rates that were simply impossible to pay back. Abigail took to...

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

TREASURE

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SPELLCASTING CLASS

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

0 CANTRIPS

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

PREPARED

SPELL NAME

2

3

4

5

6

7

8

9

SPELLS KNOWN

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