

Finnan Hilltopple

CHARACTER NAME

1 Fighter (Champion)

LEVEL & CLASS

PLAYER NAME

Criminal

BACKGROUND Spy

Halfling, Stout

RACE

EXPERIENCE

300

Next Level

STRENGTH

+1

12

DEXTERITY

+3

17

CONSTITUTION

+2

14

INTELLIGENCE

0

10

WISDOM

-1

8

CHARISMA

+2

14

+3 STR ☐ 0 INT
+3 DEX ☐ -1 WIS
+4 CON ☐ +2 CHA

RESISTANCES

Poison

Adv. on saves vs. frightened and poison

SAVING THROWS

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

SKILLS

12

MAXIMUM HIT POINTS

+2

PROFICIENCY BONUS

14

ARMOR CLASS

Temporary Hit Points:

CURRENT HIT POINTS

+3

INITIATIVE

SUCCESSSES

FAILURES

DEATH SAVES

LEVEL DIE USED

1 d10+2

HIT DICE

ENCUMBERED

15 ft

25 ft

SPEED

FEATURE

Second Wind (1d10+1)

MAX

RECOVER

USED

1

SR

LIMITED FEATURES

ACTIONS

BONUS ACTIONS

REACTIONS

Second Wind

ACTIONS

ATTACK NAME

PROF ABILITY

RANGE

TO HIT

DAMAGE

DAMAGE TYPE

Longbow

✓ Dex

150/600 ft

+7

1d8+3

Piercing

Ammunition, heavy, two-handed

DESCRIPTION

Shortsword

✓ Dex

Melee

+5

1d6+3

Piercing

Finesse, light

Handaxe

✓ Str

Melee, 20/60 ft

+3

1d6+1

Slashing

Light, thrown

ATTACKS: WEAPONS & CANTRIPS

PASSIVE WISDOM (PERCEPTION)

9

SENSES

NAME

TOTAL

Arrows

20

AMMUNITION

NAME

TOTAL

AMMUNITION

Champion, level 1:

• Archery Fighting Style (Fighter 1, BR 27)

+2 bonus to attack rolls I make with ranged weapons

• Second Wind (Fighter 1, BR 27) [1d10+1, 1× per short rest]

As a bonus action, I regain 1d10 + fighter level HP; I can use this once per short rest

CLASS FEATURES

I always have a plan for what to do when things go wrong.
I am incredibly slow to trust. Those who seem the fairest often have the most to hide.

PERSONALITY TRAITS

People. I'm loyal to my friends, not to any ideals, and everyone else can take a trip down the Styx for all I care.

IDEALS

Someone I loved died because of I mistake I made. That will never happen again.

BONDS

If there's a plan, I'll forget it. If I don't forget it, I'll ignore it.

FLAWS

Feature Name: **Criminal Contact**

I have a reliable and trustworthy contact who acts as my liaison to a network of other criminals. I know how to get messages to and from my contact, even over great distances; specifically, I know the local messengers, corrupt caravan masters, and seedy sailors who can deliver my messages.

BACKGROUND FEATURE

Stout Halfling (+2 Dexterity, +1 Constitution)

Lucky: When I roll a 1 on an attack roll, ability check, or saving throw, I can reroll the die and must use the new roll.

Halfling Nimbleness: I can move through the space of any creature that is of a size larger than me.

RACIAL TRAITS

ADVENTURING GEAR

LB

ADVENTURING GEAR

LB

ADVENTURING GEAR

LB

Backpack, with: 5
- Crowbar 5
- Hammer 3
- Pitons 10 0.25
- Torches 10 1
- Tinderbox 1
- Rations, days of 10 2
- Waterskin 5
- Hempen rope, feet of 50 0.2

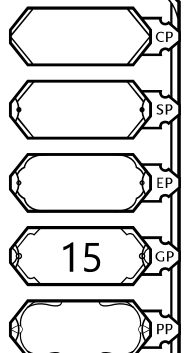
Dark, common clothes with hood 3
Crowbar 5
Belt pouch (with coins) 1
Leather armor 10
Longbow 1 2
Shortsword 2 2
Handaxe 2 2
Arrows 20 0.05

ATTUNED MAGICAL ITEMS

SUBTOTAL

SUBTOTAL 61.5
EQUIPMENT

SUBTOTAL 30



WEIGHT CARRIED
91.8 lb

CARRYING CAPACITY
180 lb
PUSH/DRAW/LIFT
181 - 360 lb



Finnan Hilltopple

CHARACTER NAME

Male
GENDER

53
AGE

Small
SIZE

3'0"
HEIGHT

45 lbs.
WEIGHT

Neutral
ALIGNMENT

Mask
FAITH

Sandy Brown
HAIR

Hazel
EYES

Ruddy Pale
SKIN

CHARACTER PORTRAIT

Allies: Thorin Holderhek, Naivara Moonbrook, Kara Nemetsk, Merla Greenbottle

ORGANIZATION
The Harpers



SYMBOL

ALLIES & ORGANIZATIONS

A heavy stout halfling of moderate height and age.

APPEARANCE

Poor

LIFESTYLE

DAILY PRICE

2 sp

ENEMIES

CHARACTER HISTORY