

Merla Greenbottle

CHARACTER NAME

1 Rogue (Thief)

LEVEL & CLASS

PLAYER NAME

Criminal

BACKGROUND Burglar

Halfling, Lightfoot

RACE

EXPERIENCE

300

Next Level

STRENGTH

0

10

DEXTERITY

+3

17

CONSTITUTION

+1

12

INTELLIGENCE

+2

14

WISDOM

-1

8

CHARISMA

+2

14

0 STR +4 INT
+5 DEX -1 WIS
+1 CON +2 CHA

RESISTANCES

Adv. on saves vs. frightened

SAVING THROWS

+5 Acrobatics (Dex)
-1 Animal Handling (Wis)
+2 Arcana (Int)
0 Athletics (Str)
+6 Deception (Cha)
+2 History (Int)
-1 Insight (Wis)
+4 Intimidation (Cha)
+4 Investigation (Int)
-1 Medicine (Wis)
+2 Nature (Int)
-1 Perception (Wis)
+2 Performance (Cha)
+2 Persuasion (Cha)
+2 Religion (Int)
+7 Sleight of Hand (Dex)
+5 Stealth (Dex)
-1 Survival (Wis)
+5 Thieves' tools (Dex)

SKILLS

9
MAXIMUM
HIT POINTS

+2
PROFICIENCY
BONUS

14
ARMOR
CLASS

Temporary Hit Points:

CURRENT HIT POINTS

+3

INITIATIVE

SUCCESSSES

FAILURES

DEATH SAVED

LEVEL DIE USED

1 d8+1

HIT DICE

ENCUMBERED

15 ft

25 ft

SPEED

FEATURE

MAX

RECOVER

USED

LIMITED FEATURES

ACTIONS

BONUS ACTIONS

REACTIONS

ACTIONS

AC DESCRIPTION

11 Armor **Leather**

Shield

3 Dex ☐ Medium Armor ☐ Heavy Armor

Magic

Misc

Misc

ARMOR

INSPIRATION

ABILITY
SAVE DC

ARMOR
☒ Light ☐ Medium ☐ Heavy ☐ Shields

WEAPONS

☒ Simple ☐ Martial ☒ Other Weapons:
Hand crossbow, Longsword, Rapier, Shortsword

LANGUAGES

Common

TOOLS & OTHERS

Thieves' tools

Thieves' Cant

Playing Cards

Halfling

PROFICIENCIES

9

PASSIVE WISDOM (PERCEPTION)

SENSES

NAME

TOTAL

Arrows

20

AMMUNITION

NAME

TOTAL

AMMUNITION

ATTACK NAME

PROF ABILITY

RANGE

TO HIT

DAMAGE

DAMAGE TYPE

Rapier

✓ Dex

Melee

+5

1d8+3

Piercing

Finesse; Sneak attack 1d6

DESCRIPTION

Shortbow

✓ Dex

80/320 ft

+5

1d6+3

Piercing

Ammunition, two-handed; Sneak attack 1d6

Dagger

✓ Dex

Melee, 20/60 ft

+5

1d4+3

Piercing

Finesse, light, thrown; Sneak attack 1d6

ATTACKS: WEAPONS & CANTRIES

Thief, level 1:

• Expertise (Rogue 1, BR 29) [with 2 skills]

I gain expertise with two skills/thieves' tools I am proficient with; two more at 6th level

• Sneak Attack (Rogue 1, BR 29) [1d6]

Once per turn, I can add damage to finesse/ranged attack if I have adv.

I don't need adv. if a conscious ally is within 5 ft of the target and I don't have disadv.

• Thieves' Cant (Rogue 1, BR 29)

I know the secret rogue language that I can use to convey messages inconspicuously

CLASS FEATURES

The first thing I do in a new place is note the locations of everything valuable—or where such things could be hidden.

The best way to get me to do something is to tell me I can't do it.

PERSONALITY TRAITS

Greed. I will do whatever it takes to become wealthy. (Evil)

IDEALS

Something important was taken from me, and I aim to steal it back.

BONDS

An innocent person is in prison for a crime that I committed. I'm okay with that.

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

Lightfoot Halfling (+2 Dexterity, +1 Charisma)

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.

Naturally Stealthy: I can attempt to hide even when I am obscured only by a creature that is at least one size larger than me.

RACIAL TRAITS

ADVENTURING GEAR

LB

ADVENTURING GEAR

LB

Backpack, with:
- Bag of 1000 ball bearings 1 2
- String, feet of 10
- Bell
- Candles 5
- Crowbar
- Hammer
- Pitons 10 0.25
- Hooded lantern
- Oil, flasks of 2 1
- Rations, days of 5 2
- Tinderbox
- Waterskin
- Hempen rope, feet of 50 0.2

SUBTOTAL

SUBTOTAL 47.5
EQUIPMENT

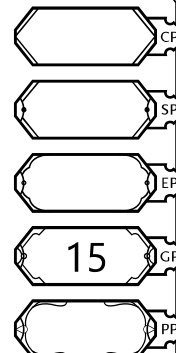
ADVENTURING GEAR

LB

Dark, common clothes with hood 3
Crowbar 5
Belt pouch (with coins) 1
Leather armor 10
Rapier 1 2
Shortbow 1 2
Dagger 2 1
Arrows 20 0.05

ATTUNED MAGICAL ITEMS

SUBTOTAL 26



WEIGHT CARRIED
73.8 lb

CARRYING CAPACITY
150 lb
PUSH/DRAW/LIFT
151 - 300 lb



Merla Greenbottle

CHARACTER NAME

Female	36	Small	3'2"	42 lbs.
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Lawful Evil	Shar	Brown	Brown	Tan
ALIGNMENT	FAITH	HAIR	EYES	SKIN

CHARACTER PORTRAIT

Allies: Randal Evenwood, Dagnal Battlehammer,
Erevan Galanodel, Finnan Hilltopple

ORGANIZATION
The Zhentarim



SYMBOL

ALLIES & ORGANIZATIONS

A tall, young lightfoot halfling of moderate weight.

APPEARANCE

Poor

LIFESTYLE

DAILY PRICE

2 sp

ENEMIES

CHARACTER HISTORY