

## Sgt Obadiah Hakeswill

CHARACTER NAME

Rogue (3)

CLASS & LEVEL

Human

RACE

Soldier

BACKGROUND

Chaotic Evil

ALIGNMENT

Smyther

PLAYER NAME

EXPERIENCE POINTS

STRENGTH

12

+1

DEXTERITY

14

+2

CONSTITUTION

14

+2

INTELLIGENCE

10

0

WISDOM

12

+1

CHARISMA

14

+2

INSPIRATION

+2

PROFICIENCY BONUS

- ☐ +1 Strength
- ☒ +4 Dexterity
- ☐ +2 Constitution
- ☒ +2 Intelligence
- ☐ +1 Wisdom
- ☐ +2 Charisma

SAVING THROWS

- ☐ +2 Acrobatics (Dex)
- ☐ +1 Animal Handling (Wis)
- ☐ 0 Arcana (Int)
- ☒ +3 Athletics (Str)
- ☒ +6 Deception (Cha)
- ☐ 0 History (Int)
- ☐ +1 Insight (Wis)
- ☒ +4 Intimidation (Cha)
- ☐ 0 Investigation (Int)
- ☐ +1 Medicine (Wis)
- ☐ 0 Nature (Int)
- ☐ +1 Perception (Wis)
- ☒ +4 Performance (Cha)
- ☒ +6 Persuasion (Cha)
- ☐ 0 Religion (Int)
- ☒ +4 Sleight of Hand (Dex)
- ☒ +4 Stealth (Dex)
- ☐ +1 Survival (Wis)

SKILLS

13

ARMOR CLASS

+2

INITIATIVE

30

SPEED

Hit Point Maximum 24

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 3d8

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Dagger

+4

1d4 + 2 piercing

Shortbow

+4

1d6 + 2 piercing

Rapier

+4

1d8 + 2 piercing

ATTACKS & SPELLCASTING

11

PASSIVE WISDOM (PERCEPTION)

Tool Proficiencies: Dice Set; Land Vehicles; Thieves' Tools

Weapon Proficiencies: Crossbow, hand; Longsword; Rapier; Shortsword; Simple

Armor Proficiencies: Light

Language Proficiencies: Common; Dwarvish

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

10

Pouch (1); Clothes, common (1); Arrow (20); Leather (1); Quiver (1); Waterskin (1); Dice Set (1); Insignia of Rank (1); Bedroll (1); Thieves' Tools (1); Rations (1 day) (10); Rope, hempen (1); Tinderbox (1); Mess kit (1); Backpack (1); Trophy from Fallen Enemy (1); Torch (10)

EQUIPMENT

-----Bonus Actions-----

Cunning Action. Dash, Disengage or Hide (use once/turn, see PHB 96).

Fast Hands. Use your Cunning Action to make Sleight of Hand checks, use thieves' tools, or take Use and Object action (see PHB 96).

(additional features & traits on page 2)

FEATURES & TRAITS



## Sgt Obadiah Hakeswill

CHARACTER NAME

40

AGE

172cm

HEIGHT

68kg

WEIGHT

Brown

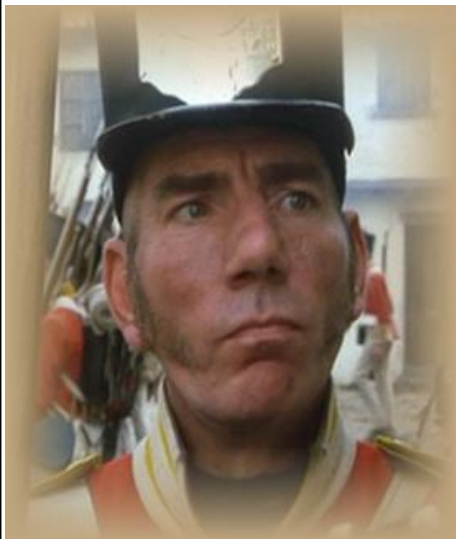
EYES

White

SKIN

Blonde (bald)

HAIR



CHARACTER APPEARANCE

Obadiah, rogue, human, soldier, man, sucks up to his superiors, follows orders perfectly (officers' pet), abuses his underlings, insane, believes he can't die after they hung him for rape and he didn't die, chaotic evil

CHARACTER BACKSTORY

NAME

SYMBOL

ALLIES & ORGANIZATIONS

Lucky Feat. 3 luck points, which you can use to roll an additional d20 when rolling an attack, save, or ability check, and choose which one to use (see PHB 167).

Military Rank. Where recognized, your previous rank provides influence among military (see PHB 140).

Second-Story Work. Climbing costs no extra movement, your running jump distance increases by 2 ft. (see PHB 97).

Sneak Attack. 2d6 extra damage on attack where you have advantage or another enemy of creature is within 5 ft. (use once/turn, see PHB 96).

Thieves' Cant. Convey secret messages hidden in normal conversation (see PHB 96).

ADDITIONAL FEATURES & TRAITS

TREASURE