

Balfador Bombador

Strength
16
+3

Dexterity
17
+3

Constitution
14
+2

Intelligence
14
+2

Wisdom
15
+2

Charisma
10
+0

Saving Throws

☐ +3 Strength

☒ +5 Dexterity

☐ +2 Constitution

☒ +4 Intelligence

☐ +2 Wisdom

☐ +0 Charisma

Skills

☒ +5 Acrobatics

☐ +2 Animal Handling

☐ +2 Arcana

☒ +5 Athletics

☐ +0 Deception

☐ +2 History

☐ +2 Insight

☐ +0 Intimidation

☒ +4 Investigation

☐ +2 Medicine

☐ +2 Nature

☐ +2 Perception

☐ +0 Performance

☐ +0 Persuasion

☐ +2 Religion

☐ +3 Sleight of Hand

☒ +5 Stealth

☐ +2 Survival

Hit Points

7
21

Armor Class

15

Initiative

+3

Proficiency Bonus

2

Speed

25

Passive Perception

12

Death Saves

Successes ☐ ☐ ☐

Failures ☐ ☐ ☐

Hit Dice

0 d6 +2
Max

1 d8 +2
Max

0 d10 +2
Max

0 d12 +2
Max

Proficiencies

Armor

Light Armor

Weapons

battleaxe, handaxe, warhammer

Languages

Common, Dwarvish, Thieves Cant

Tools

Thieves' Tools
Burglar's Pack

Attacks and Spellcasting

Attack	Bonus	Damage	Type
Dagger	+5	1d4 + 3	
Hammer	+5	1d4 + 3	
Sledgehammer	+5	1d6 + 3	
Light Crossbow	+5	1d8 + 3	

☒

Features and Traits

Hill Dwarf
Dwarf: Poison Res, Darkvision 60'
Adv on investigating stone
Adv on poison saving throws

Rogue Bonus Action:
- Dash
- Disengage
- Hide

Expertise:
Double proficiency bonus with:
- stealth
- investigation

Sneak Attack:
- 1d6 extra damage on hit (finesse or ranged)
- need advantage on attack if > 5' away

Inventory 59.38 / 240 lbs

Coin Pouch

19gp 0.38 lbs

0 Platinum Pieces

19 Gold Pieces

0 Electrum Pieces

0 Silver Pieces

0 Copper Pieces

Equipment

92gp 59 lbs

1 Sledgehammer

1 10' string

1 50' Hemp Rope

1 Backpack

1 Crowbar

2 Dagger

1 Dark Clothes and Hood

1 Hammer

10 Rations

1 Thieves Tools

1 Tinderbox

1 Waterskin

Add Item

Edit Groups

Description



4' 4" 136 lbs; Brown / Brown; 90yo

Personality Traits

Kind hearted, but greedy

Ideals

Neutral Good, loves cigars and money.

Bonds

Everything has a price

Flaws

Hard of hearing due to many explosions while mining and exploring.

Backstory

Criminal - Burglar (reformed)

Spellcasting Ability
Intelligence

Spell Save DC
12

Spell Attack Bonus
4

Max Prepared Spells
0

Cantrips

☒

Level 1

0
Max 2

☒

Level 2

0
Max 0

☒

Level 3

0
Max 0

☒

Level 4

0
Max 0

☒

Level 5

0
Max 0

☒

Level 6

0
Max 0

☒

Level 7

0
Max 0

☒

Level 8

0
Max 0

☒

Level 9

0
Max 0

☒

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Notes

Hill Dwarf: +1 Wisdom; +1 HP / Level
Dwarf: +2 CON

DM House Rules:
Can reroll entire set twice and pick best set

Levels			
Class	Level	HP	Features Gained
Rogue	1	11	
Rogue	2	8	Thievish Cunning
Dwarf	1	1	Bonus HP
Dwarf	2	1	Bonus HP

Experience 1550XP	
Event	XP
Fane of the Drow	1250
Into the Fold	300