

Marco Speers

CHARACTER NAME

Rogue 3

CLASS & LEVEL

Human

RACE

Sheriff

BACKGROUND

Lawful Neutral

ALIGNMENT

Peter

PLAYER NAME

0

EXPERIENCE POINTS

STRENGTH

-1

9

DEXTERITY

+3

16

CONSTITUTION

+1

13

INTELLIGENCE

+1

12

WISDOM

+0

11

CHARISMA

+3

16

INSPIRATION

+2

PROFICIENCY BONUS

- SAVING THROWS
- ☐ -1 Strength
 - ☒ +5 Dexterity
 - ☐ +1 Constitution
 - ☒ +3 Intelligence
 - ☐ +0 Wisdom
 - ☐ +3 Charisma

- SKILLS
- ☐ +3 Acrobatics (Dex)
 - ☐ +0 Animal Handling (Wis)
 - ☐ +1 Arcana (Int)
 - ☒ +1 Athletics (Str)
 - ☒ +5 Deception (Cha)
 - ☐ +1 History (Int)
 - ☒ +2 Insight (Wis)
 - ☒ +7 Intimidation (Cha)
 - ☒ +3 Investigation (Int)
 - ☐ +0 Medicine (Wis)
 - ☐ +1 Nature (Int)
 - ☐ +0 Perception (Wis)
 - ☐ +3 Performance (Cha)
 - ☒ +7 Persuasion (Cha)
 - ☐ +1 Religion (Int)
 - ☐ +3 Sleight of Hand (Dex)
 - ☐ +3 Stealth (Dex)
 - ☐ +0 Survival (Wis)

14

ARMOR CLASS

+3

INITIATIVE

30 ft.

SPEED

Hit Point Maximum 21

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 3d8

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

Discerning
Loyal
Cares only about immediate friends or family
Good at faking caring about others outside this group
Easy conversationalist
Lazy
Bad with money

PERSONALITY TRAITS

IDEALS

- Enjoyed his time as a sheriff in his hometown, was heartbroken when he left
- There's an adventurer he once fell in love with, but has no idea where she is now
- Makes friends easily wherever he goes, though finds it hard to make lasting friendships

BONDS

- Tends to spend too much time thinking about simple things
- A bit of a worrywart though he's gotten quite good at hiding it
- Slightly internalized racism towards lizards
- ok, really internalized racism towards lizards
- Takes a long time to trust people
- Not confident regarding his own future, as a result is quite bad at financially planning.

FLAWS

NAME

Rapier

ATK BONUS

+5

DAMAGE/TYPE

1d8+3 Piercing

ATTACKS & SPELLCASTING

10

PASSIVE WISDOM (PERCEPTION)

Languages: Halfling, Common,

Proficiencies: Athletics, Crossbow, Hand, Deception, Dexterity Saving Throws, Dragonchess Set, Insight, Intelligence Saving Throws, Intimidation, Investigation, Light Armor, Longsword, Persuasion, Rapier, Shortsword, Simple Weapons, Thieves' Tools, Vehicles (Land),

OTHER PROFICIENCIES & LANGUAGES

CP

0

SP

0

CP

0

CP

0

CP

0

- Leather
- Dagger
- Dagger
- Shortbow
- Rapier
- Arrows (20)
- Backpack
- Ball Bearings (bag of 1,000) (1000)
- Bell
- Candle
- Crowbar
- Hammer
- Lantern, Hooded
- Oil (flask) (2)
- Piton (10)
- Rations (1 day) (5)
- Rope, Hempen (50 feet)
- Tinderbox
- Waterskin
- Thieves' Tools
- String (10)

EQUIPMENT

Rogue:

- Expertise
 - Hit Points
 - Proficiencies
 - Sneak Attack (2d6)
 - Thieves' Cant
 - Cunning Action
 - Fast Hands
 - Roguish Archetype
 - Second-Story Work
- Racial Traits:
- Languages

FEATURES & TRAITS



Marco Speers

CHARACTER NAME

38

AGE

1.8m

HEIGHT

166

WEIGHT

Brown eyes

EYES

Medium Complexion

SKIN

Brown Hair

HAIR

CHARACTER APPEARANCE

Allies:

- An Ex-Law enforcer who has strong ties to law enforcement agencies. Can easily get along with most guards

Organizations:

- Ex-Sheriff of Dodgeton
- Speers' Investigation Firm
- Lives in some large city and is on good terms with the guards and law enforcement

Enemies:

- Gangs and criminals do not like him at all

NAME

SYMBOL

ALLIES & ORGANIZATIONS

Marco Renard Speers was once was a Sheriff of a small town who went about his day to day investigating crimes and keeping the peace. In his younger ears he spent his days in taverns digging through the underground and locking up criminals. Thanks to him and his forces the infamous Blackpowder gang of Dodgeton's illegal trading were brought to an end.

One day he met a pretty young adventurer who ran into town fleeing some less than reputable characters. He helped her escape the criminals and with her help he even took them down and locked them up as well. She stayed in the town for a little while and began questing in the local area with Dodgeton as a home base. Marco and this woman saw a lot of each other during this time.

As these things happen, they fell in love. I wish I could say it lasted but the wanderlust and call of adventure eventually pulled her away. Leaving Marco alone. Over the years though she would come back to visit and each time Marco would try to convince her to stay, and she would try to take him away. This happened many times until she promised that the next time her adventures brought her to Dodgeton, she would stay there with him for good.

However next time never came. Marco received a letter from a close friend of hers. Her adventures had come to an end, their life together would never be.

Marco was lost in sadness and in the alcohol and eventually became unable to continue being a Sheriff. Drunk, alone and in despair, he begins saying to himself, "I should've gone with her". He repeats it like a mantra dragging him deeper and deeper into the despair. He looks up and what does he see? A single manilla poster with simple lettering, as if a sign from the universe;

"Adventure and Excitement Awaits! Apply now"

CHARACTER BACKSTORY

- People should follow the law, even if it doesn't really make sense
- Money comes and money goes, happiness is the only thing that's real
- Does believe in true love, though has been burned many times
- Believes that the only way to deal with gods is to respectfully and silently revere them such as to not draw their ire.
- Demons can be cool sometimes, though are usually too illegal to mess with
- Doesn't do drugs but will gladly drin
- A person's word is the most valuable thing they have
- Ideals are a bit shaky and not strongly ingrained yet, is more open and willing to change now that he has suffered a major personal loss

ADDITIONAL FEATURES & TRAITS

TREASURE

D&D BEYOND

SPELLCASTING
CLASS

SPELLCASTING
ABILITY

SPELL SAVE DC

SPELL ATTACK
BONUS

0

CANTRIPS

3

6

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

SPELL NAME

4

7

5

8

9

SPILLS KNOWN