D&D

THE SMALLEST OF STEPS OFTEN LEADS TO THE GREATEST ADVENTURES

Martin Seamus "Marty" McFly
CHARACTER NAME

Rogue Lvl 5	Hill Valley, 1985	
CLASS & LEVEL	BACKGROUND	PLAYER NAME
Human	Good	1955, 2015, 1885
RACE	ALIGNMENT	EXPERIENCE POINTS

PROFICIENCY BONUS +3

Ability Scores
- STRENGTH 13 (+1)
- DEXTERITY 18 (+4)
- CONSTITUTION 14 (+2)
- INTELLIGENCE 11 (+0)
- WISDOM 9 (-1)
- CHARISMA 15 (+2)

SAVING THROWS
- ○ 1 Strength
- ◉ 7 Dexterity
- ○ 2 Constitution
- ◉ 3 Intelligence
- ○ -1 Wisdom
- ○ 2 Charisma

SKILLS
- ◉ 10 Acrobatics (Dex)
- ○ -1 Animal Handling (Wis)
- ○ 0 Arcana (Int)
- ◉ 4 Athletics (Str)
- ○ 2 Deception (Cha)
- ○ 0 History (Int)
- ○ -1 Insight (Wis)
- ○ 2 Intimidation (Cha)
- ○ 0 Investigation (Int)
- ○ -1 Medicine (Wis)
- ○ 0 Nature (Int)
- ○ -1 Perception (Wis)
- ◉ 5 Performance (Cha)
- ○ 2 Persuasion (Cha)
- ○ 0 Religion (Int)
- ○ 4 Sleight of Hand (Dex)
- ◉ 10 Stealth (Dex)
- ○ -1 Survival (Wis)

PASSIVE WISDOM (PERCEPTION) 9

OTHER PROFICIENCIES & LANGUAGES

"Wily Expertise" - Acrobatics and Stealth get double proficiency bonus (already included in scores above).

"80's Lingo" - Can communicate with other teens from the 1980s without anyone else understanding your conversation.

"I'm outta here!" - Climbing costs no extra movement, and when you make a running jump the distance you cover increases by +4 feet (or +8 feet on a skateboard).

"Cunning Action" - You can take a bonus action on each of your turns in combat to Dash, Disengage, Hide, Use an Object, or, with proper tools, Disarm a trap or Open a lock.

ARMOR CLASS 16

INITIATIVE 4

SPEED 30

Hit Point Maximum 40

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 5d8
HIT DICE

DEATH SAVES
- SUCCESSES ○—○—○
- FAILURES ○—○—○

ATTACKS

NAME	ATK BONUS	DAMAGE/TYPE
Punch (finesse)	+7	1d3+1/ b

"Hey, what's that?!" - You know how to strike subtly to exploit a foe's distraction. Once per turn, you can deal an extra +3d6 damage to one creature you hit with an attack if you advantage on the attack roll. The attack must use a finesse or ranged weapon. You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it and you don't have disadvantage on the attack roll.

"Uncanny Dodge" - When an attacker you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

EQUIPMENT
- CP
- SP
- EP
- GP
- PP

Jean Jacket and puffy vest (AC 12)

Hoverboard

Martin Seamus "Marty" McFly is a high school student at Hill Valley High School in 1985, and was the world's first human time-traveler. He and his girlfriend, Jennifer Parker, are destined to get married and have two kids, if the timestream isn't screwed up before then. He is best friends with Dr. Emmett Brown who invented the Delorean time machine.

PERSONALITY TRAITS

Marty's primary hobbies are to make out with Jennifer, skateboard around Hill Valley, and jam with his band, The Pinheads. Occasionally he travels through time in a converted Delorean DMC-12 and alters the configuration of the temporal universe, but mostly he just wants to hang out with Jennifer and play guitar.

IDEALS

The two most important people in Marty's life are his girlfriend, Jennifer, and his best friend Dr. Emmet "Doc" Brown. Doc sent him the Delorean and a request for help, but something must've gone wrong with the flux capacitor during the trip back in time...

BONDS

Griff: "What's the matter McFly, chicken?"

Marty: "Nobody... calls me chicken!"

FLAWS

FEATURES & TRAITS

"Trick shooter" - Thanks to hours playing Hogan's Alley at the arcade, you are an extremely good shot with a pistol. Your proficiency bonus is doubled with a pistol when shooting at objects. But you could never bring yourself to shoot at an actual person.