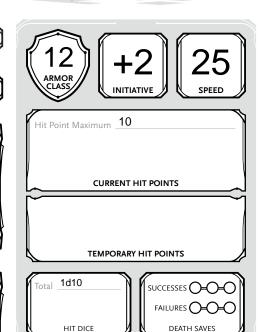
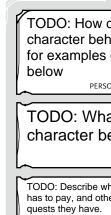


INSPIRATION

PROFICIENCY BONUS





TODO: How does your character behave? See the PHB for examples of all the sections PERSONALITY TRAITS

TODO: What does your character believe in?

IDFALS

TODO: Describe what debts your character has to pay, and other commitments or ongoing

BONDS

TODO: Describe your characters interesting flaws.

FLAWS



Armor: None Shield: None

TODO: Describe how your character usually attacks or

ATTACKS & SPELLCASTING

uses spells.

(See Features and Traits Page)

- --Darkvision (60')
- -- Dwarven Resilience
- --Stonecunning
- -- DwarvenToughness**
- --False Identity

TODO: Describe other features and abilities your

character has.

SKILLS

O +1 Religion (Int)

O +2 Stealth (Dex) O _0 Survival (Wis)

PASSIVE WISDOM (PERCEPTION)

● _+4_ Sleight of Hand (Dex)

Proficiencies:

Throwing hammers, warhammers, battleaxes, simple weapons, handaxes, All armor, martial weapons, shields.

Languages: Common, Dwarvish

OTHER PROFICIENCIES & LANGUAGES



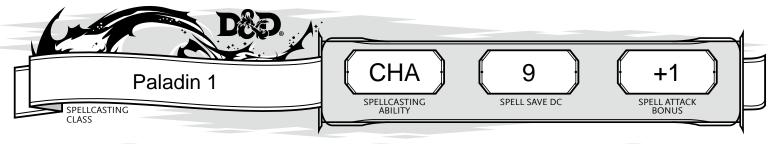
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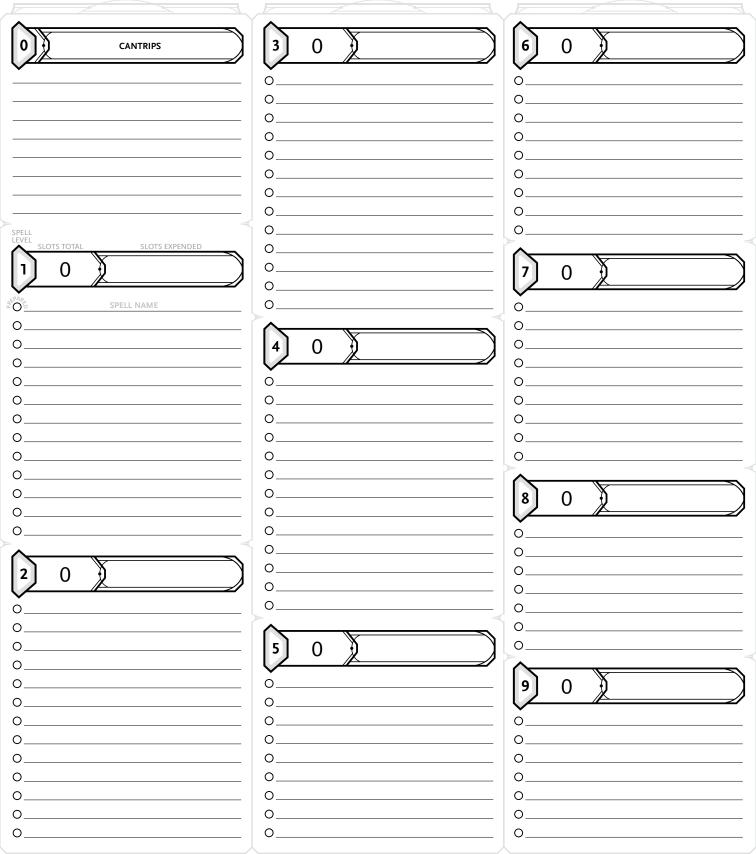
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TODO: list the equipment and magic items your character carries

EOUIPMENT

FEATURES & TRAITS





Features and Subclass

Ben

Oath of The Ancients

The Oath of the Ancients is as old as the race of elves and the rituals of the druids. Sometimes called fey knights, green knights, or horned knights, paladins who swear this oath cast their lot with the side of the light in the cosm ic struggle against darkness because they love the beautiful and life-giving things of the world, not necessarily because they believe in principles of honor, courage, and justice. They adorn their armor and clothing with images of growing thingsleaves, antlers, or flowersto reflect their commitment to preserving life and light in the world.

Tenets of the Ancients: The tenets of the Oath of the Ancients have been preserved for uncounted centuries. This oath emphasizes the principles of good above any concerns of law or chaos. Its four central principles are simple.

–Kindle the Light. Through your acts of mercy, kindness, and forgiveness, kindle the light of hope in the world, beating back despair.

–Shelter the Light. Where there is good, beauty, love, and laughter in the world, stand against the w ickedness that would swallow it. Where life flourishes, stand against the forces that would render it barren.

-Preserve Your Own Light. Delight in song and laughter, in beauty and art. If you allow the light to die in your own heart, you cant preserve it in the world.

–Be the Light. Be a glorious beacon for all who live in despair. Let the light of your joy and courage shine forth in all your deeds.

Darkvision (60')

Source: Race

Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You cant discern color in darkness, only shades of gray.

Dwarven Resilience

Source: Race (Dwarf)

You have advantage on saving throws against poison, and you have resistance against poison damage

Stonecunning

Source: Race (Dwarf)

Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus. Languages.

DwarvenToughness

Source: Race (Hill Dwarf)

**Not included in stats on Character Sheet

Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.

False Identity

Source: Background (Charlattan)

You have created a second identity that includes documentation, established acquaintances, and disguises that allow you to assume that persona. Additionally, you can forge documents including official papers and personal letters, as long as you have seen an example of the kind of document or the handwriting you are trying to copy.

Spells and Incantations

Ben