

**CURRENT HIT POINTS** 

Draconic Ancestry.

White. Your draconic ancestry is white. Your damage type is cold. Your breath weapon is 15 ft. cone (con. save).

**Breath Weapon (Action—1/Short Rest).** Exhale destructive energy. Your breath weapon does 3d6 cold damage in a 15 ft. cone (con. save) DC 13

**Vengeful Assault (Reaction—1/Short Rest).** When you take damage from a creature in range of a weapon you are wielding, you can make an attack with the weapon against the creature.

**Darkvision.** 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.

Sentinel. When you hit a creature with an opportunity attack, the creature's speed becomes 0 for the rest of the turn. Creatures provoke opportunity attacks from you even if they take the Disengage action before leaving your reach. When a creature within 5 feet of you makes an attack against a target other than you, you can use your reaction to make a melee weapon attack against the attacking creature.

Fighting Style.

**Defense.** While you are wearing armor, you gain a +1 bonus to AC.

**Second Wind (Bonus Action—1/Short Rest).** You regain 1d10+7 hp.

Action Surge (1/Short Rest). On your turn, you can take one additional action on top of your regular action

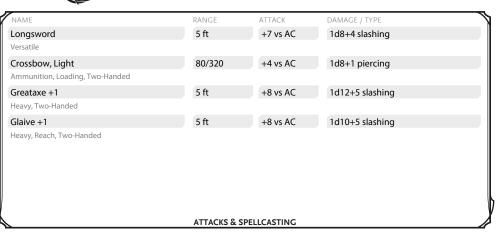
**Extra Attack.** You can attack twice, instead of once, whenever you take the Attack action on your turn

*Improved Critical.* Your weapon attacks score a critical hit on a roll of 19 or 20.

**Remarkable Athlete.** When you make a running long jump, the distance you can cover increases by 4 feet

INITIATIVE (+1) 2 Attacks / Attack Action

RACIAL TRAITS



FEATURES & TRAITS

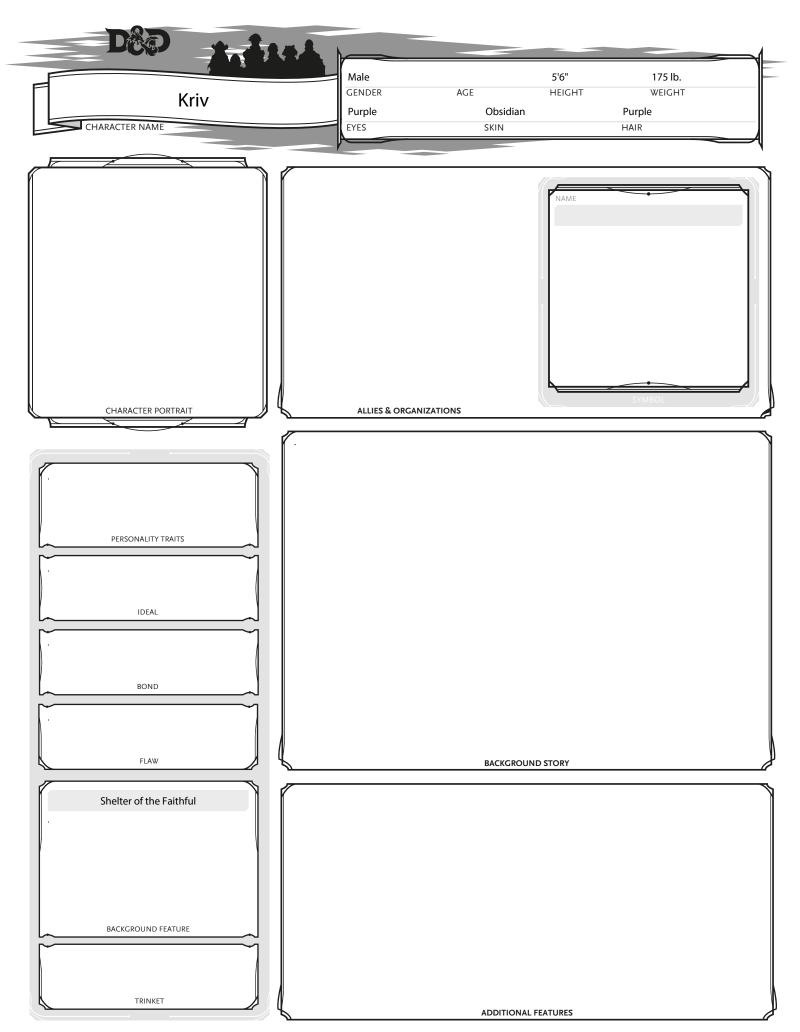
**Armor Proficiencies.** Light Armor, Medium Armor, Heavy Armor, Shields

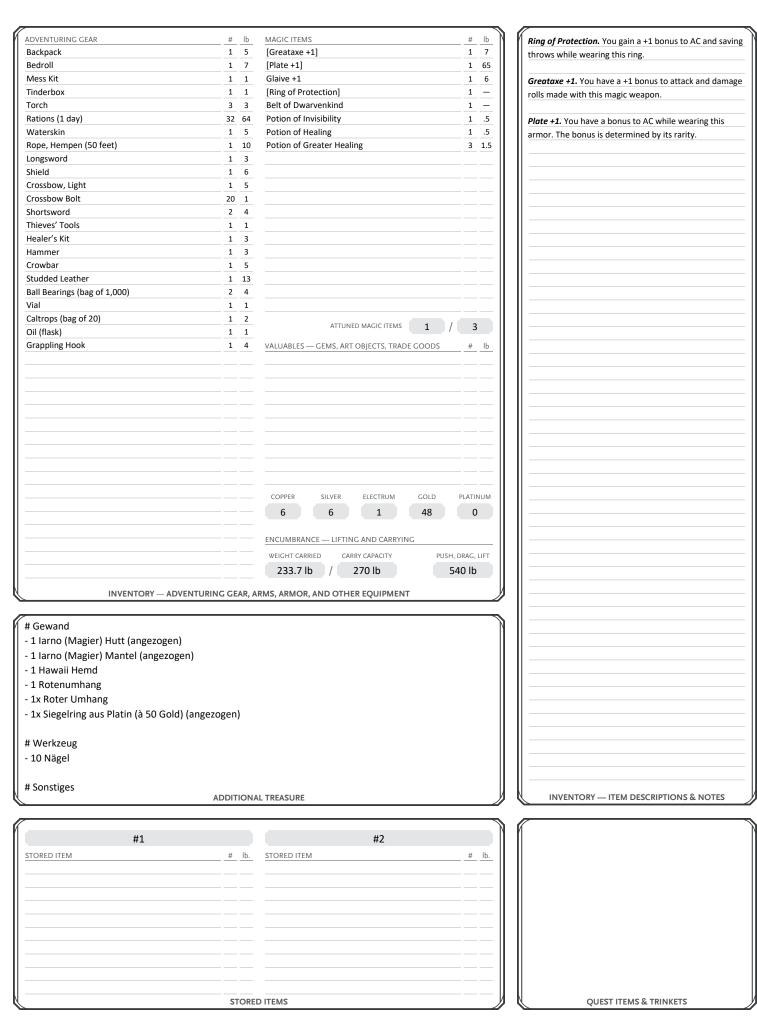
**Weapon Proficiencies.** Simple Weapons, Martial Weapons

Tool Proficiencies. –

Languages. Common, Draconic, Giant, Abyssal

**PROFICIENCIES & LANGUAGES** 





Death Saving Throw:	N	N .
- 0 Success		
- 0 Failure		
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Stats:		
- 66/66 HP		
- 1/1 Breath Weapon (1x per Short Rest)		
- 1/1 Breath Weapon (1x per Short Rest)		
- 1/1 Vengeful Assault (1x per Short Rest)		
- 1/1 Second Wind (1x per Short Rest)		
- 0/1 Action Surge (1x per Short Rest)		
### Neue Sprache lernen ###		
Dwelvisch (Zwergisch): 53/125 Benjamin bringt es mir bei		
### Welt ###		
Wir haben das Tresender Anwesen gekauft und alle Schlösser für 200g		
erneuert		
### Zusatinventar ###		
# Gewand:		
- Seidenschlafpyjama		
# Getränke		
- 1 Fass spezielles Ale aus Hawks Nest		
# Sonstiges		
- Goldschlacke aus dem Ofen circa 10 Gold Wert		
- 1 Zuckermelonenkern mit Fruchtfleisch		
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### Zukünftiger Plan ###		
- Claive kaufen (20gp)		
- Feats		
- Great Weapon Master (S-Tier)		
- Problem Master (S-Tier)		
- Flobielli Mastel (5-11el)		
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NOTES .		<b>₹</b> NOTES

Backpack	Bedroll	Mess Kit
Adventuring Gear	Adventuring Gear	Adventuring Gear
A backpack is a leather pack carried on the back, typically with straps to secure it. A backpack can hold 1 cubic foot/30 pounds of gear.  You can also strap items, such as a bedroll or a coil of rope, to the outside of a backpack.		This tin box contains a cup and simple cutlery. The box clamps together, and one side can be used as a cooking pan and the other as a plate or shallow bowl.
5 lb. Player's Handbook	7 lb. Player's Handbook	1 lb. Player's Handbook
Tinderbox	Torch	Rations (1 day)
I Inderbox  Adventuring Gear	Adventuring Gear	Rations (1 day)  Adventuring Gear
This small container holds flint, fire steel, and tinder (usually dry cloth soaked in light oil) used to kindle a fire. Using it to light a torch—or anything else with abundant, exposed fuel—takes an action. Lighting any other fire takes 1 minute.	A torch burns for 1 hour, providing bright light in a 20-foot radius and dim light for an additional 20 feet. If you make a melee attack with a burning torch and hit, it deals 1 fire damage.	Rations consist of dry foods suitable for extended travel, including jerky, dried fruit, hardtack, and nuts.
1 lb. Player's Handbook	1 lb. Player's Handbook	2 lb. Player's Handbook
Waterskin	Rope, Hempen (50 feet)	Longsword
Adventuring Gear	Rope, whether made of hemp or silk, has 2 hit points and can be burst with a DC 17 Strength check.	Weapons
5 lb. (full) Player's Handbook	10 lb. Player's Handbook	3 lb. Player's Handbook

## Shield Crossbow, Light Crossbow Bolt Weapons Ammunition A shield is made from wood or metal and is carried in one Crossbow bolts are used with a crossbow to make a ranged hand. Wielding a shield increases your Armor Class by 2. You can benefit from only one shield at a time. 6 lb. Player's Handbook 5 lb. Player's Handbook 1/20 lb. Player's Handbook Shortsword Thieves' Tools Healer's Kit Weapons Tools Adventurina Gear This kit is a leather pouch containing bandages, salves, and splints. The kit has ten uses. As an action, you can expend one use of the kit to stabilize a creature that has 0 hit Perhaps the most common tools used by adventurers, thieves' tools are designed for picking locks and foiling traps Proficiency with the tools also grants you a general knowledge points, without needing to make a Wisdom (Medicine) check. Components. Thieves' tools include a small file, a set Of lock picks, a small mirror mounted on a metal handle, a set of narrow—bladed scissors, and a pair of pliers. History. Your knowledge of traps grants you insight when answering questions about locations that are renowned for their traps. Investigation and Perception. You gain additional insight when looking for traps, because you have learned a variety of common signs that betray their presence. Set a Trap. Just as you can disable traps, you can also set them. As part of a short rest, you can create a trap using items you have on hand. The total of your check becomes the DC for someone else's attempt to discover or disable the trap. The trap deals damage appropriate to the materials used in crafting it (such as poison or a weapon) or damage equal to half the total of your check, whichever the DM deems appropriate. THIEVES' TOOLS Activity DC Pick a lock Varies Disable a trap Varies Player's Handbook Player's Handbook Player's Handbook Potion of Invisibility Crowbar Hammer Adventuring Gear Adventuring Gear This potion's container looks empty but feels as though it Using a crowbar grants advantage to Strength checks holds liquid. When you drink it, you become invisible for 1 hour. Anything you wear or carry is invisible with you. The where the crowbar's leverage can be applied. effect ends early if you attack or cast a spell. ½ lb. Dungeon Master's Guide 3 lb. Player's Handbook 5 lb. Player's Handbook

# Ring of Protection Studded Leather Shortsword Weapons You gain a +1 bonus to AC and saving throws while wearing Made from tough but flexible leather, studded leather is reinforced with close-set rivets or spikes. Player's Handbook Dungeon Master's Guide Player's Handbook Greataxe +1 Ball Bearings (bag of 1,000) Vial Adventuring Gear Weapons Adventurina Gear As an action, you can spill these tiny metal balls from their pouch to cover a level, square area that is 10 feet on a side. You have a +1 bonus to attack and damage rolls made with this magic weapon. A creature moving across the covered area must succeed on a DC 10 Dexterity saving throw or fall prone. A creature moving through the area at half speed doesn't need to Dungeon Master's Guide Player's Handbook Player's Handbook Oil (flask) Potion of Healing Caltrops (bag of 20) Adventuring Gear Adventuring Gear Potions As an action, you can spread a bag of caltrops to cover a Oil usually comes in a clay flask that holds 1 pint. As an You regain 2d4 + 2 hit points when you drink this potion. square area that is 5 feet on a side. Any creature that enters the area must succeed on a DC 15 Dexterity saving action, you can splash the oil in this flask onto a creature within 5 feet of you or throw it up to 20 feet, shattering it Whatever its potency, the potion's red liquid glimmers when agitated. throw or stop moving this turn and take 1 piercing damage. on impact. Make a ranged attack against a target creature Taking this damage reduces the creature's walking speed by 10 feet until the creature regains at least 1 hit point. A or object, treating the oil as an improvised weapon. On a hit, the target is covered in oil. If the target takes any fire damage before the oil dries (after 1 minute), the target takes an additional 5 fire damage from the burning oil. You can also pour a flask of oil on the ground to cover a 5-footcreature moving through the area at half speed doesn't need to make the save. square area, provided that the surface is level. If lit, the oil burns for 2 rounds and deals 5 fire damage to any creature that enters the area or ends its turn in the area. A creature can take this damage only once per turn. 2 lb. Player's Handbook Player's Handbook Dungeon Master's Guide

#### Belt of Dwarvenkind

Wondrous Items

- While wearing this belt, you gain the following benefits:

   Your Constitution score increases by 2, to a maximum of 20.

   You have advantage on Charisma (Persuasion) checks
- made to interact with dwarves.

In addition, while attuned to the belt, you have a 50 percent chance each day at dawn of growing a full beard if you're capable of growing one, or a visibly thicker beard if you already have one.

If you aren't a dwarf, you gain the following additional benefits while wearing the belt:

You have advantage on saving throws against poison,

- and you have resistance against poison damage.

  You have darkvision out to a range of 60 feet.

  You can speak, read, and write Dwarvish.

0 lb. Dungeon Master's Guide

#### **Grappling Hook**

Adventuring Gear

#### Potion of Greater Healing

Potions

You regain 4d4 + 4 hit points when you drink this potion. Whatever its potency, the potion's red liquid glimmers when agitated.

½ lb. Dungeon Master's Guide

### Plate +1

Armor

You have a bonus to AC while wearing this armor. The bonus is determined by its rarity.

Glaive +1

4 lb.

Weapons

You have a +1 bonus to attack and damage rolls made with this magic weapon.

Dungeon Master's Guide

Dungeon Master's Guide

Player's Handbook