

**CURRENT HIT POINTS** 

Draconic Ancestry.

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

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

Damage Resistance. You have resistance to cold.

**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.

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.

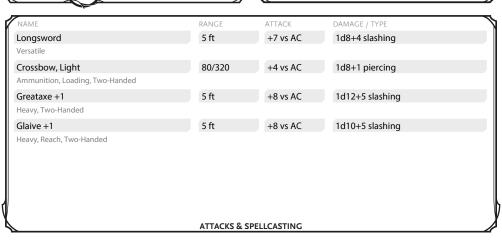
Extra Attack. You can attack twice, instead of once, whenever you take the Attack action on your turn

*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

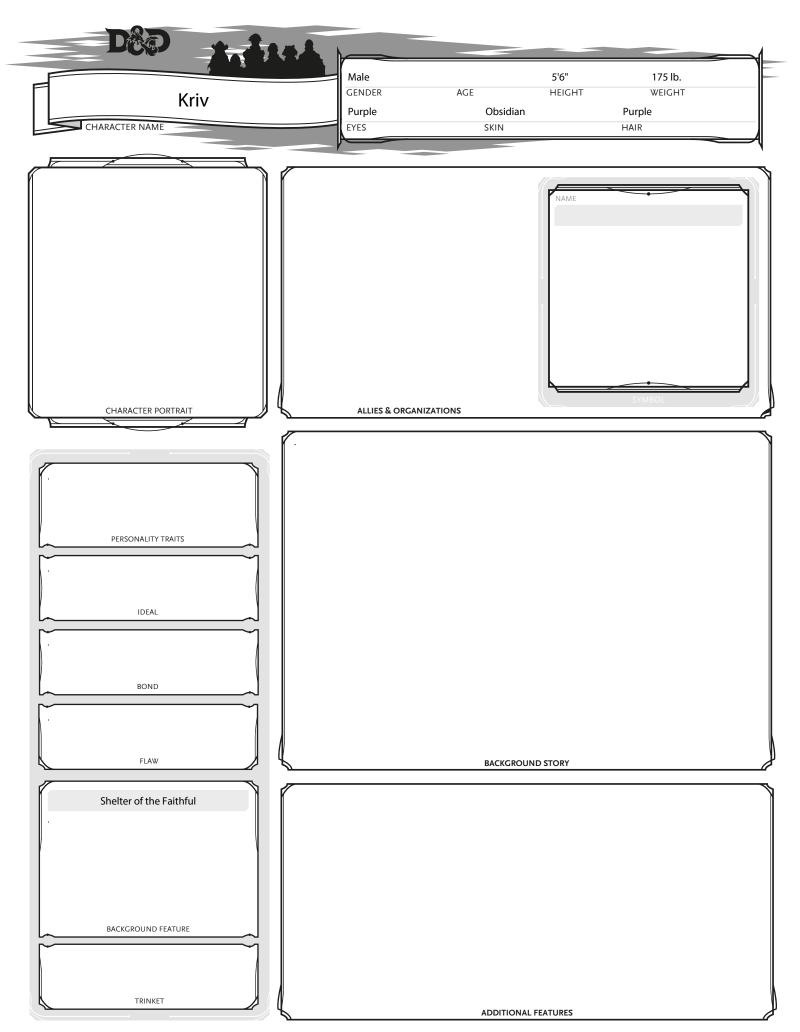
**Armor Proficiencies.** Light Armor, Medium Armor, Heavy Armor, Shields

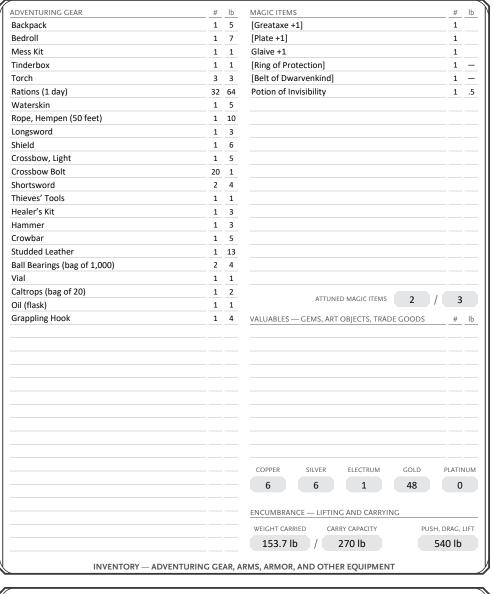
**Weapon Proficiencies.** Simple Weapons, Martial Weapons

Tool Proficiencies. –

Languages. Common, Draconic, Giant, Abyssal, Dwarvish

**PROFICIENCIES & LANGUAGES** 





# Zusätzliche Ausrüstung

- Totem of Gruumsh: kleines hölzernes Idol mit einer magischen Aura; ein misslungener Angriff kann 1 mal am Tag neugerollt werden

#### # Gewand

- 1 Iarno (Magier) Hutt (angezogen)
- 1 Iarno (Magier) Mantel (angezogen)
- 1 Hawaii Hemd
- 1 Rotenumhang
- 1x Roter Umhang
- 1x Siegelring aus Platin (à 50 Gold) (angezogen)

ADDITIONAL TREASURE

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	INVENTORY — ITEM DESCRIPTIONS & NOT
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	QUEST ITEMS & TRINKETS
ens 5	QUEST ITEMS & TRINKETS th edition.

Ring of Protection. You gain a +1 bonus to AC and saving

Greataxe +1. You have a +1 bonus to attack and damage

Plate +1. You have a bonus to AC while wearing this

Belt of Dwarvenkind. While wearing this belt, you gain

• Your Constitution score increases by 2, to a

• You have advantage on Charisma (Persuasion)

In addition, while attuned to the belt, you have a 50

if you're capable of growing one, or a visibly thicker

percent chance each day at dawn of growing a full beard

If you aren't a dwarf, you gain the following additional

• 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.

armor. The bonus is determined by its rarity.

checks made to interact with dwarves.

beard if you already have one.

benefits while wearing the belt:

throws while wearing this ring.

the following benefits:

maximum of 20.

rolls made with this magic weapon.

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### Neue Sprache lernen ###	11		
Dwelvisch (Zwergisch): 56/125 Benjamin bringt es mir bei	П	Ш	
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manus Is man	П	Ш	
### Welt ###	Ш	Ш	
Wir haben das Tresender Anwesen gekauft und alle Schlösser für 200g	Ш	Ш	
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### Zusatinventar ###	Ш	Ш	
# Gewand:	Ш	Ш	
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# Sonstiges	Ш	Ш	
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- 1 Zuckermelonenkern mit Fruchtfleisch	Ш	Ш	
1 Eddkermelonemen me metraenenesen	Ш	Ш	
	Ш	Ш	
### Zukünftiger Plan ###	Ш	Ш	
- Main Stats:	Ш	Ш	
	Ш	Ш	
- Strength ():	Ш	Ш	
- Constitution (): Adds HP and healing surges, which are always good to	П		
have.	П	Ш	
- Wisdom (): Makes you stickier, and boosts that all-important Will defense	П	Ш	
- vvisuom (). Iviakes you stickier, and boosts that dil-important will detense	П	Ш	
(the bane of Fighters since, well, forever).	П	Ш	
- Dexterity (): Gives you Reflex defense and AC in light armor. The thing is,	П	Ш	
Fighters can use shields (which boost AC and Reflex) and/or wear heavy	П	Ш	
	П	Ш	
armor, reducing their need for it pretty drastically. Two-handed Fighters	П	Ш	
might want a decent score here, since they don't use shields and therefore	П	Ш	
their Reflex defense is lower.	Ш	Ш	
	Ш	Ш	
- Charisma (): Useless for fighting, and boosts the same defense as	Ш	Ш	
Wisdom, BUT it does see some use in your skills (Intimidate being the	Ш	Ш	
shining example).	Ш	Ш	
- Intelligence (): Your designated dump stat. Has a redundant function with	Ш	Ш	
	Ш	Ш	
Dex (except initiative), grants you a bonus to skills you will (hopefully)	Ш	Ш	
never have to use.	Ш	Ш	
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- Feats	Ш	Ш	
- Great Weapon Master (S-Tier)	Ш	Ш	
- Problem Master (S-Tier)	Ш	Ш	
Troublem master (5 free)	Ш	Ш	
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NOTES	И	N	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. System Reference Document	7 lb. System Reference Document	1 lb. System Reference Document
Tadadaa	Tanah	Dations (4 day)
Tinderbox  Adventuring Gear	Torch  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. System Reference Document	1 lb. System Reference Document	2 lb. System Reference Document
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) System Reference Document	10 lb. System Reference Document	3 lb. System Reference Document

Shield	Crossbow, Light	Crossbow Bolt
A shield is made from wood or metal and is carried in one hand. Wielding a shield increases your Armor Class by 2. You can benefit from only one shield at a time.	Weapons	Ammunition  Crossbow bolts are used with a crossbow to make a ranged attack.
6 lb. System Reference Document	5 lb. System Reference Document	1/20 lb. System Reference Document
Shortsword	Thieves' Tools	Healer's Kit
Weapons	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 of traps and locks.  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	Adventuring 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 points, without needing to make a Wisdom (Medicine) check.
2 lb. System Reference Document	1 lbs. System Reference Document	3 lb. System Reference Document
Potion of Invisibility	Hammer	Crowbar
This potion's container looks empty but feels as though it holds liquid. When you drink it, you become invisible for 1 hour. Anything you wear or carry is invisible with you. The effect ends early if you attack or cast a spell.	Adventuring Gear  3 lb. System Reference Document	Using a crowbar grants advantage to Strength checks where the crowbar's leverage can be applied.

## 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. System Reference Document System Reference Document System Reference Document 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 System Reference Document System Reference Document System Reference Document Caltrops (bag of 20) Oil (flask) **Grappling Hook** Adventuring Gear Adventuring Gear Adventuring Gear 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 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 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. System Reference Document System Reference Document System Reference Document

# Plate +1 Armor You have a bonus to AC while wearing this armor. The bonus is determined by its rarity.

65 lb.

### Glaive +1

Weapons

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

System Reference Document

6 lb.

System Reference Document

### 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. System Reference Document