

(14)

PASSIVE WISDOM (PERCEPTION)

Tool Proficiencies: Calligrapher's Supplies; Disguise Kit; Forgery Kit; Jeweler's Tools; Thieves' Tools

Weapon Proficiencies: Crossbow, hand; Longsword; Rapier; Shortsword; Simple

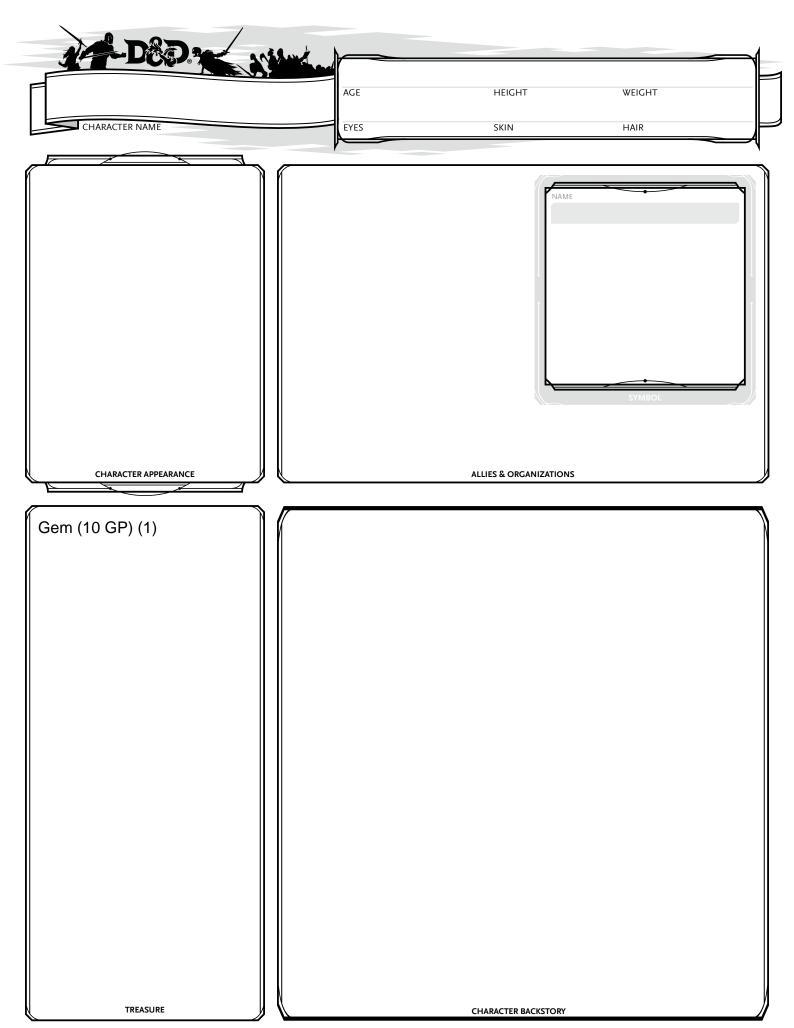
Armor Proficiencies: Light

Language Proficiencies: Common; Dwarvish

OTHER PROFICIENCIES & LANGUAGES

Clothes, common (1); Piton (10); Waterskin (1); Tent, two-person (1); Candle (5); Alms Box (1); Lantern, hooded (1); Oil (2); Disguise Kit (1); Book (1); Bedroll (1); Thieves' Tools (1); Rations (1 day) (5); Jeweler's Tools (1); Magnifying glass (1); Censer (1); Rope, hempen (1); String (1); Scale, merchant's (1); Vestements (1); Ink pen (1); Tinderbox (1); Clothes, traveler' s (1); Hammer (1); Blanket (1); Bell (1); Forgery Kit (1); Backpack (1); Clothes, fine (1); Ball bearings (1); Crowbar (1); Sealing wax (1); Calligrapher's **EQUIPMENT**

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FEATURES & TRAITS
Other Traits
Inspiring Leader. You can spend 10 minutes inspiring your companions, shoring up their will to fight. When you do so, choose up to six friendly creatures (which can include yourself) within 30 feet of you can can see or hear you and can understand you. Each creature gains temporary hit point equal to your level + your Charisma modifier. A creature can't gain temporary hit points in this way again until they finish a short or long rest.
Sneak Attack. 1d6 extra damage on attack where you have advantage or another enemy of creature is within 5 ft. (use once/turn).
Thieves' Cant. Convey secret messages hidden in normal conversation.
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