

# Name: Unnamed Hero

Class: null  
Race: Dwarf

Background: Acolyte  
Alignment: Lawful Good

Strength  
0  
(-5)

Dexterity  
0  
(-5)

Constitution  
0  
(-5)

Intelligence  
0  
(-5)

Wisdom  
0  
(-5)

Charisma  
0  
(-5)

2 Proficiency Bonus

Strength -5  
Dexterity -5  
Constitution -5  
Intelligence -5  
Wisdom -5  
Charisma -5  
SAVING THROWS

-5- Athletics(str)  
-5- Animal Handling(wis)  
-5- Acrobatics(dex)  
-5- Arcana(int)  
-5- Deception(cha)  
-5- History(int)  
-5- Investigation(int)  
-5- Nature(int)  
-5- Religion(int)  
-5- Sleight Of Hand(dex)  
-5- Insight(wis)  
-5- Medicine(wis)  
-5- Perception(wis)  
-5- Survival(wis)  
-5- Stealth(dex)  
-5- Intimidation(cha)  
-5- Performance(cha)  
-5- Persuasion(cha)  
  
SKILLS

AC: 11

-5  
Initiative

25  
Speed

Max HP:-5  
Current Hit Points:

Temporary hit points:

Hit die: 1D0	Success	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	Failures	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	Death Saves			

Primary Weapon:  
Non-weapon user

Secondary Weapon:  
Non-weapon user

Spells:  
Non-magic user

Cantrips:  
Non-magic user

Features&Traits:

-Dwarven Resilience: You have advantage on saving throws against poison, and you have resistance against poison damage.

-Dwarven Combat Training: You have proficiency with the battleaxe, handaxe, throwing hammer, and warhammer.

-Stonecunning: 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.