





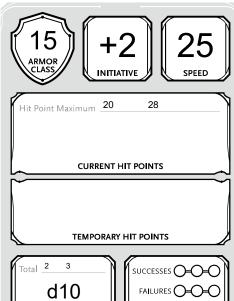


- 0 Medicine (Wis) O _0 Nature (Int)
- ____ Perception (Wis) O _0 Performance (Cha)
- +2 Persuasion (Cha)
- __0_ Religion (Int)
- +2 Sleight of Hand (Dex)

SKILLS

+4 Stealth (Dex)

O 0 Survival (Wis)

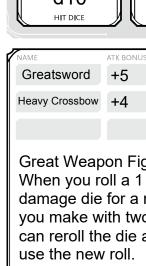




DEATH SAVES

When you roll a 1 or a 2 on a damage die for a melee attack you make with two hands, you can reroll the die and must use the new roll.

ATTACKS & SPELLCASTING





Darkvision - 60 feet

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

Stonecunning: Whenever you make a 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.

☐ Second Wind: On your turn, you can use a bonus action to regain hit points equal to 1d10+your fighter level. Recharges on short rest.

☐ Action Surge: On your turn, you can take one additional action. Recharges on short rest.

□□□ Fighting Spirit: As a bonus action, you can give yourself advantage on weapon attack rolls until the end of the current turn. You also gain 5 temporary hit points. Recharges on long rest.

FEATURES & TRAITS



PASSIVE WISDOM (PERCEPTION)

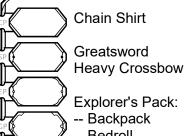
Languages:

- -- Common
- -- Dwarvish

Tools:

-- Calligrapher's Tools

OTHER PROFICIENCIES & LANGUAGES



-- Bedroll -- Mess Kit

- -- Tinderbox
- -- 10 torches
- -- 50 feet of rope

EQUIPMENT