





PROFICIENCY BONUS

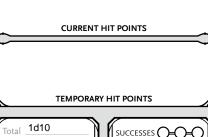
- +5 Strength O +0 Dexterity +5 Constitution +1 Intelligence O +1 Wisdom O _-1_ Charisma SAVING THROWS
- O +0 Acrobatics (Dex) O +1 Animal Handling (Wis) O +1 Arcana (Int) • +5 Athletics (Str) O -1 Deception (Cha)
- +3 Insight (Wis) -1 Intimidation (Cha)

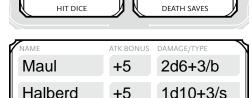
• +3 History (Int)

- O +1 Investigation (Int)
- O +1 Medicine (Wis)
- O +1 Nature (Int)
- O +1 Perception (Wis)
- O -1 Performance (Cha)
- O -1 Persuasion (Cha)
- +3 Religion (Int)
- O +0 Sleight of Hand (Dex)
- O +0 Stealth (Dex)
- O <u>+1</u> Survival (Wis)

SKILLS







Armor: Chain Mail Shield: None

Light crossl +2

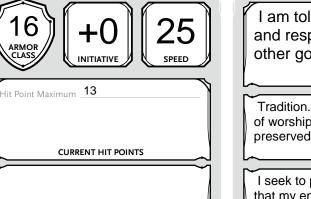
Maul: (Action, two-handed melee weapon) Hit: 1d20 + 5 (Proficiency bonus + Strength

modifier = 2 + 3 = 5)

Damage: 2d6 + 3 (Strength

modifier = 3)

ATTACKS & SPELLCASTING



FAILURES O=O=O

1d8/p

I am tolerant of other faiths and respect the worship of other gods.

PERSONALITY TRAITS

Tradition. "The ancient traditions of worship and sacrifice must be preserved and upheld."

IDEALS

I seek to preserve a sacred text that my enemies consider heretical and seek to destroy.

I am suspicious of strangers and expect the worst of them.

FLAWS

(See Features Page) --Darkvision (60')

- -- Dwarven Resilience
- --Fighting Style (Great
- Weapon Fighting) --Second Wind
- --Shelter of the Faithful
- --Stonecunning

Gardain is born and raised in city of Telos. He has spent most of his life as guard in local temple. He is very dedicated to find and learn about ancient temples and holy relics.

CHARISMA

PASSIVE WISDOM (PERCEPTION)

Proficiencies:

Artisan's tools: mason, All armor, shields, simple weapons, martial weapons, battleaxes, handaxes, throwing hammers, warhammers.

Languages:

Common, Dwarvish, Halfling, Orc

OTHER PROFICIENCIES & LANGUAGES

Chain mailMaulHalberdLight crossbow20 20 boltsDungeoneer's packHoly symbolPrayer book5 Sticks of incenseVestmentsSet of common 0 clothesPouch with coins

FEATURES & TRAITS

Features and Magic Items

Gardain

Subclasses

Features

Darkvision (60')

Source: Race

Accustomed to life underground, you have superior vision in dark and dim conditions. 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. You can't discern color in darkness, only shades of gray.

Dwarven Resilience

Source: Race (Dwarf)

You have advantage on saving throws against poison, and you have resistance against poison damage

Fighting Style (Great Weapon Fighting)

Source: Fighter

When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

Second Wind

Source: Fighter

You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to 1d10 + your fighter level. Once you use this feature, you must finish a short or long rest before you can use it again

Shelter of the Faithful

Source: Background (Acolyte)

As an acolyte, you command the respect of those who share your faith, and you can perform the religious ceremonies of your deity. You and your adventuring companions can expect to receive free healing and care at a temple, shrine, or other established presence of your faith, though you must provide any material components needed for spells.

Those who share your religion will support you (but only you) at a modest lifestyle.

You might also have ties to a specific temple dedicated to your chosen deity or pantheon, and you have a residence there. This could be the temple where you used to serve, if you remain on good terms with it, or a temple where you have found a new home. While near your temple, you can call upon the priests for assistance, provided the assistance you ask for is not hazardous and you remain in good standing with your temple.

Stonecunning

Source: Race (Dwarf)

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. Languages.

Magic Items