



DEXTERITY

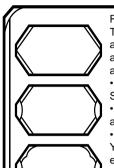
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WEAPONS

Warhammer ARMOUR

Poison Damage.

Advantage on

saving throws

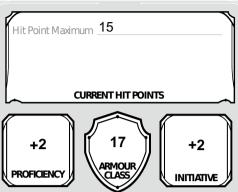
against being

poisoned.

Shield Resistant to Rage (Recharges after You Finish a Long Rest). Two times, you can enter a rage as a bonus action. While raging, the following parameters apply: • You have advantage on Strength checks and Strength saving throws.

- When you make a melee weapon attack using Strength, you gain a +2 bonus to the damage roll.
- You have resistance to bludgeoning, piercing, and slashing damage.
- You can't cast or concentrate on spells. Your rage lasts for 1 minute. It ends early if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then. You can also end your rage as a bonus action.

Unarmored Defense. While you are wearing no armor, but even if you're using a shield, your Armor Class equals 10 + your Dexterity modifier + your Constitution modifier.

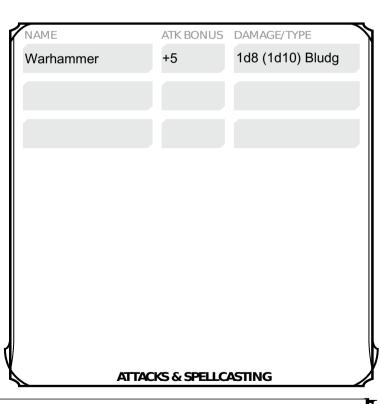


+5 Strength
+2 Dexterity
+4 Constitution
-1 Intelligence
0 Wisdom

SAVING THROWS

+1 Charisma

EQUIPMENT



Speed: 25ft Languages: Common, Dwarvish Ptoficiencies: Light Armour,Medium Armour.Simple weapons, Martial Weapons

NOTES

	+2	Acrobatics (Dex)
0	0	Animal Handling (Wis)
0	1_	Arcana (Int)
	+5	Athletics (Str)
0	+1	Deception (Cha)
0	1_	History (Int)
0	0	Insight (Wis)
	+3	Intimidation (Cha)
0	1	Investigation (Int)
0	0	Medicine (Wis)
0	1_	Nature (Int)
0	0	Perception (Wis)
0	<u>+1</u>	Performance (Cha)
0	+1	Persuasion (Cha)
0	1_	Religion (Int)
0	+2	Sleight of Hand (Dex)
0	+2	Stealth (Dex)
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Survival (Wis)

SKILLS

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