

CHARACTER NAME

CLASS & LEVEL

BACKGROUND

PLAYER NAME

RACE

ALIGNMENT

EXPERIENCE POINTS

PROFICIENCY BONUS

INSPIRATION

STRENGTH

- ◇ — SAVING THROWS
- — ATHLETICS

DEXTERITY

- ◇ +2 SAVING THROWS
- +3 ACROBATICS
- — SLEIGHT OF HAND
- +3 STEALTH

CONSTITUTION

- ◇ — SAVING THROWS

INTELLIGENCE

- ◇ — SAVING THROWS
- — ARCANA
- — HISTORY
- — INVESTIGATION
- — NATURE
- — RELIGION

WISDOM

- ◇ — SAVING THROWS
- — ANIMAL HANDLING
- — INSIGHT
- — MEDICINE
- — PERCEPTION
- — SURVIVAL

CHARISMA

- ◇ +2 SAVING THROWS
- — DECEPTION
- — INTIMIDATION
- +4 PERFORMANCE
- +4 PERSUASION

PASSIVE WISDOM (PERCEPTION)

ARMOR CLASS

INITIATIVE

SPEED

HIT POINT MAXIMUM **9**

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Dagger

ATTACKS & SPELLCASTING

Darkvision
Spellcasting

Dwarven Armor Training. You have proficiency with light and medium armor.

Dwarven Resilience.

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

Bardic Inspiration (d6) [2]

You can inspire others through stirring words or music. To do so, you use a bonus action on your turn to choose one creature other than yourself within 60 feet of you who can hear you. That creature gains one Bardic Inspiration die, a d6.

By Popular Demand (Ent)

Can always find a place to perform - receive free lodging and food of a modest or comfortable standard (per night performing).

This elevates you to local figure - strangers recognise and usually take a liking to you.

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.

FEATURES & TRAITS

Common / Dwarvish

Brewers Tools

Disguise Kit

Massive Drum

Armor: Light armor, Medium armor

Weapons:

Simple weapons, hand crossbows, longswords, rapiers, shortswords, battleaxe, handaxe, throwing hammer and warhammer.

OTHER PROFICIENCIES & LANGUAGES

Lock of Admirer's Hair

Massive Drum

Costume

Goblin Trophy

Entertainers Pack:

Backpack

Bedroll

Costumes: 2

Disguise Kit

Candle: 5

Rations (days): 5

Waterskin

Gold: 244 , Silver: 0 , Copper: 0

EQUIPMENT & CHARACTER NOTES