

CHARACTER NAME

CLASS & LEVEL

BACKGROUND

PLAYER NAME

RACE

ALIGNMENT

EXPERIENCE POINTS

PROFICIENCY BONUS

INSPIRATION

STRENGTH

◇ — SAVING THROWS
○ **+6** ATHLETICS

DEXTERITY

◇ — SAVING THROWS
○ — ACROBATICS
○ — SLEIGHT OF HAND
○ **+3** STEALTH

CONSTITUTION

◇ — SAVING THROWS

INTELLIGENCE

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

WISDOM

◇ — SAVING THROWS
○ **+1** ANIMAL HANDLING
○ — INSIGHT
○ — MEDICINE
○ — PERCEPTION
○ **+1** SURVIVAL

CHARISMA

◇ — SAVING THROWS
○ — DECEPTION
○ **+4** INTIMIDATION
○ — PERFORMANCE
○ — PERSUASION

PASSIVE WISDOM (PERCEPTION)

ARMOR CLASS

INITIATIVE

SPEED

HIT POINT MAXIMUM **15**

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total
HIT DICE

SUCCESSES
FAILURES
DEATH SAVES

Text

PERSONALITY TRAITS

Tries to prove dwarves are as good as any other race - can do anything other races can do!
IDEALS

Close with sister - very protective
BONDS

Cannot control self when defending sister
FLAWS

NAME ATK BONUS DAMAGE/TYPE

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.

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.

Rage [2 Rages / Rage Damage (+2)]

Unarmored Defense

FEATURES & TRAITS

Common / Dwarvish
Smiths Tools
Armor: Light armor, Medium armor
Weapons: 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