



Yoloff Denton

# YOLOFF DENTON

Older Adult Dwarf  
Neutral Good  
Level 7 Fighter Battle Master

**Pronouns** - he/him  
**Occupations** - City Watch  
**Armor Class** - 16  
**Hit Points** - 87 (TODO Hitdice)  
**Speed** - 25.

STR	DEX	CON	INT	WIS	CHA
16	14	17	13	18	12
(+3)	(+2)	(+4)	(+2)	(+4)	(+1)

**Saving Throws** -  
**Skills** -  
{"Dwarf Abilities"=> [{"Darkvision"=>"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 Resistance"=>"Has advantage on Saving Throws against poison, and has Resistance against poison damage"}, {"Tool Proficiency"=>"You gain proficiency with the artisan's tools of your choice; smith's tools, brewer's supplies, or mason's tools."}, {"Dwarven Combat Training"=>"Has proficiency with the Battleaxe, Handaxe, Light Hammer, and Warhammer."}, {"Stonecunning"=>"Whenever making an Intelligence (History) check related to the Origin of stonework, he is considered proficient in the History skill and adds double his Proficiency Bonus to the check, instead of his normal Proficiency Bonus"}] }  
{"Fighter Abilities"=> [{"Fighting Style"=>nil}, {"Second Wind"=>"Bonus Action to regain 1d10 +"}, {"Action Surge"=>"Once every short/long rest can take an extra action"}, {"Extra Attack"=>"Can attack twice each turn"}] }  
{"Battle Master Abilities"=> [{"Combat Superiority"=> [{"Maneuvers"=>"Menacing Attack, Pushing Attack, Grappling Attack"}, {"Superiority Dice"=>5}, {"Maneuver DC"=>14}], {"Student of War"=>"Mason's Tools"}, {"Know Your Enemy"=>"if you spend at least 1 minute observing or interacting with another creature outside combat, you can learn certain information about its capabilities compared to your own. The DM tells you if the creature is your equal, superior, or inferior in regard to two of the following characteristics of your choice - - Strength score - Dexterity score - Constitution score - Armor Class - Current hit points - Total class levels, if any - Fighter class levels, if any"}] }  
**Proficiencies** -  
**Proficiency Mod** - +3

**Languages** - Common Elvish Dwarvish  
**Adjectives** - Tired, Experienced, Wise,

# YOLOFF DENTON

Older Adult Dwarf  
Neutral Good  
Level 7 Fighter Battle Master

**Pronouns** - he/him  
**Occupations** - City Watch  
**Armor Class** - 16  
**Hit Points** - 87 (TODO Hitdice)  
**Speed** - 25.

STR	DEX	CON	INT	WIS
16	14	17	13	18
(+3)	(+2)	(+4)	(+2)	(+4)

CHA  
12  
(+1)

**Saving Throws** -  
**Saving Throws** -  
**Skills** -

{"Dwarf Abilities"=> [{"Darkvision"=>"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 Resistance"=>"Has advantage on Saving Throws against poison, and has Resistance against poison damage"}, {"Tool Proficiency"=>"You gain proficiency with the artisan's tools of your choice; smith's tools, brewer's supplies, or mason's tools."}, {"Dwarven Combat Training"=>"Has proficiency with the Battleaxe, Handaxe, Light Hammer, and Warhammer."}, {"Stonecunning"=>"Whenever making an Intelligence (History) check related to the Origin of stonework, he is considered proficient in the History skill and adds double his Proficiency Bonus to the check, instead of his normal Proficiency Bonus"}] }  
 {"Fighter Abilities"=> [{"Fighting Style"=>nil}, {"Second Wind"=>"Bonus Action to regain 1d10 +"}, {"Action Surge"=>"Once every short/long rest can take an extra action"}, {"Extra Attack"=>"Can attack twice each turn"}] }  
 {"Battle Master Abilities"=> [{"Combat Superiority"=> [{"Maneuvers"=>"Menacing Attack, Pushing Attack, Grappling Attack"}, {"Superiority Dice"=>5}, {"Maneuver DC"=>14}], {"Student of War"=>"Mason's Tools"}, {"Know Your Enemy"=>"if you spend at least 1 minute observing or interacting with another creature outside combat, you can learn certain information about its capabilities compared to your own. The DM tells you if the creature is your equal, superior, or inferior in regard to two of the following characteristics of your choice - - Strength score - Dexterity score - Constitution score - Armor Class - Current hit points - Total class levels, if any - Fighter class levels, if any"}] }  
**Proficiencies** -  
**Proficiency Mod** - +3

{"Fighter Abilities"=> [{"Fighting Style"=>nil}, {"Second Wind"=>"Bonus Action to regain 1d10 +"}, {"Action Surge"=>"Once every short/long rest can take an extra action"}, {"Extra Attack"=>"Can attack twice each turn"}] }  
 {"Battle Master Abilities"=> [{"Combat Superiority"=> [{"Maneuvers"=>"Menacing Attack, Pushing Attack, Grappling Attack"}, {"Superiority Dice"=>5}, {"Maneuver DC"=>14}], {"Student of War"=>"Mason's Tools"}, {"Know Your Enemy"=>"if you spend at least 1 minute observing or interacting with another creature outside combat, you can learn certain information about its capabilities compared to your own. The DM tells you if the creature is your equal, superior, or inferior in regard to two of the following characteristics of your choice - - Strength score - Dexterity score - Constitution score - Armor Class - Current hit points - Total class levels, if any - Fighter class levels, if any"}] }  
**Proficiencies** -  
**Proficiency Mod** - +3

## ROLEPLAYING

### Introduction

/"Move along folks, Nothing to see here"/ shouts the graying dwarf standing at the perimeter of the crime scene

### Appearance

Stout and wide with a graying hair and beard. A slightly disheveled and stained City Watch uniform with a large hammer

### Expressions

Just another day keeping the city safe

I'm too old for this %@#&amp;

You'll learn rookie, it's just the way it goes

### Mannerisms

Strokes his braided beard thoughtfully. Has a slight hand tremor

### Motivations

Holding on till his retirement pension kicks in. Keeping the city safe.

## ROLEPLAYING

### Introduction

/"Move along folks, Nothing to see here"/ shouts the graying dwarf standing at the perimeter of the crime scene

### Appearance

Stout and wide with a graying hair and beard. A slightly disheveled and stained City Watch uniform with a large hammer

### Expressions

Just another day keeping the city safe

I'm too old for this %@#&amp;

You'll learn rookie, it's just the way it goes

### Mannerisms

Strokes his braided beard thoughtfully. Has a slight hand tremor

### Motivations

Holding on till his retirement pension kicks in. Keeping the city safe.

### Passion

Renowned for his Training in the art of the

### Secrets

Takes a bribe to keep the city safe. Takes a bribe to keep the city safe.

