

Dewarn Drumheller

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### **Dewarn Drumheller**

older adult Dwarf Neutral Good Level 0 Civilian N/A

**Pronouns** -

he/him

**Occupations** -

Mason

Armor Class -
11
Hit Points -
87 (TODO Hitdice)
Speed -
25
STR
15 (+3)
DEX
12 (+1)
CON
16 (+3)
INT
16 (+3)
WIS
18 (+4)
СНА
12 (+1)
Saving Throws -
Skills -
{"Dwarf Abilities"=>[{"Dwarven Resistance"=>"Has advantage on Saving Throws against poison, and has Resistance against poison damage", "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"}]}
Proficiencies -
Proficiency Mod -
+2
Languages -

Common Dwarvish

Competent, Drunk, Aggressive,

Adjectives -

Special Abilities	
Special Equipment	
Combat Tactics	
Actions	
Factions	
Mason's Guild	
Role:	
Dwarf Tribe	
Role:	



## Roleplaying

#### Introduction

A graying dwarf curses at the top of his lungs as he drops the bricks he's laying from 2 stories up on scaffolding

#### Appearance

Broad and tanned from years working in the sun. His arms covered in scars from his job and he's missing several fingers

#### **Expressions**

&%\$@\*\$%##^!!!!!

These kid's these days don't know how to build a wall

?#@\$\$@%%!!!!

#### **Mannerisms**

Squints his eyes like the sun is too bright, regardless of the weather. Cracks his thick knuckles incessantly
Motivations
Mastery of his craft. Imparting his knowledge to the next generation of masons
Passions
Hard drinking and swearing profusely
Secrets
May know some secret passages or weaknesses in buildings and walls he's worked on over the years
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Proficiencies -
Languages -
Common Dwarvish
Adjectives -
Competent, Drunk, Aggressive,
Special Abilities
-
Special Equipment
-
Combat Tactics
He's not a fighter, but as an old drunk with a lot of pride, he's been known to get into the odd bar brawl now and again where he'll fight with anything he can get his hands on
Actions
-
Factions
Mason's Guild

Role:

Dwarf Tribe
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Roleplaying
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#### **Secrets**

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## **Background Story**

Having been trained as a mason as a young dwarf, at just over 300 years old, Dewarn is about as good at his job as they come. He's fast, skilled and thorough as a mason with a masters eye for detail. He is however, also a heavy drinker and that has taken it's toll on his dexterity has slowly begun to fade as he's advanced in age. He is a true master of his craft, but these days he's better off teaching the youngsters than doing the work himself.