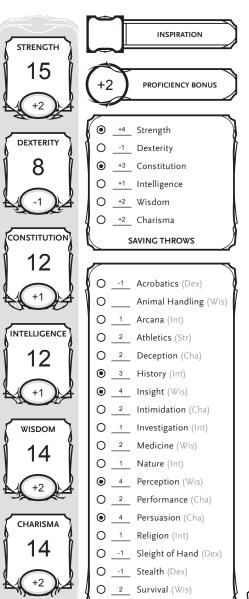
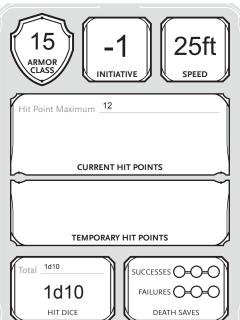
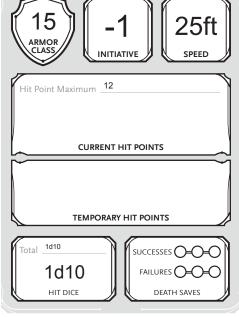
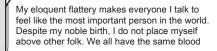


Noble BACKGROUND PLAYER NAME Chaotic Good ALIGNMENT **EXPERIENCE POINTS**









PERSONALITY TRAITS

Independence: I must prove that I can handle myself without the coddling of my

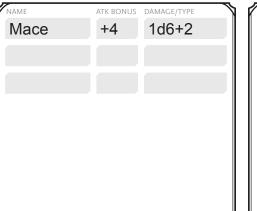
IDEALS

The common folk must see me as a member of the common people.

BONDS

By my words and actions, I often bring shame to my family.

FLAWS



ATTACKS & SPELLCASTING

Darkvision: Can see 60ft in dim light as though it was bright light, and in darkness as though it was dim light.

Dwarven Resilience: Advantage on saving throws vs. poison, and resistance against poison damage.

Tool Proficiency: proficient with mason's tools.

Stonecunning: add double your proficiency bonus to any History check related to the origin of stonework.

Dwarven Combat Training: Proficiency with Battleaxe, handaxe, warhammer, throwing hammer

Dwarven Toughness: Gain one extra hit point per level.

Fighting Style, Defense: Gain +1 to AC while wearing armour.

Second Wind: You can use a bonus action on your turn to regain 1d10+ your level hit points. You must take a short or long rest after using this feature to regain

Rustic Hospitality: You can find a place to hide, rest, or recuperate among other commoners, unless you have shown yourself to be a danger to them.

FEATURES & TRAITS

PASSIVE WISDOM (PERCEPTION)

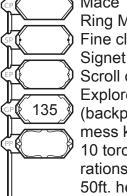
SKILLS

Weapons: All weapons, all armour, all shields

Languages: Common, Dwarfish

Tools: mason's tools, Dragonchess set

OTHER PROFICIENCIES & LANGUAGES



Mace Ring Mail Fine clothes Signet ring Scroll of pedigree **Explorer's Pack** (backpack, bedroll, mess kit, tinderbox, 10 torches, 10 days' rations, waterskin, 50ft. hempen rope)

EQUIPMENT

