



Sisko Hustle

Gnome Artificer (Battle Smith) - 4

Strength -1 (8) **Dexterity** +2 (14) **Constitution** +2 (14)

Intelligence +4 (18) **Wisdom** +0 (10) **Charisma** +1 (12)
Save +6 **Save +2** Persuasion +3
 Arcana +6 Perception +2
 Investigation +6

Armor Class 20 **Hit Points** 31 **Proficiency** +2

Current Hit Points

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Initiative +2	Hit Dice 4D8	Speed 25' (5")
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Attacks	To-Hit	Damage
Gunmallet	+7	1D6+5 Bludgeon
Magic Stone 60' / 3 Shots	+6	1D6+4 Bludgeon

Spells:

Spell Save DC 14, +6 Spell Attack

Three 1st-level spell slots - O O O

Cantrips: Magic Stone, Mending

1st level: Absorb Elements, Alarm (ritual)
 Cure Wounds, Detect Magic (ritual), Feather
 Fall, Heroism, Identify (ritual), Shield

Equipment

bottle of black ink quill small knife set of fine clothes Backpack 10 sheets of Parchment Pouch of 20 gold Smith's Tools	Adamantine half plate Infused Shield Gunhammer Bedroll Waterskin and Rations Tinkers' Tools Thief's Tools Jeweler's Tools
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Features:

Speed

Your base walking speed is 25 feet.

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.

Gnome Cunning

You have advantage on all Intelligence, Wisdom, and Charisma Saving Throws against magic.

Artificer's Lore

Whenever you make an Intelligence (History) check related to magic items, alchemical objects, or technological devices, you can add twice your Proficiency Bonus, instead of any Proficiency Bonus you normally apply.

Magical Tinkering

At 1st level, you've learned how to invest a spark of magic into mundane objects. To use this ability, you must have thieves' tools or artisan's tools in hand. You then touch a Tiny nonmagical object as an action and give it one of the following magical properties of your choice:

The object sheds bright light in a 5-foot radius and dim light for an additional 5 feet.

Whenever tapped by a creature, the object emits a recorded message that can be heard up to 10 feet away. You utter the message when you bestow this property on the object, and the recording can be no more than 6 seconds long.

The object continuously emits your choice of an odor or a nonverbal sound (wind, waves, chirping, or the like). The chosen phenomenon is perceivable up to 10 feet away.

A static visual effect appears on one of the object's surfaces. This effect can be a picture, up to 25 words of text, lines and shapes, or a mixture of these elements, as you like.

The chosen property lasts indefinitely. As an action, you can touch the object and end the property early.

You can bestow magic on multiple objects, touching one object each time you use this feature, though a single object can only bear one property at a time. The maximum number of objects you can affect with this feature at one time is equal to your Intelligence modifier (minimum of one object).

Spellcasting

You've studied the workings of magic and how to cast spells, channeling the magic through objects. To observers, you don't appear to be casting spells in a conventional way; you appear to produce wonders from mundane items and outlandish inventions.

Tools Required

You produce your artificer spell effects through your tools. After you gain the Infuse Item feature at 2nd level, you can also use any item bearing one of your infusions as a spellcasting focus.

Preparing and Casting Spells

The Artificer table shows how many spell slots you have to cast your artificer spells. To cast one of your artificer spells of 1st level or higher, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You prepare the list of artificer spells that are available for you to cast, choosing from the artificer spell list. When you do so, choose a number of artificer spells equal to your Intelligence modifier + half your artificer level, rounded down (minimum of one spell). The spells must be of a level for which you have spell slots.

Ritual Casting

You can cast an artificer spell as a ritual if that spell has the ritual tag and you have the spell prepared.

Infuse Item

At 2nd level, you've gained the ability to imbue mundane items with certain magical infusions, turning those objects into magic items.

Infused Items

- Enhanced Defense - Shield

A creature gains a +1 bonus to Armor Class while wearing (armor) or wielding (shield) the infused item.

- Enhanced Weapon - Gunmallet

This magic weapon gains a +1 bonus to attack and damage

The Right Tool for the Job

At 3rd level, you've learned how to magically produce exactly the tool you need for just about any purpose.

Tool Proficiencies

Thieves' Tools, Tinker's Tools, Smith's Tools,

Battle Ready

You gain proficiency with martial weapons. When you attack with a magic weapon, you can use your Intelligence modifier, instead of Strength or Dexterity modifier, for the attack and damage rolls.

Steel Defender

By 3rd level, your tinkering has borne you a faithful companion, a steel defender.

If the Mending spell is cast on it, it regains 2d6 hit points. If it has died within the last hour, you can use your smith's tools as an action to revive it, provided you are within 5 feet of it and you expend a spell slot of 1st level or higher. The steel defender returns to life after 1 minute with all its hit points restored.

At the end of a long rest, you can create a new steel defender if you have smith's tools with you. If you already have a defender from this feature, the first one immediately perishes. The defender also perishes if you die.

Steel Defender - "Mr. Kettle"

Medium construct

Armor Class: 15 (natural armor)

Hit Points: 26

Speed: 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	4 (-3)	10 (+0)	6 (-2)

Saving Throws: Dex +1 plus PB, Con +2 plus PB

Skills: Athletics +5, Perception +6

Damage Immunities: poison

Condition Immunities: charmed, exhaustion, poisoned

Senses: darkvision 60 ft., passive Perception 16

Proficiency Bonus (PB): +3

Vigilant. The defender can't be surprised.

Actions

Force-Empowered Smash. Melee Weapon Attack: your spell attack modifier to hit, reach 5 ft., one target you can see. Hit: 1d8 + 3 force damage.

Repair (3/Day). The magical mechanisms inside the defender restore 2d8 + 3 hit points to itself or to one construct or object within 5 feet of it.

Reactions

Deflect Attack. The defender imposes disadvantage on the attack roll of one creature it can see that is within 5 feet of it, provided the attack roll is against a creature other than the defender.

Hey there buckaroo!

I'm Sisko Hustle, the most hard-workin' gnome in all of Radavan and journeyman tinkerer of the Artificer's Guild. I'm a good teammate 'cause I'm smart and tough! Me and my robot Mr. Kettle are here to protect our teammates and deal with any tricky stuff that needs fixin'.



Bilbo Barrelhouse

Dwarf Barbarian - 4

Strength
+4
Save +6
Athletics +6

Dexterity
+1
Stealth +3

Constitution
+3
Save +5

Intelligence
-1
Nature +1

Wisdom
+0
Perception +2

Charisma
+2
Deception +4

Armor Class
14

Hit Points
55

Proficiency
+2

Current Hit Points

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Initiative +1	Hit Dice 4D12	Speed 25' (5")
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Attacks	To-Hit	Damage
Great Axe*	+6	1D12+4 slashing
Sling	+3	1D4+1 Bludgeoning
Javelin*	+6	1D6+4 Piercing

* Benefits from rage

Rages - O O O

Equipment

Great Axe Four javelins Sling + bullets Healing potion 50 feet of Hempen rope Bottomless pouch of snacks Hand axe	Backpack Mess kit Tinderbox 10 torches 20 days of Rations Wineskin Potion of Heroism
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Features:

Rage

In battle, you fight with primal ferocity. On Your Turn, you can enter a rage as a Bonus Action.

While raging, you gain the following benefits if you aren't wearing heavy armor:

- You have advantage on Strength Checks and Strength Saving Throws.
- When you make a melee weapon Attack using Strength, you gain a +2 bonus to the damage roll. This bonus increases as you level.

- You have Resistance to all damage except psychic damage.

If you are able to cast Spells, you can't cast them or concentrate on them while raging.

Your rage lasts for 1 minute. It ends early if you are knocked Unconscious or if Your Turn ends and you haven't attacked a Hostile creature since your last turn or taken damage since then. You can also end your rage on Your Turn as a Bonus Action.

Once you have raged the maximum number of times for your Barbarian level, you must finish a Long Rest before you can rage again. You may rage four times between rests.

Unarmored Defense

While you are not wearing any armor, your Armor Class equals 10 + your Dexterity modifier + your Constitution modifier. You can use a Shield and still gain this benefit.

Danger Sense

You gain an uncanny sense of when things nearby aren't as they should be, giving you an edge when you dodge away from danger. You have advantage on Dexterity Saving Throws against Effects that you can see, such as traps and Spells. To gain this benefit, you can't be Blinded, Deafened, or Incapacitated.

Reckless Attack

You can throw aside all concern for Defense to Attack with fierce desperation. When you make your first Attack on Your Turn, you can decide to Attack recklessly. Doing so gives you advantage on melee weapon Attack Rolls using Strength during this turn, but Attack Rolls against you have advantage until your next turn.

Totem Spirit

At 3rd level, when you adopt this path, you choose a totem spirit and gain its feature. Your totem animal might be an animal related to those listed here but more appropriate to your homeland. For example, you could choose a hawk or vulture in place of an eagle.

Bear. While raging, you have resistance to all damage except psychic damage. The spirit of the bear makes you tough enough to stand up to any punishment.

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 Resilience

You have advantage on Saving Throws against poison, and you have Resistance against poison damage.

Languages and Proficiencies

Languages

While you've never really taken the time to learn how to read, you can speak Common and Dwarven.

You've also picked up some Infernal, Elven, and Draconic along the way but you aren't so good with those tongues.

Hey,

It goes without saying that I like to eat.

Like, I really like eating. If I'm not fighting, I'm eating something. Snacks are my life. I have only three rules. Don't eat something still alive, don't eat something poisonous, and don't eat anything currently on fire. Other than that, I'm flexible. I'm here to kill the bad guys and protect my teammates by standing in harm's way. Also, I like snacks.



Thorvald Oakenshield

Dwarf Life Cleric - 4

Strength +2 **Dexterity** +0 **Constitution** +3

Intelligence -1 **Wisdom** +4 **Charisma** +1
 Religion +1 **Save +6** **Save +3**
 History +1 Insight +6
 Medicine +6

Armor Class 18 **Hit Points** 28 **Proficiency** +2

Current Hit Points

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Initiative +0	Hit Dice 4D8	Speed 25' (5")
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Attacks	To-Hit	Damage
Word of Radiance	CON DC14	1D6 radiant
Battleaxe	+4	1D8+2 slashing
Light Crossbow	+2	1D8 piercing

Spells:

Spell Save DC 14, +6 Spell Attack

Four 1st-level spell slots - O O O O

Three 2nd-level spell slots - O O O

Cantrips: Guidance, Sacred Flame, Spare the Dying, Word of Radiance,

1st level: Bless, Cure Wounds, Detect Magic (ritual), Guiding Bolt, Healing Word, Protection from Evil, Shield of Faith

2nd level: Lesser Restoration, Spiritual Weapon

Equipment

Chain mail Shield Battleaxe holy symbol prayer book 5 sticks of incense Vestments common clothes pouch with 15 gp	Backpack Bedroll Mess kit Tinderbox 10 torches 10 days of Rations Waterskin 50 feet of Hempen rope Light Crossbow & bolts
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Features:

Disciple of Life

Your Healing Spells are more effective. Whenever you use a spell of 1st level or higher to Restore Hit Points to a creature, the creature regains additional Hit Points equal to 2 + the spell's level.

Channel Divinity: Turn Undead

As an action, you present your holy Symbol and speak a prayer censuring the Undead. Each Undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take Reactions. For its action, it can use only the Dash action or try to Escape from an Effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

Channel Divinity: Preserve Life

Starting at 2nd Level, you can use your Channel Divinity to heal the badly injured.

As an action, you present your holy Symbol and evoke Healing energy that can restore a number of Hit Points equal to five times your Cleric level.

Choose any creatures within 30 feet of you, and divide those Hit Points among them. This feature can restore a creature to no more than half of its hit point maximum. You can't use this feature on an Undead or a Construct.

Shelter of the Faithful

As an acolyte, you command the respect of those who share your faith, and you can perform the religious ceremonies of your deity. You and your adventuring companions can expect

to receive free healing and care at a temple, shrine, or other established presence of your faith, though you must provide any material components needed for spells. Those who share your religion will support you (but only you) at a modest lifestyle.

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 Resilience

You have advantage on Saving Throws against poison, and you have Resistance against poison damage.

Languages and Proficiencies

Languages

You can speak, read, and write Common and Dwarven. You've picked up some Celestial, Elven, and Draconic.

G'day,

I'm named Thorvald Oakenshield - member in good standing of the Healer's Guild of Radavan. My duty to the party is to inspire, restore, and aid the others in our group. When people see me, they first notice my guild badge, a symbol proudly emblazoned on my shield which identifies me as a practitioner of healing. I dress in thick plate armor to protect myself from threats which makes me move a bit slower and more deliberately than most.

The Healer's Guild is everything to me. As its representative, I conduct myself with honor and discretion at all times. I offer aid to those I deem worthy of help, while defending against those who would seek to do malicious harm to the innocent.

My hobby is stonework, and I'm nearly obsessive about it. I'll often get lost investigating underground construction and I'll annoy the party talking about the qualities of the stone and the skill of any handiwork I see.

I am dedicated and driven toward the party's goals of providing security and stability which sometimes creates the impression that I am callous and abrasive. I dream of the day I can settle down and open a hospital of my own in the big city of Blackangel.



Abner Brightbrand

Dwarf Wizard Conjurer - 4

Strength -1 **Dexterity** +0 **Constitution** +3

Intelligence +4 **Wisdom** +1 **Charisma** +2

Save +6
Arcana +6
History +6
Investigation +6

Save +3
Insight +3

Armor Class 10 **Hit Points** 30 **Perception** 11

Current Hit Points

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Initiative +0	Hit Dice 4D6	Speed 25' (5")
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Attacks	To-Hit	Damage
Acid Splash	DEX DC14	1D6 acid
Shocking Grasp	+6	1D8 lightning
Staff	+2	1D6 bludgeon

Spells:

Spell Save DC 14, +6 Spell Attack

Four 1st-level spell slots - O O O O

Three 2nd-level spell slots - O O O

Cantrips: Acid Splash, Mage Hand, Prestidigitation, Shocking Grasp

1st level: Comprehend Languages (ritual), Detect Magic (ritual), Feather Fall, Find Familiar (ritual), Magic Missile, Shield, Sleep, Unseen Servant, Witchbolt

2nd level: Scorching Ray, Shatter

Equipment

A bottle of black ink Quill small knife set of common clothes pouch with 10 gp	Staff Component Pouch Backpack book of lore 10 sheets of Parchment little bag of sand
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Features:

Ritual Casting

You can cast a Wizard spell as a ritual if that spell has the ritual tag and you have the spell in your Spellbook. You don't need to have the spell prepared.

Arcane Recovery

You have learned to regain some of your magical energy by studying your Spellbook. Once per day when you finish a Short Rest, you can choose expended Spell Slots to recover. The Spell Slots can have a combined level that is equal to or less than half your Wizard level (rounded up)

Minor Conjunction

You can use your action to conjure up an inanimate object in your hand or on the ground in an unoccupied space that you can see within 10 feet of you. This object can be no larger than 3 feet on a side and weigh no more than 10 pounds, and its form must be that of a non-magical object that you have seen. The object is visibly magical, radiating dim light out to 5 feet. The object disappears after 1 hour, when you use this feature again, or if it takes any damage.

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 Resilience

You have advantage on Saving Throws against poison, and you have Resistance against poison damage.

Clockwork Dragon Familiar

Leif has a tiny mechanical dragon familiar that he has magically conjured. It has an AC of 16 and 1 HP.

While your familiar is within 100 feet of you, you can communicate with it telepathically. Additionally, as an action, you can see through your familiar's eyes and hear what it hears until the start of your next turn, gaining the benefits of any Special Senses that the familiar has. During this time, you are deaf and blind with regard to your own Senses.

When you Cast a Spell with a range of touch, your familiar can deliver the spell as if it had cast the spell. Your familiar must be within 100 feet of you, and it must use its Reaction to deliver the spell when you cast it. If the spell requires an Attack roll, you use your Attack modifier for the roll.

Proficiencies and Languages:**Languages**

You can read, and write Common and Dwarven. You've picked up some Elven and Infernal as well.

Proficiencies

Because your family was part of the mason's guild, are proficient in stone cutting and stonemasonry even though you've made being a sage your life's work.

Good Day,

I am Abner Brightbrand, rank Journeyman of the Fabricator's Guild. My task within the party is to handle dangerous situations with arcane energies. Whether I'm controlling the battlefield, spreading destructive energies across multiple targets, or limiting harm to my friends I've got a spell for just about any occasion.

When you see me, I'm dressed in the plain laboratory smock of an arcanist. I carry a simple staff I use as a focus for my magic. My eyes dart from place to place and I may seem a little distracted at times. In truth, there are arcane calculations and thought experiments going on in my head. Under pressure my full focus makes me an extraordinary team member. I tend to speak in hypotheticals, always thinking ahead.

The Fabricator's Guild is known for their fantastic arcane creations. Depending on who you talk to, these creations might be seen as helpful innovations or destructive products of mad magicians. In truth, the work of the guild can be a bit of both. I work tirelessly to create helpful magics and promote goodwill for the guild I am so proud to belong to.



Grammabot

Automaton Cleric (Life) - 3 / Artificer - 1

Strength
+3 (16)
Athletics +5

Dexterity
+0 (10)

Constitution
+2 (14)

Intelligence
+2 (14)
Arcana +4
History +4
Investigation +4

Wisdom
+2 (14)
Save +4
Perception +4
Insight +4

Charisma
-1 (8)
Save +1

Armor Class
19

Hit Points
29

Proficiency
+2

Current Hit Points

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Initiative +0	Hit Dice 4D8	Speed 30' (6")
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Attacks	To-Hit	Damage
Staff	+5	1D8+3 Bludgeoning
Firebolt	+4	1D10 Fire
Word of Radiance	DC12	1D6 Radiant

Spells:

Spell Save DC 12, +4 Spell Attack

Four 1st-level spell slots - O O O O

Three 2nd-level spell slots - O O O

Cantrips: Firebolt, Guidance, Mending, Spare the Dying, Word of Radiance

1st level: Bless, Cure Wounds, Detect Magic (ritual), Feather Fall, Healing Word, Sanctuary, Shield

2nd level: Aid, Lesser Restoration, Spiritual Weapon, Warding Bond

Equipment

Integrated plate armor Telescoping Staff Component Pouch Backpack 10 sheets of Parchment Tinker's Tools	A bottle of black ink Quill small knife pouch with 10 gp Crowbar Thieve's Tools
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Features:

Constructed Resilience.

You were created to have remarkable fortitude, represented by the following benefits:

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

You don't need to eat, drink, or breathe.

You are immune to disease.

You don't need to sleep, and magic can't put you to sleep.

Sentry's Rest.

When you take a long rest, you must spend at least six hours in an inactive, motionless state, rather than sleeping. In this state, you appear inert, but it doesn't render you unconscious, and you can see and hear as normal.

Integrated Protection.

Your body has built-in defensive layers, which are enhanced with armor.

You gain a +1 bonus to Armor Class.

While you live, your armor can't be removed from your body against your will.

Magical Tinkering

At 1st level, you've learned how to invest a spark of magic into mundane objects. To use this ability, you must have thieves' tools or artisan's tools in hand. You then touch a Tiny nonmagical object as an action and give it one of the following magical properties of your choice:

The object sheds bright light in a 5-foot radius and dim light for an additional 5 feet.

Whenever tapped by a creature, the object emits a recorded message that can be heard up to 10 feet away. You utter the message when you bestow this property on the object, and the recording can be no more than 6 seconds long.

The object continuously emits your choice of an odor or a nonverbal sound (wind, waves, chirping, or the like). The chosen phenomenon is perceivable up to 10 feet away.

A static visual effect appears on one of the object's surfaces. This effect can be a picture, up to 25 words of text, lines and shapes, or a mixture of these elements, as you like. The chosen property lasts indefinitely. As an action, you can touch the object and end the property early.

You can bestow magic on multiple objects, touching one object each time you use this feature, though a single object can only bear one property at a time. The maximum number of objects you can affect with this feature at one time is equal to your Intelligence modifier (minimum of one object).

Spellcasting

You've studied the workings of magic and how to cast spells, channeling the magic through objects. To observers, you don't appear to be casting spells in a conventional way; you appear to produce wonders from the engineering of your magical/mechanical person.

Disciple of Life

Your Healing Spells are more effective. Whenever you use a spell of 1st level or higher to Restore Hit Points to a creature, the creature regains additional Hit Points equal to 2 + the spell's level.

Channel Empathetic Energy

At 2nd Level, you gain the ability to channel empathetic energy to fuel magical Effects. You start with two such effects: Preserve Life and Knowledge of the Ages

When you use your Channel Divinity, you choose which Effect to create. You must then finish a short or Long Rest to use your Channel Divinity again.

Preserve Life

Starting at 2nd Level, you can channel your Empathetic energy to heal the badly injured.

As an action, you evoke Healing energy that can restore a number of Hit Points equal to five times your Cleric level.

Choose any creatures within 30 feet of you, and divide those Hit Points among them. This feature can restore a creature to no more than half of its hit point maximum. You can't use this feature on an Undead or a Construct.

Download Knowledge

Starting at 2nd level, you can channel your Empathetic energy to tap into the knowledge held by other Automatons across the continent of Radavan. As an action, you choose one skill or tool. For 10 minutes, you have proficiency with the chosen skill or tool.

Proficiencies and Languages:

Languages

You can read, and write Common and Dwarven.

Proficiencies

You are proficient with Tinker's Tools and Thief's Tools

Happy Day!

This unit's designation is Grammabot.

Grammabot is a fully-functional close support automaton specifically designed to provide empathetic wellness and vigor to her friendly companions. Should the need arise, friendly companions should identify their needs and Grammabot will deliver timely healing, defensive countermeasures, or cookies. Grammabot's engineering allows her to link life forces with an ally to provide ongoing support. Grammabot promises not to reveal too many potentially embarrassing anecdotes about her friendly companions' completely normal bodily functions or personal quirks that continually fascinate her processing unit.



Detective Enola Flint

Dwarf Rogue (Inquisitive) - 4

Strength
-1 (8)

Dexterity
+3 (16)
Save +5
Slit. of Hand +5
Stealth +5

Constitution
+3 (16)

Intelligence
+2 (14)
Save +4
Investigation +6

Wisdom
+2 (14)
Perception +4
Insight +6

Charisma
-1 (8)

Armor Class
15

Hit Points
37

Proficiency
+2

Current Hit Points

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Initiative +3	Hit Dice 4D8	Speed 25' (5")
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Attacks	To-Hit	Damage
Rapier	+5	1D8+3 Piercing
Hand Crossbow	+5	1D6+3 Piercing
Dagger	+5	1D4+3 Piercing

Sneak Attack: +2D6

Once per turn, you can deal an extra 2d6 damage to one creature you hit with an Attack if you have advantage on the Attack roll or you decipher an opponent's tactics using Insightful Fighting.

Equipment

Studded leather armor Waterskin 50 feet of Hempen rope set of common clothes pouch containing 10 gp Rapier Hand Crossbow + Bolts Vial of acid Three vials of military oil Three smoke bombs	Backpack Bedroll Mess kit Tinderbox 10 torches 10 days of Rations Dagger Anti-toxin - three doses Dragon's Breath Bomb Vial of holy water
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Features:

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 Resilience

You have advantage on Saving Throws against poison, and you have Resistance against poison damage.

Dwarven Toughness

Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.

Expertise

Your Proficiency Bonus is doubled for any ability check you make that uses Insight or Investigation.

Sneak Attack

You know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 2d6 damage to one creature you hit with an Attack if you have advantage on the Attack roll. The Attack must use a Finesse or a ranged weapon.

You don't need advantage on the Attack roll if another enemy of the target is within 5 feet of it, that enemy isn't Incapacitated, and you don't have disadvantage on the Attack roll.

Thieves' Cant

During your rogue Training you learned Thieves' Cant, a Secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation.

Cunning Action

Your quick thinking and agility allow you to move and act quickly. You can take a Bonus Action on each of your turns in Combat. This action can be used only to take the Dash, Disengage, or Hide action.

Ear for Deceit

You have developed a keen ear for picking out lies. Whenever you make a Wisdom (Insight) check to determine whether a creature is lying, treat a roll of 7 or lower on the d20 as an 8.

Eye for Detail

Starting at 3rd level, you can use a bonus action to make a Wisdom (Perception) check to spot a hidden creature or object or to make an Intelligence (Investigation) check to uncover or decipher clues.

Insightful Fighting

At 3rd level, you gain the ability to decipher an opponent's tactics and develop a counter to them. As a bonus action, you make a Wisdom (Insight) check against a creature you can see that isn't incapacitated, contested by the target's Charisma (Deception) check. If you succeed, you can use your Sneak Attack against that target even if you don't have advantage on the attack roll, but not if you have disadvantage on it.

This benefit lasts for 1 minute or until you successfully use this feature against a different target.

Proficiencies and Languages:**Languages**

You can read, and write Common and Dwarven. You have studied Draconic, Infernal, and Avian as well.

Proficiencies

You are proficient with Thieves' tools.

Good Day,

I see you are staring at my badge. Yes, I am an officer of the Steel guild specializing in investigations of cases featuring alien or arcane threats. However, you'll find that I excel at rooting out secrets and unraveling mysteries of all sorts. As I'm sure you have noticed, I not only have a sharp eye for detail, but also the finely honed ability to read the true intent of others. I am trained to locate villains that hide among and prey upon ordinary folk, which I am employed by my guild to pursue with vigor. My job in the party is to identify threats for my companions, and neutralize them with my skills and steel.