

Mountain Dwarf Fighter (Earthspur Miner) 1

Strength +3 (16)
Dexterity -1 (8)
Constitution +3 (16)
Intelligence +1 (12)
Wisdom +2 (14)
Charisma +0 (10)

Combat Statistics

Initiative -1
Passive Perception 14
Speed 25 ft
Saving Throws: Strength +5, Constitution +5
Armour Class: 19 (chainmail and shield)
Hit Points: 13 **Hit Dice:** 1d10

Attacks

Warhammer: +5 to hit, 1d8+3 bludgeoning damage
Handaxe: +5 to hit, 1d6+3 slashing damage; range 20/60 feet

Abilities

Darkvision, 60 feet.
Dwarven Resilience: Advantage on saves vs poison; resist poison damage (half-damage).
Stonecunning: When making Intelligence (History) checks related to the origin of stonework, use +5.
Fighting Style - Defense: +1 AC when wearing armour.
Second Wind: Use a bonus action to regain 1d10+1 hit points. (1/rest)

Skills

Athletics +5, Insight +4, Perception +4, Survival +4
 You have disadvantage on Stealth checks.

Other Proficiencies & Languages

Mason's tools
 Speaks Common, Dwarven and Undercommon.

Equipment

Chainmail	10 torches
Shield	10 days of rations
Warhammer	Waterskin
2 Handaxes	50 ft. of hempen rope
Backpack	Miner's pick
Bedroll	Block & tackle
Mess Kit	Climber's kit
Tinderbox	Common clothes
	5 gp

Alignment

Lawful Good

Faction

Lord's Alliance

The Lords' Alliance is a loose coalition of established political powers concerned with mutual security and prosperity. The organization is aggressive, militant, and political.

Background

You are a down-on your luck miner from the Earthspur Mountains who is no stranger to hardship. You have spent a great deal of time living among the dwarves, goliaths, and denizens of the Underdark that also work mines in the area. At this point, you're just as comfortable working underground as above. You know how to read a seam, dicker for supplies with the deep gnomes, party with dwarves, and find your way back to the surface afterwards. Unfortunately, you haven't struck it rich...yet. Although you've come to Mulmaster looking for work, the tall peaks and deep mines of the Earthspurs still call to you.

Feature: Deep Miner

You are used to navigating the deep places of the earth. You never get lost in caves or mines if you have either seen an accurate map of them or have been through them before. Furthermore, you are able to scrounge fresh water and food for yourself and as many as five other people each day if you are in a mine or natural caves.

Personality Traits

I hate the horrors of the Underdark with a passion. They took my friends and family and almost got me. I'd rather be mining. This is okay; mining is better.

Ideal

I want riches to improve my life.

Bond

A deep gnome saved my life when I was injured and alone. I owe his people a great deal.

Flaw

I'm uncomfortable spending time under the open sky. I'd rather be indoors or underground.