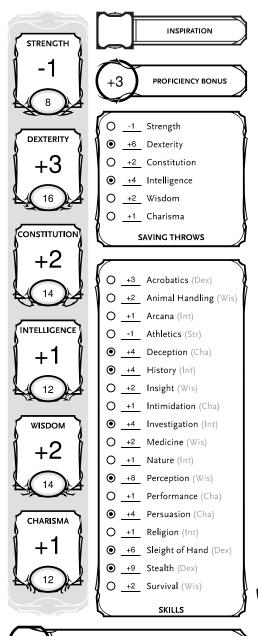


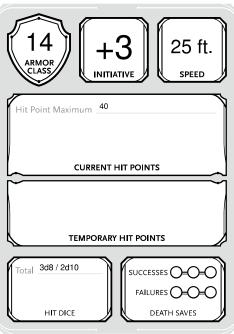
Rogue 3 / Fighter 2 Noble Mark

CLASS & LEVEL BACKGROUND PLAYER NAME

Human with dwarfism Chaotic Neutral 6,500

RACE ALIGNMENT EXPERIENCE POINTS





Crossbow, Hand	+7	1d6+3 Piercing		
Dagger	+6	1d4+3 Piercing		
Rapier	+6	1d8+3 Piercing		
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ATTACKS & SPELLCASTING				

# Strong tolerance for alcohol Read the entire Waterdeep library PERSONALITY TRAITS To become the sole ruler of Waterdeep IDEALS Too much confidence in himself sometimes

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- Sneak Attack (2d6) extra damage on attack where you have advantage or another enemy of creature is within 5 ft. (use once/turn).

FLAWS

results in stupid decisions

- Cunning Action you can use the Help action as a bonus action. Additionally, when you use the Help action to aid an ally in attacking a creature, the target of that attack can be within 30 feet of you, rather than 5 feet of you, if the target can see or hear you.
- Master of Intrigue Additionally, you can unerringly mimic the speech patterns and accent of a creature that you hear speak for at least 1 minute, allowing you to pass yourself off as a native speaker of a particular land, provided that you know the language.
- Master of Tactics You can use the Help action as a bonus action. Additionally, when you use the Help action to aid an ally in attacking a creature, the target of that attack can be within 30 feet of you, rather than 5 feet of you, if the target can see or hear you.

### Fighter

- Fighting Style - Close Quarters Shooter
You are trained in making ranged attack at close quarters. When making a ranged attack while you are within 5 feet of a hostile creature, you do not have disadvantage on the attack roll.
Your ranged attacks ignore half cover and three-quarters cover against targets within 30 feet of you. Finally, you have a +1 bonus to attack rolls on ranged attacks.

### - Second Wind

You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to d10 + your fighter level. Once you use this feature, you must finish a short or long rest before you can use it again.

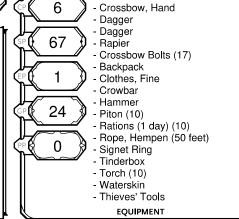
FEATURES & TRAITS

23 PASSIVE WISDOM (PERCEPTION)

Languages:Dwarvish, Common, Elvish, Deep Speech, Undercommon

Proficiencies:Crossbow, Hand, Deception, Dexterity Saving Throws, Dice Set, Disguise Kit, Forgery Kit, History, Intelligence Saving Throws, Investigation, Light Armor, Longsword, Martial Weapons, Medium Armor, Perception, Persuasion, Playing Card Set, Rapier, Shields, Shortsword, Simple Weapons, Sleight of Hand, Stealth, Thieves' Tools,

OTHER PROFICIENCIES & LANGUAGES



Leather



# Thorndyke Underwood

CHARACTER NAME

38	1.21m	106
AGE	HEIGHT	WEIGHT
38 AGE Blue	Pale	Straw blond
EYES	SKIN	HAIR



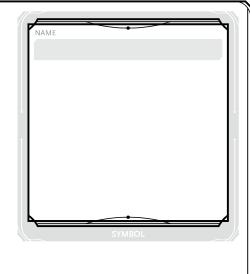
CHARACTER APPEARANCE

I was born in the year 1465 DR as a son of high priced wine trader Oszbur Malankar in Waterdeep. Soon after my birth my parents started to notice something was 'wrong' with me. Ik lacked in length compared to other new-born kids, and doctors told I would never grow up to be a normal human being. From then on, my parents wouldn't take me out in public or even to the parties in the safety of our own home As soon as I was old enough I would sneak out of the house as I was really in need of some human contact and I met up in the backalleys of Waterdeep. Initially they made fun of my weird appearance, but I learned to make up for that with my wits and dexterity, gaining a meager, but for me, very important spot in a community where I felt at home. I would roam the backalleys with the rogues and thieves of Waterdeep and learned their trade. At home I used these skills to break into my fathers office to sip his wine while reading all the books in his library and going over de papers in hidden compartments in his

Thus I found out about his role as A Secret Lord of Waterdeep. Then and there I started to hatch a plan to get revenge for shunting me out of the family. It would take years and years of planning, during which I also often frequented the Waterdeep library to learn even more about the world.

In my backallay life I gained a big friend: Desgrem Amberback, a hilldwarf from the Great Rift. He learned me the dwarven language and thaught me everything I wanted to known about hilldwarves. I thought this someday could come in handy as my posture mostly resembled that of a hilldwarf due to my condition. The plan to take revenge gained support from others who called themselves the Death Masks. I provided them with all the information about the Secret Lords I could find resulting in the Death Mask Assasination in 1491. A bard, Eldon Greenwood, wrote a great story about this, but lucky for me my name can't be found int hat story. But still, for my own safety I fled to Daggerford posing as the hilldwarf Thorndyke Underwood; One of the dwarf nobility in the Great Rift.

In Daggerford I managed to gain a role with the rulers of Daggerford as dwarf ambassador, to get me started on world domination.



**ALLIES & ORGANIZATIONS** 

Observant: Quick to notice details of your environment, you gain the following benefits:

- \* Increase your Intelligence or Wisdom score by 1, to a maximum of 20.
- \* If you can see a creature's mouth while it is speaking a language you understand, you can interpret what it's saying by reading its lips.
- \* You have a +5 bonus to your passive Wisdom (Perception) and passive Intelligence (Investigation) scores

Help action: You can lend your aid to another creature in the completion of a task. When you take the Help action, the creature you aid gains advantage on the next ability check it makes to perform the task you are helping with, provided that it makes the check before the start of your next turn.

Alternatively, you can aid a friendly creature in attacking a creature within 30 feet of you, if the target can see or hear you. feet of you. You feint, distract the target, or in some other way team up to make your ally's attack more effective. If your ally attacks the target before your next turn, the first attack roll is made with advantage.

Action Surge: Starting at 2nd level, you can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action on top of your regular action and a possible bonus action.

Once you use this feature, you must finish a short or long rest before you can use it again.

## **ADDITIONAL FEATURES & TRAITS**

a scroll of pedigree, padlock and key, blacl leatherbound notebook, Stuffed unicorn 'is no blinskey is no fun', Stuffed animal 'is no blinskey is no fun'

3 Gold rings (25gp), Jewelry box (75gp), Topaz necklace (750gp), 2 Little green gems (10gp), Red gem (50gp), Ivory brush (25gp), Bottle 'youth', Bottle 'Laughter', Bottle 'Mothers milk'

CHARACTER BACKSTORY