



D&D BEYOND

Thorndyke Underwood

CHARACTER NAME

Rogue 3 / Fighter 2

CLASS & LEVEL

Noble

BACKGROUND

Mark

PLAYER NAME

Human with dwarfism

RACE

Chaotic Neutral

ALIGNMENT

6,500

EXPERIENCE POINTS

STRENGTH

-1

8

DEXTERITY

+3

16

CONSTITUTION

+2

14

INTELLIGENCE

+1

12

WISDOM

+2

14

CHARISMA

+1

12

INSPIRATION

+3 PROFICIENCY BONUS

SAVING THROWS

- 1 Strength
- +6 Dexterity
- +2 Constitution
- +4 Intelligence
- +2 Wisdom
- +1 Charisma

SKILLS

- +3 Acrobatics (Dex)
- +2 Animal Handling (Wis)
- +1 Arcana (Int)
- 1 Athletics (Str)
- +4 Deception (Cha)
- +4 History (Int)
- +2 Insight (Wis)
- +1 Intimidation (Cha)
- +4 Investigation (Int)
- +2 Medicine (Wis)
- +1 Nature (Int)
- +8 Perception (Wis)
- +1 Performance (Cha)
- +4 Persuasion (Cha)
- +1 Religion (Int)
- +6 Sleight of Hand (Dex)
- +9 Stealth (Dex)
- +2 Survival (Wis)

14 ARMOR CLASS

+3 INITIATIVE

25 ft. SPEED

Hit Point Maximum 40

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 3d8 / 2d10

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

Strong tolerance for alcohol

Read the entire Waterdeep library

PERSONALITY TRAITS

To become the sole ruler of Waterdeep

IDEALS

BONDS

Too much confidence in himself sometimes results in stupid decisions

FLAWS

NAME **ATK BONUS** **DAMAGE/TYPE**

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

ATTACKS & SPELLCASTING

Rogue:

- Sneak Attack (2d6) extra damage on attack where you have advantage or another enemy of creature is within 5 ft. (use once/turn).
- 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 1d10 + 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)

OTHER PROFICIENCIES & LANGUAGES

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,

EQUIPMENT

- Leather
- Crossbow, Hand
- Dagger
- Dagger
- Rapier
- Crossbow Bolts (17)
- Backpack
- Clothes, Fine
- Crowbar
- Hammer
- Piton (10)
- Rations (1 day) (10)
- Rope, Hempen (50 feet)
- Signet Ring
- Tinderbox
- Torch (10)
- Waterskin
- Thieves' Tools

CP 6

SP 67

EP 1

CP 24

PP 0

Thorndyke Underwood

CHARACTER NAME

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



CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

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. I 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 desk. 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 backalley life I gained a big friend: Desgrem Amberback, a hilldwarf from the Great Rift. He learned me the dwarven language and taught me everything I wanted to know 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 in that 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.

CHARACTER BACKSTORY

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. 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, black leatherbound notebook, Stuffed unicorn 'is no blinsky is no fun', Stuffed animal 'is no blinsky 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'

TREASURE