



Name:	Gregor	
Age: 72	Race: Hill Dwarf	Size: Medium (4'3")
Blood Ty: A		Alignment: True Neutral He/Him
Gregor was a castless Dwarf who was left as an orphan child. He was bitter with his life's short comings and decided that he would rather take what he can than wait for things to get better. When he was old enough he left to become a cat burglar and eventually became a pirate. He was proud of his skills, but eventually his luck ran out and was caught by a rather sadistic dungeon. He lost his beard, but thanks to an adventuring party he lives to steal again.		

Character Building Blocks

Race: Hill Dwarf

Ability Score Increase: Con+2. (Sub- Wis +1)

Size: Medium

Speed: Your base walking speed is 25 feet. Speed is not reduced by heavy armor

Languages: Common and Dwarvish

Dwarven Resilience: You have advantage on saving throws against poison, and you have resistance against poison damage

Stonecunning: Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Darkvision:

Dwarven Toughness: Your hit point max increases by 1 each lv

Weapon Proficiencies: Battle axe hand axe, light hammer, war hammer

Smith Tool Proficiencies

Class: Thief Rogue (D&D Player's Handbook)

Starting Skill Proficiencies: Acrobatics, Athletics, Slight of hand, Stealth

Expert: Acrobatics and Athletics

Abilities:

Focus Dex and then Con.

Gregor is stocky and tough rogue. He can take a few hits, but he does it best light on his feet. Take the Dwarven Fortitude Feat as soon as possible and take advantage of the dodge action in combat to heal while avoiding damage too.

Example stats:

Str/ 12 Dex/16 Con/14(+2) Int/11 Wis/11(+1) Char/10

Background: **Criminal**

Proficiencies: Deception and Stealth

Tool Proficiencies: one type of gaming set and thieves tools

Equipment: A crowbar, a set of dark common clothes including a hood, and a belt pouch containing 15 gp

Feat: **Criminal Contact**

You know who can send info through seedy channels to get word out to others.

Equipment

Get a burglar's pack and duel wield some short swords in combat

Recommended Spells

You don't have spells

Level Guild up to 5 Most of these abilities can be found on Wikipedia But please considering buying the books/pdfs for legal reasons.

Lv1:

Expertise, sneak attack, Thieves' Cant

Lv2:

Cunning action

Lv3:

Roguish Archetype: Thief

Lv4:

Ability score Improvement: Dwarven Fortitude.

Lv5:

Uncanny Dodge

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