

Abram Stonebuckle

Neutral Good, Dwarf, Artificer 1

Armor Class 17 (boiled leather armor + shield)

Hit Points 11 (1d8 + 3)

HD 1/1

Speed 30 ft.

STR 11 (+0) DEX 13 (+1) CON 15 (+2) INT 17 (+3) WIS 13 (+1) CHA 12 (+1)

Saving Throws: CON, INT

Feats: Magic Initiate - Wizard (Background)

Skills: Arcana, History, Perception, Investigation

Other Proficiencies: Calligrapher's Supplies, Tinker's Tools, Thieve's Tools, Herbalism Kit, Light Armor, Medium Armor, Shields

Resistances: Poison

Immunities x

Senses: passive Perception 13

Background: Sage

Languages: Common, Dwarvish

XP 0 Proficiency Bonus +2

Equipment:

- 200gp (starting gold)

Racial Features:

Darkvision. You have Darkvision with a range of 120 feet.

Dwarven Resilience. You have Resistance to Poison damage. You also have Advantage on saving throws you make to avoid or end the Poisoned condition.

Dwarven Toughness. Your Hit Point maximum increases by 1, and it increases by 1 again whenever you gain a level.

Stonecunning. As a Bonus Action, you gain Tremorsense with a range of 60 feet for 10 minutes. You must be on a stone surface or touching a stone surface to use this Tremorsense. The stone can be natural or worked.

You can use this Bonus Action a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest.

Features and Traits:

- Level 1: Spellcasting
- Level 1: Tinker's Magic You know the [Mending](#) cantrip. As a Magic action while holding Tinker's Tools, you can create one item in an unoccupied space within 5 feet of yourself, choosing the item from the following list:

Spellcasting. DC 13, +5 to hit

Cantrips (at will): Mending, True Strike, Spare The Dying, *Blade Ward, *Acid Splash

1st level (2/2 slots): Cure Wounds, False Life, *Shield

2nd level (## slots): spell, spell

3rd level (## slots): spell, spell

4th level (## slots): spell, spell

5th level (## slots): spell, spell

6th level (## slots): spell, spell

7th level (## slots): spell, spell

8th level (## slots): spell, spell

9th level (## slots): spell, spell

*Magic Initiate

—ACTIONS—

True Strike - Light Crossbow. +5 to hit, 1d8+3 [piercing]