

GYWVEN

Dwarf Rogue 4

Trapsmith

AGE 165 HEIGHT 4 feet 11 inches

WEIGHT 154 pounds SIZE Medium

CULTURE Cosmopolitan

Armor Class 16

Studded Leather

STR 10 (+0)

SAVE

+0

DEX 16 (+3)

SAVE

+5

CON 10 (+0)

SAVE

+0

INT 14 (+2)

SAVE

+4

WIS 14 (+2)

SAVE

+2

CHA 10 (+0)

SAVE

+0

PROFICIENCIES & LANGUAGES

Proficiency Bonus +2; **Maneuver DC** 15

Saving Throws Dexterity, Intelligence

Skills Culture (*trade* +1d4), Engineering (+1d4; *gadgetry* +1d6), Insight (*detecting lies* +1d4), Investigation, Perception, Persuasion (*flattery* +1d4), Sleight of Hand, Stealth

Passive Perception 14; **Passive Insight** 14

Armor Light armor

Weapons Simple weapons, dueling daggers, hand crossbows, rapiers, sabres, shortbows, shortswords, throwing daggers

Tools Disguise kit, poisoner's kit, smith's tools, thieves tools (+1d8), tinkerer's tools (+1d4)

Damage Resistances Poison

Senses Darkvision 60 ft.

Languages Common, Draconic, Dwarven

ARCHETYPE: TRAPSMITH

Trapsmiths are expert dungeoneers and mechanically inclined scouts.

Hit Points

25

Hit Dice

4 (1d8+1)

Speed

25 ft.

STARTING EQUIPMENT

Backpack, bandages (5), *bead of tracking*, chalk (10), common clothes, crowbar, hand crossbow, hempen rope (50 feet), leather brigandine, light hammer, lock, locked spellbook, miner's pick, padded leather, pitons (10), quiver with 20 bolts, shortsword, tinderbox, waterskin, rations (10 Supply), 42 gold.

BACKGROUND: ARTISAN

Connection One of Gywven's children, Landey, established a branch of the family business in another city.

Connection Morick Rickrach, an orc caravan master, gave Gywven the *Unlockable Book* as a gift.

Memento A set of lockpicks passed down the family

Trade Mark. When in a city or town, Gywven has access to a fully-stocked workshop with everything he needs to ply his trade. Furthermore, he can expect to earn full price when he sells items he's crafted (though there is no guarantee of a buyer).

DESTINY: EXCELLENCE

Every failed attempt is a chance for growth and each time Gywven fails he stands up stronger. Gywven fulfills his destiny of Excellence and gains his fulfillment feature when he performs a crowning achievement in his field.

Source of Inspiration

Gywven gains inspiration whenever he rolls a natural 1 on an attack roll, ability check, or saving throw.

Inspiration Feature

Practiced Edge. After Gywven rolls an attack roll, ability check, or saving throw but before he knows the outcome, he may spend his inspiration to add a +5 bonus to the roll.

Fulfillment Feature

A Technique Perfected. You have achieved the apex in at least some small area of mortal ability. When you make an ability check using your Dexterity score and can add your proficiency bonus, you gain an expertise die.

CURRENT HIT POINTS

Hit Dice	Maximum Hit Points
Total _____	

INITIATIVE

Ability or Skill Check

RESISTANCES & IMMUNITIES

TREASURE

C.P. _____

S.P. _____

E.P. _____

G.P. _____

P.P. _____

TEMPORARY HIT POINTS

SUPPLY

Max Carried **10**

DEATH SAVES

Successes

Failures

Fatigue

Strife

COMBAT

ATTACKS

Attack	Action	To Hit	Range	Target	Damage
Shortsword	A	+5	reach 5 ft	one target	1d6+3 piercing
Hand Crossbow	A	+5	ranged 30/120 ft	one target	1d6 piercing
Light Hammer (offhand)	B	+2	ranged 10/60 ft	one target	1d4 bludgeoning

SHORTSWORD

Defensive. When Gywven makes an attack with this weapon and is using a medium shield, he can use a bonus action to either make an attack with his shield or increase his Armor Class by 1 until the start of his next turn.

Parrying. When Gywven is wielding this weapon and not using a shield, once before his next turn he can gain an expertise die to his AC against a single melee attack made against him by a creature he can see. Gywven cannot use this property while incapacitated, paralyzed, rattled, restrained, or stunned.

HAND CROSSBOW

Dual Wielding. When wielding another weapon in his main hand that does not have the heavy property, Gywven can use a bonus action to make an attack with this weapon. This attack does not add his Dexterity modifier to damage.

COMBAT MANEUVERS

Gywven knows the Mist and Shade and Rapid Current combat traditions. He can spend exertion to activate the following combat maneuvers. Gywven starts play with 4 exertion, which he can recover with a long rest.

Maneuver	Action	Exertion	Effects
Deceptive Stance (Mist and Shade)	B	1	Once activated, this combat stance remains active until Gywven is knocked unconscious, stunned, activates a different combat stance, begins a long rest, or chooses to end it on his turn. Gywven gains an expertise die on Deception and Sleight of Hand checks made in combat
Perplexing Flurry (Mist and Shade)	A	1	Gywven takes the Attack action and makes a weapon attack. As long as all of his attacks on his turn are melee weapon attacks that target the same creature, that creature has disadvantage on attack rolls against Gywven until the start of his next turn.
Speed Over Strength (Rapid Current)	R	1	When a creature attacks Gywven with a melee weapon that has the heavy property, or a Large-sized or larger creature attacks him with a natural weapon, he can make a melee weapon attack against it using a weapon that has the dual-wielding or finesse property.
Perceptive Stance (Rapid Current)	B	1	Once activated, this combat stance remains active until Gywven is knocked unconscious, stunned, activates a different combat stance, begins a long rest, or chooses to end it on his turn. Gywven's passive Perception score increases by 3 and he gains an expertise die on Perception checks.

Current Exertion Max Exertion

SPECIAL COMBAT OPTIONS

Cunning Action. Each turn in combat, Gywven can take the Dash, Disengage, Hide, or Use an Object action, to spread ball bearings or caltrops, throw a vial containing holy water, acid, or the like, or to detect or disarm a trap.

Cunning Trap. Vials are simple weapons for Gywven and have the thrown property (20/40 feet).

Sniper. Once per turn, when Gywven makes an attack with a ranged weapon he can choose to add his proficiency bonus (+2) to the damage roll.

Dwarven Stability. Gywven gains an expertise die on saving throws against poison, saving throws against effects that would knock him prone, and saving throws made to resist being shoved.

Dwarven Toughness. Gywven's hit point maximum increases by 1, and it increases by 1 every time he gains a level (included above).

Sneak Attack. Once per turn Gywven deals 2d6 extra damage when he hits a creature with a finesse weapon or ranged weapon attack. To apply this damage, he must not have disadvantage, and his target must be within 5 feet of another enemy of the target who is not incapacitated. Alternatively, he can apply sneak attack damage if he has advantage on the attack.

EXPLORATION

Bonus Expertise. Gwyven's expertise dice gained when using Engineering, thieves' tools, or tinkerer's tools can be upgraded from d8 to d10, exceeding the usual limit on expertise dice.

Creator's Blessing. During a long rest, Gwyven can use smith's tools for crafting instead of sleeping and still receive the full benefits of the long rest.

Delay Trap. When Gwyven would trigger a mechanical trap on his turn, his alert senses warn him of danger before he completes the action. Gwyven may immediately end his turn in order to delay the trap's effects until the start of his next turn.

Locksmith. Gwyven may spend 1 minute using thieves' tools to improve an unlocked lock. At the end of the minute, make a Dexterity (thieves' tools) check against the lock's DC. On a success, he permanently increases the lock's DC by 10. A lock may only be improved in this way once.

Additionally, he may spend a minute using thieves' tools to probe an unlocked lock, making a thieves' tools check against the lock's DC. On a success, he makes a key for the lock.

Stealth Expert. Gwyven can try to hide even while he is only lightly obscured from the creature he is trying to hide from. In addition, Gwyven's position isn't revealed when he misses with a ranged weapon attack against a creature he is hidden from, and he doesn't have disadvantage from dim light when making Perception checks.

Trapmaking (2/Rest). With 10 minutes of work Gwyven can use his thieves' tools to boobytrap a 5-foot-square area or a Large or smaller object. His trap can be anything from a needle in a lock to a rockfall in a passageway. Describe the mechanics of Gwyven's trap to the Narrator. Logic determines which traps can be built where; for instance, a swinging axe can't be hidden in a jewelry box. The trap's DC is 13 (8 + Dexterity bonus + proficiency bonus). A creature can spot the trap by making a Perception check against the trap's DC. Creatures aware of the trap may avoid or disable it without a check. When a creature enters the trapped area or interacts with the trapped object it makes a DC 13 Dexterity saving throw or the trap is triggered and the creature takes 2d6 damage. The type of damage dealt (bludgeoning, piercing, slashing, or poison) is determined by the nature of the trap. Once a trap has been triggered, it is disabled.

Trap Sense. Gwyven has advantage on saving throws made against traps, ability checks made to detect traps, and ability checks to disarm traps.

SOCIAL

Discreetly Armed. Gwyven gains an expertise die on checks made to persuade others to let him remain armed or to conceal weapons or items about his person.

▲ Fashion Sense. After he spends at least 1 minute observing a creature within 60 feet, Gwyven can use an action to make either an Insight or History check against a DC equal to the creature's passive Deception check score. On a success, he learns the following:

- Whether the creature has a lower Charisma score than him.
- The creature's culture and national origin (if any).
- The creature's social standing in the local majority culture.

Urban Denizen. Gwyven can make an Investigation check to learn the location of (or at the Narrator's discretion, a helpful clue to the trail of) a person by discreetly asking around. The DC of the check is 15 if the individual is not hiding, and 20 if they are trying to conceal their location.

Veiled Threat. Gwyven gains an expertise die on Intimidation checks. When he succeeds on a verbal Intimidation check, creatures of Gwyven's choice other than the target of his check don't recognize his hostile intent.

SPECIAL ITEMS

Bead of Tracking. Gwyven places this hooked bead on a creature's clothing or hide where it hangs there imperceptibly creating a bond between him and the creature. He gains an expertise die on checks made to track the creature while the bead remains on it. To place the bead during combat without being noticed, Gwyven must succeed on a Dexterity (Sleight of Hand) check against the creature's maneuver DC (or when outside of combat, the creature's passive Perception).

NOTES
