

GYWVEN WIT-DUMAS

DWARF ROGUE, LEVEL 1

HERITAGE Dwarf CULTURE Cosmopolitan BACKGROUND Artisan DESTINY Excellence

Armor Class 15 (padded leather)

Hit Points 9

Hit Dice 1 (1d8+1)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	10 (+0)	14 (+2)	14 (+2)	10 (+0)

Proficiency Bonus +2; Maneuver DC 15

Saving Throws Dex +5, Int +4

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

Tools disguise kit, poisoner's kit, smith's tools, thieves tools (+1d4)

Damage Resistances poison

Senses darkvision 60 ft., passive Perception 14

Languages Common, Draconic, Dwarvish

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

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

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).

Fashion Sense. After he spends at least 1 minute observing a creature within 60 feet, Gywven 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.



Locksmith. Gywven may spend a 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.

Sneak Attack. Once per turn Gywven deals 1d6 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.

Urban Denizen. Gywven 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.

BONUS ACTIONS

Light Hammer (Off-Hand). *Melee Weapon Attack:* +2 to hit, reach 5 ft., range 10/60 ft., one target.

Hit: 1d4 bludgeoning damage.

ACTIONS

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1d6+3 slashing damage.

Hand Crossbow. *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 1d6 piercing damage.

EQUIPMENT

Backpack, bandages (5), 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, 12 gold.

SUPPLY

Rations (10 Supply)

AGE 165 **HEIGHT** 4 feet 11 inches **WEIGHT** 154 pounds **SIZE** Medium

OVERVIEW

Like the rest of his clan, Gywven delights in taking apart locks big and small. Older than your typical adventurer and an experienced father, the middle-age dwarf is on a quest to unlock the one lock that has stumped him in his entire life.

HISTORY

Inheriting the family security shop from his grandma at a young age, Gywven worked as a locksmith for over a century, mastering the craft of taking apart and improving various physical security measures. He was the go-to lock picker and security expert for his home city's rich merchants and nobles—as their family slogan says: “*Need someone to work your locks? Just make a call to Wit-Dumas!*”

One day a good friend sold Gywven a locked spellbook, promising that the original owner was prepared to pay a handsome reward if the book were to be returned unlocked. The complex contraption on the outer cover stumped the dwarf. It was then that he decided he must seek more knowledge on locks of a magical nature. Leaving the family business to his two spouses and numerous children, Gywven now travels on the path of discovering how to unlock the mysterious book sitting in his backpack.

PERSONALITY

Gywven's years of running a successful business have made him a friendly and smooth talker, but younger adventurers may occasionally feel a bit stifled by him as he bosses them around like a father. Conversely, he is also a great person to go to for advice—even when he finds he has none to give about the situation, he at least makes an awful pun or joke out of nowhere to lighten the mood.

An introvert by nature, Gywven often volunteers to keep watch at night when he can have time to tinker with another lock of his. He also has a warmer and generous side that he shows only towards close friends and family.

GOALS

Gywven has approached the locked book from various angles to no avail, so his top priority is in figuring out exactly what he is holding. While his friend did tell the locksmith where he bought the book, he suspects the book's origins are likely as complex as the lock itself. The dwarf has been debating what he shall do if it turns out that what he holds is not just a font of knowledge, but rather something dangerous.

DESTINY: EXCELLENCE

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

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.

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).