Thaeldrun

CHARACTER NAME

49	4'9"	150
AGE	HEIGHT	WEIGHT
Brown	Ruddy	Red-brown
EYES	SKIN	HAIR



CHARACTER APPEARANCE

Bailee, Bharnum, Garriden, and Thaeldrun have formed a touring band that they call "The Foundation"

NAME

SYMBOL

ALLIES & ORGANIZATIONS

A novice wizard and young by dwarven standards, Thaeldrun is ambitious. He has strongly desires to gain mastery over illusions as be believes that the best reality is the one that he can control and direct as he sees fit.

Unlike the other dwarves in the band, he is neither a musician nor a performer by standard definition. Instead, he assists the others during their shows by creating minor illusions and fantastic light effects... and sometimes helping himself to coin purses that just somehow find their way onto the floor. The others know how he acquires the coin, but so far haven't commented on it.

Thaeldrun rarely speaks of his time in the tent cities near Hillsfar, only admitting that he has cut ties with that life.

CHARACTER BACKSTORY

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

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

Stonecunning. When 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.

Speed. Your speed is 25 feet. Your speed is not reduced by wearing heavy armor.

Dwarven Combat Training. You have proficiency with the battleaxe, handaxe, throwing hammer, and warhammer.

ADDITIONAL FEATURES & TRAITS

a fan that, when unfolded, shows a sleeping cat

TREASURE

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