

CHIP MCGRUMBLES

DWARVEN ROCK RANGER

2nd Level



14 STR	13 DEX	19 CON
+2	+1	+5
10 INT	16 WIS	13 CHA
+0	+3	+1
+2 Proficiency		25' Speed
+3 DEX saving throw		+7 CON saving throw

ABILITIES

Darkvision

Dwarven

Resistance

Advantage to all Saving Throws involving poison

Natural Enemy

Chip dislikes humanoids like Goblins, Gnolls and Giants and gains Advantage when tracking them.

SKILLS

Survival +5
Perception +5
History +4
Stone cunning +7

Rock Ranger

Chip is an expert at life in the hills and mountains around Tumbledowns. He gains advantage with checks to forage, navigate, and track while in the rocky terrain.

SPELLS

Descriptions on back

1ST LEVEL

Cast a spell from this list 2 times/day

Rock Strider

Dwarven Smite

BIG AX

+4
to hit

1d10+2
to damage

HEART OF THE MOUNTAIN

+7
to hit

2d6+5
to damage



EQUIPMENT

A big masterwork hammer, heavy chain mail, cloak, sturdy iron-tipped boots, 50' rope, walking stick, camping gear.

TREASURE

3 gems worth 60 Gold.

CHIP MCGRUMBLES

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Chip is the heir apparent to the fame and fortune-hunting Dwarven family, the McGrumbles. Since he was old enough to toddle, Chip has followed his grandfather around, listening to stories of fantastic adventures and amazing encounters. He dreams of one day becoming an adventurer himself and carrying on the family tradition.

He has heard of the hammer Heart of the Mountain's curse upon his family but refuses to believe it. In his eyes, his grandfather can do no wrong. Chip has great instincts for adventure, especially when it comes to navigating rocky environments. But he is frequently headstrong and overconfident. If he decides to join the party, he insists on carrying the hammer, Heart of the Mountain.

PERSONALITY TRAIT: *“You think that’s Igneous Rock?! Let me tell you about Igneous Rock.”*

IDEAL: *“One day I will tell my grandchildren stories of my adventures.”*

BOND: *“Glory to the McGrumbles!”*

FLAW: *“Goblins? We can take a handful of measly Goblins blindfolded.”*

SPELLS

1st Level Spells **ROCK STRIDER** When Chip casts this spell in rocky terrain, for one hour his movement rate doubles to 50' and he gains Advantage on all climbing checks.

DWARVEN SMITE Casting this spell is a bonus action. The next time you hit a target with a weapon, the blade strikes with the weight of stone doing an extra 2d6 damage.

CHIP MCGRUMBLES

ELVEN RANGER 2nd Level



STR	DEX	CON
INT	WIS	CHA
Proficiency		Speed
Saving throw		Saving throw

ABILITIES

SKILLS

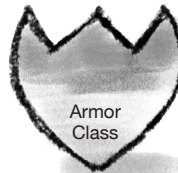
SPELLS

to hit

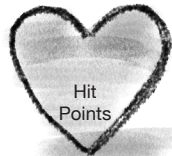
to damage

to hit

to damage



Armor
Class



Hit
Points

EQUIPMENT

TREASURE

Cut around the character and name, then fold in the middle for a flat miniature character to use in your game!

