

# Tala, a Taverneira do Grifo Voador

Female Hill Dwarf, any alignment

**Armor Class:** 11 (Padded)

**Hit Points:** 37 (5d8 +15)

**Speed:** 25ft (7,5m / 5 sqr)

**Proficiency:** +2

<b>STR</b>	<b>DEX</b>	<b>CON</b>
8 (-1)	10 (+0)	15 (+2)
<b>INT</b>	<b>WIS</b>	<b>CHA</b>
12 (+1)	15 (+2)	15 (+2)

**Skills:** *Insight* +4 *Persuasion* +4 *Deception* +4 *Investigation* +3

**Challenge:** 1/4 (50XP)

## Actions

**Multiattack.**The Innkeeper-Barmaid makes two weapon melee attacks or two ranged attacks.

**Clubb.** *Melee Weapon Attack* +2 to hit, range 20/60ft, one target. Hit: 2 (1d4 +0 ) Smash damage.

*Properties:* *Thrown:* range 20/60ft, *Finesse, Light, It's actually a kitchen knife,*

## Special Abilities

**The first to know:** All the gossip from the city comes to the tavern first.

**I know a guy:** Due to his job, a innkeeper has some known contacts on the underworld. With a proper gold or persuasion, he can make things happen.

## Racial Features

**Ability Modifiers:** +2 Con, +1 Wis

**Dwarven Resilience:** advantage on saving throws against poison and resistance against poison damage.

**Stonecunning:** proficiency on History checks related on stoneworks and add double proficiency on it.

**Tools Proficiency:** smith's tools, brewer's supplies or mason's tools

**Dwarven Combat Training:** proficiency with the battleaxe, handaxe, throwing hammer, and warhammer. (not considered for template)

**Dwarven Toughness:** 1 extra hit point for each level

**Darkvision:** 60ft (18m / 12sqr)

**Languages:** speaks Common and Dwarvish

Character created at [rpgtinker.com](http://rpgtinker.com)