

Tordek Durthane

CHARACTER NAME

Wizard (War)

CLASS & LEVEL

Acolyte

BACKGROUND

PLAYER NAME

Dwarf

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

+3

16

DEXTERITY

0

11

CONSTITUTION

+2

14

INTELLIGENCE

+2

14

WISDOM

+1

12

CHARISMA

0

10

INSPIRATION

+2

PROFICIENCY BONUS

- ☐ +3 Strength
- ☐ 0 Dexterity
- ☐ +2 Constitution
- ☒ +4 Intelligence
- ☒ +3 Wisdom
- ☐ 0 Charisma

SAVING THROWS

- ☐ 0 Acrobatics (Dex)
- ☐ +1 Animal Handling (Wis)
- ☒ +4 Arcana (Int)
- ☐ +3 Athletics (Str)
- ☐ 0 Deception (Cha)
- ☒ +4 History (Int)
- ☐ +1 Insight (Wis)
- ☐ 0 Intimidation (Cha)
- ☒ +4 Investigation (Int)
- ☐ +1 Medicine (Wis)
- ☐ +2 Nature (Int)
- ☐ +1 Perception (Wis)
- ☐ 0 Performance (Cha)
- ☐ 0 Persuasion (Cha)
- ☒ +4 Religion (Int)
- ☐ 0 Sleight of Hand (Dex)
- ☐ 0 Stealth (Dex) (Disadv.)
- ☐ +1 Survival (Wis)

SKILLS

14

ARMOR CLASS

2

INITIATIVE

25

SPEED

Hit Point Maximum 14 20

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 2 3

d6

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

NAME

ATK BONUS

DAMAGE/TYPE

Battleaxe

+5

d10+3

Fire Bolt

+4

d10

Rng

120 feet

Sparks of Moradin: When you hit an enemy with an attack on your turn, you can deal 2 fire damage to an additional enemy within 5 feet of the target.

ATTACKS & SPELLCASTING

11

PASSIVE WISDOM (PERCEPTION)

Languages:

- Common
- Dwarvish

Tools:

- Smith's Tools

OTHER PROFICIENCIES & LANGUAGES

CP

Scale mail

SP

Battleaxe

CP

Spell Book

CP

Explorer's Pack:

- Backpack
- Bedroll
- Mess Kit
- Tinderbox
- 10 torches
- 50 feet of rope

PP

EQUIPMENT



Darkvision - 60 feet

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

Stonecunning: Whenever you make a 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.

Arcane Recovery: Once per day when you finish a short rest, you can regain one 1st level spell slot.

Mending (Cantrip): This spell repairs a single break or tear in an object you touch. Takes 1 minute to cast.

Arcane Deflection: When you are hit by an attack or fail a saving throw, you can use your reaction to gain a +2 bonus to your AC against that attack or a +4 bonus to that saving throw. When you use this feature, you can't cast spells other than cantrips until the end of your next turn.

FEATURES & TRAITS

Wizard

SPELLCASTING
CLASS

Int (+2)

SPELLCASTING
ABILITY

12

SPELL SAVE DC

+4

SPELL ATTACK
BONUS

0

CANTRIPS

Fire Bolt

Sparks of Moradin

Mending

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

3

4

PREPARED

SPELL NAME

☐ Absorb Elements

☐ Catapult

☐ Shield

☐ Thunderwave

☐

☐

☐

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☐

☐

☐

☐

2

2

☐ Maximilian's Earthen Grasp

☐ Shatter

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ABSORB ELEMENTS

Casting Time: 1 reaction, which you take in response to being hit by an attack or being targeted by the Magic Missile spell

Duration: 1 round.

You gain resistance to the triggering damage type until the start of your next turn. The first time you hit with a melee attack on your next turn, the target takes an additional 1d6 damage of the triggering type.

CATAPULT

Casting Time: 1 action

Range: 60 feet

Choose one object weighing 1 to 5 pounds within range that isn't being worn or carried. The object flies in a straight line up to 90 feet in a direction you choose before falling to the ground, stopping early if it hits a solid object. If the object would strike a creature, that creature must make a DC12 Dex saving throw. On a failed save, the object strikes the target and stops moving. Both the object and the target take 3d8 bludgeoning damage.

SHIELD

Casting Time: 1 reaction, which you take in response to taking elemental damage.

Duration: 1 round.

Until the start of your next turn, you have a +5 bonus to AC, including against the triggering attack, and you take no damage from Magic Missile.

THUNDERWAVE

Casting Time: 1 action

Range: 15ft cube originating from you
Each creature in the cube must make a DC12 Constitution saving throw or take 2d8 thunder damage and be pushed 10 feet away from you. On a successful save, the target takes half damage and isn't pushed.

MAXIMILLIAN'S EARTHEN GRASP

Casting Time: 1 action

Range: 30ft

Duration: Concentration, 1 minute

A hand rises from the ground and grasps a target adjacent to it. It must make a DC12 Str saving throw. On a failure, it takes 2d6 damage and is restrained. As an action, you can cause the hand to crush the target (repeating the save above), grasp a new target, or move to a different space within range.

SHATTER

Casting Time: 1 action

Range: 60 feet

A sudden loud ringing noise, painfully intense, erupts from a point of your choice within range. Each creature in a 10ft radius must make a DC12 Con save. A creature takes 3d8 thunder damage on a failed save, or half as much on a successful one. A creature made of inorganic material has disadvantage on the save. A nonmagical object that isn't being worn or carried also takes the damage if it is in the spell's area.