

## Tordrid Durthane

CHARACTER NAME

Fighter (Eldritch Knight) Acolyte

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Dwarf

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

+3

16

DEXTERITY

0

11

CONSTITUTION

+2

14

INTELLIGENCE

+2

14

WISDOM

0

10

CHARISMA

+1

12

INSPIRATION

+2

PROFICIENCY BONUS

- ☒ +5 Strength
- ☐ 0 Dexterity
- ☒ +4 Constitution
- ☐ +2 Intelligence
- ☐ 0 Wisdom
- ☐ +1 Charisma

SAVING THROWS

- ☐ 0 Acrobatics (Dex)
- ☐ 0 Animal Handling (Wis)
- ☒ +4 Arcana (Int)
- ☒ +5 Athletics (Str)
- ☐ +1 Deception (Cha)
- ☒ +4 History (Int)
- ☐ 0 Insight (Wis)
- ☐ +1 Intimidation (Cha)
- ☐ +2 Investigation (Int)
- ☐ 0 Medicine (Wis)
- ☐ +2 Nature (Int)
- ☐ 0 Perception (Wis)
- ☐ +1 Performance (Cha)
- ☒ +3 Persuasion (Cha)
- ☐ +2 Religion (Int)
- ☐ 0 Sleight of Hand (Dex)
- ☐ 0 Stealth (Dex) (Disadv.)
- ☐ 0 Survival (Wis)

SKILLS

17

ARMOR CLASS

0

INITIATIVE

25

SPEED

Hit Point Maximum 20 28

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 2 3

d10

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

NAME

ATK BONUS

DAMAGE/TYPE

Halberd

+5

d10+3

Javelin

+5

d6+3

Rng

30/120

**Booming Blade:** A target you hit with your halberd on your turn is sheathed in booming energy. If they voluntarily move before the start of your next turn they take an additional 1d8 thunder damage.

**Fire Bolt:** +5 to hit, range 120, d10 fire damage.

ATTACKS & SPELLCASTING



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.

☐ **Second Wind:** On your turn, you can use a bonus action to regain hit points equal to 1d10 + your fighter level. Recharges on short rest.

☐ **Action Surge:** On your turn, you can take one additional action. Recharges on short rest.

**Mage Hand (Cantrip):** You use your action to summon a spectral, floating hand within 30ft of you. The hand can manipulate objects but cannot attack or carry objects heavier than 10lb.

☐ ☐ **1st Level Spells:**

-- **Absorb Elements:** When you take elemental damage, you can use your reaction to 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.

-- **Earth Tremor:** Each creature within 10ft of you must succeed a DC12 Dex saving throw or take 1d6 bludgeoning damage and fall prone. If the ground in the area is loose earth or stone, it becomes difficult terrain.

-- **Shield:** When you are hit by an attack, you can use your reaction to add +5 to your AC until the start of your next turn.

FEATURES & TRAITS

11

PASSIVE WISDOM (PERCEPTION)

Languages:

-- Common  
-- Dwarvish

Tools:

-- Mason's Tools

OTHER PROFICIENCIES & LANGUAGES

CP

Chainmail

SP

Halberd  
5 javelins

CP

Explorer's Pack:

CP

-- Backpack

CP

-- Bedroll

CP

-- Mess Kit

CP

-- Tinderbox

-- 10 torches

-- 50 feet of rope

EQUIPMENT