

Thorin

CHARACTER NAME

Fighter 5

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Dwarf Mountain Dwarf

0

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

16

+3

DEXTERITY

12

CONSTITUTION

16

+3

INTELLIGENCE

10

+0

WISDOM

12

+1

CHARISMA

8

-1

0

INSPIRATION

+3

PROFICIENCY BONUS

- ☐ +6 Strength
- ☐ +1 Dexterity
- ☐ +6 Constitution
- ☐ +0 Intelligence
- ☐ +1 Wisdom
- ☐ -1 Charisma

SAVING THROWS

- ☐ ___ Acrobatics (Dex)
- ☐ ___ Animal Handling (Wis)
- ☐ ___ Arcana (Int)
- ☐ ___ Athletics (Str)
- ☐ ___ Deception (Cha)
- ☐ ___ History (Int)
- ☐ ___ Insight (Wis)
- ☐ ___ Intimidation (Cha)
- ☐ ___ Investigation (Int)
- ☐ ___ Medicine (Wis)
- ☐ ___ Nature (Int)
- ☐ ___ Perception (Wis)
- ☐ ___ Performance (Cha)
- ☐ ___ Persuasion (Cha)
- ☐ ___ Religion (Int)
- ☐ ___ Sleight of Hand (Dex)
- ☐ ___ Stealth (Dex)
- ☐ ___ Survival (Wis)

SKILLS

11

ARMOR CLASS

+1

INITIATIVE

25

SPEED

Hit Point Maximum 0

0

CURRENT HIT POINTS

0

TEMPORARY HIT POINTS

Total 5

5d10

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

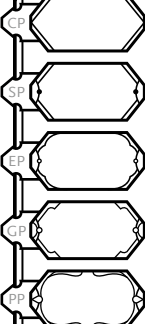
DAMAGE/TYPE

ATTACKS & SPELLCASTING

PASSIVE WISDOM (PERCEPTION)

Languages: Dwarvish, Common
 Armor: medium armor, light armor, light armor, medium armor, heavy armor, shields
 Weapons: light hammer, warhammer, handaxe, battleaxe, simple weapons, martial weapons
 Tools: brewer's supplies, mason's tools, smith's tools

OTHER PROFICIENCIES & LANGUAGES



EQUIPMENT

=== Core Features ===

Darkvision: Accustomed to life underground, you have superior vision in dark and dim conditions. 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.

Tool Proficiency: You gain proficiency with the artisan's tools of your choice: smith's tools, brewer's supplies, or mason's tools.

Dwarven Armor Training: You have proficiency with light and medium armor.

FEATURES & TRAITS



Thorin

CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

=== Additional Features ===

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

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

Stonecunning: Whenever 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.

Fighting Style: You adopt a particular style of fighting as your specialty. Choose one of the following options:

Second Wind: You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to 1d10 + your fighter level. Once you use this feature, you must finish a short or long rest before you can use it again.

Action Surge: You can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action. Once you use this feature, you must finish a short or long rest before you can use it again.

ADDITIONAL FEATURES & TRAITS

CHARACTER BACKSTORY

TREASURE



SPELLCASTING
CLASS

SPELLCASTING
ABILITY

SPELL SAVE DC

SPELL ATTACK
BONUS

0

CANTRIPS

3

6

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

PREPARED

SPELL NAME

4

7

8

2

5

9

SPELLS KNOWN