



DUNGEONS & DRAGONS®

Thorin "Vondal" Bacus

CHARACTER NAME

Fighter (3) / Cleric (3) Mercenary Veteran Pietro Denaro

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Dwarf Hill

NG

Milestone

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

+4

18

DEXTERITY

+0

11

CONSTITUTION

+2

14

INTELLIGENCE

-1

9

WISDOM

+2

15

CHARISMA

+0

10

INSPIRATION

+3

PROFICIENCY BONUS

- +7 Strength
- +0 Dexterity
- +5 Constitution
- -1 Intelligence
- +2 Wisdom
- +0 Charisma

SAVING THROWS

- +0 Acrobatics (Dex)
- +2 Animal Handling (Wis)
- -1 Arcana (Int)
- +7 Athletics (Str)
- +0 Deception (Cha)
- -1 History (Int)
- +2 Insight (Wis)
- +0 Intimidation (Cha)
- -1 Investigation (Int)
- +2 Medicine (Wis)
- -1 Nature (Int)
- +5 Perception (Wis)
- +0 Performance (Cha)
- +3 Persuasion (Cha)
- -1 Religion (Int)
- +0 Sleight of Hand (Dex)
- +0 Stealth (Dex)
- +5 Survival (Wis)

SKILLS

17

ARMOR CLASS

+0

INITIATIVE

7.5 m

(4.5 swim) SPEED

Hit Point Maximum 55

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 3d10 + 3d8

6

HIT DICE

SUCCESSSES ○○○○

FAILURES ○○○○

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME ATK BONUS DAMAGE/TYPE

Light 3 1d8+0 / (24/96)-p crossbow  
Great 7 2d6+4 / s sword  
Priapus 7 2d6+4 / b  
Maul  
Morning 7 1d8+4 / p star

Toll the Dead: att. 5, dmg 1d8(18)/n  
Toll the Dead\*: att. 5, dmg 1d12(18)/n  
Sacred Flame: att. 5, dmg 1d8(18)/r

ATTACKS & SPELLCASTING

15

PASSIVE WISDOM (PERCEPTION)

Languages: Common, Dwarvish, Giant

Weapons: All weapons

Armor: All armor, shields

Vehicles: Land

Tools: Cards set, Mason's tools, Smith's Tools (proficiency)

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

375

Weapons: Light crossbows(1) + Arrows(20), Great sword(1), Priapus Maul(1), Morningstar(1)  
Armor: Chain mail(1), Shield(1).

Tools:

Mounts/Animals: Mule

Misc: Mercenary uniform(1), Holy symbol(1), Pouch(1), Backpack(1), Bedroll(1), Mess kit(1), Tinderbox(1), Torches(10), Rations(10), Waterskin(1), Hempen rope (15 m)(1)  
Insignia of rank(1)  
Pouch(1), Set of bone dices(1)

Weight: 81.85 kg

Capacity: 264 kg

Residual capacity: 182.15 kg  
EQUIPMENT

Dark vision-> can see in dark up to 18 m.

Disadvantage: stealth.

Stonecunning-> expertise in history checks related to stonework.

Dwarven Resilience-> advantage on saving throws against poison, resistance against poison damage.  
Second wind: can restore 1d10 + fighter level HP as a bonus action once per short rest.

Action Surge: one additional action per short rest.

War Priest: when attacking, can make one weapon attack as a bonus action. Can use 2 per long rest.

Guided Strike: can add +10 to attack roll, once per short rest.

Rune carver: can inscribe runes on weapons or armor, granting magical properties.

Giant's Might: as a bonus action, can enlarge to double size for 1 minute, once per short rest. While enlarged, melee weapon attacks deal an extra 1d6 damage, advantage on strength checks

FEATURES & TRAITS





Thorin "Vondal" Bacus

CHARACTER NAME

XX

AGE

XX

EYES

XX m

HEIGHT

XX

SKIN

xx kg

WEIGHT

XX

HAIR

CHARACTER APPEARANCE

Bloodaxes Mercenary Company

NAME

SYMBOL

ALLIES & ORGANIZATIONS

ADDITIONAL FEATURES & TRAITS

CHARACTER background

TREASURE





# Cleric

SPELLCASTING  
CLASS

2

SPELLCASTING  
ABILITY

13

SPELL SAVE DC

5

SPELL ATTACK  
BONUS

0

## CANTRIPS

*Toll the Dead*  
*Sacred Flame*  
*Spare the Dying*

SLOTS TOTAL

SLOTS EXPENDED

1

4

● *Divine Favor*  
● *Shield of Faith*

2

2

● *Magic Weapon*  
● *Spiritual Weapon*

3

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SPELLS KNOWN



FULL CHARACTER  
BACKGROUND OF THORIN  
“VONDAL” BACUS