



DUNGEONS & DRAGONS®

Thorin "Vondal" Bacus

CHARACTER NAME

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

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Dwarf Hill

RACE

NG

ALIGNMENT

Milestone

EXPERIENCE POINTS

STRENGTH	INSPIRATION
+4	+3 PROFICIENCY BONUS
18	
DEXTERITY	
+0	
11	
CONSTITUTION	
+2	
14	
INTELLIGENCE	
-1	
9	
WISDOM	
+2	
15	
CHARISMA	
+0	
10	
SKILLS	
● +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)	

17 ARMOR CLASS	+0 INITIATIVE	7.5 m (4.5 swim) SPEED
Hit Point Maximum _____ 55		
CURRENT HIT POINTS		
TEMPORARY HIT POINTS		
Total <u>3d10 + 3d8</u>	6 HIT DICE	SUCCESES ○○○ FAILURES ○○○ DEATH SAVES

NAME	ATK BONUS	DAMAGE/TYPE
Light crossbow	3	1d8 + 0 / (24/96)-p
Great sword	7	2d6 + 4 / s
Priapus	7	2d6 + 4 / b
Maul		
Morningstar	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)

CP	Weapons: Light crossbows(1) + Arrows(20), Great sword(1), Priapus Maul(1), Morningstar(1)
SP	Armor: Chain mail(1), Shield(1).
EP	Tools:
GP	Mounts/Animals:Mule
PP	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	

OTHER PROFICIENCIES & LANGUAGES

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

Bloodaxes Mercenary Company

NAME

SYMBOL

CHARACTER APPEARANCE

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*
-
-
-
-
-
-
-
-
-
-
-
-

3

4

6

7

8

9

SPELLS KNOWN

2 2

- *Magic Weapon*
- *Spiritual Weapon*
-
-
-
-
-
-
-
-
-
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-
-

5

FULL CHARACTER
BACKGROUND OF THORIN
“VONDAL” BACUS