

Thorin Holderhek

CHARACTER NAME

1 Cleric (Life Domain)

LEVEL & CLASS

PLAYER NAME

Folk Hero
BACKGROUND

Dwarf, Hill
RACE

EXPERIENCE

300
Next Level

STRENGTH

+1

13

DEXTERITY

0

10

CONSTITUTION

+2

14

INTELLIGENCE

-1

8

WISDOM

+3

16

CHARISMA

+2

14

+1 STR ○ -1 INT
○ 0 DEX ● +5 WIS
○ +2 CON ● +4 CHA

RESISTANCES

Poison

Adv. on saves vs. poison

SAVING THROWS

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

SKILLS

11
MAXIMUM
HIT POINTS

+2
PROFICIENCY
BONUS

14
ARMOR
CLASS

Temporary Hit Points:

CURRENT HIT POINTS

0

INITIATIVE

SUCCESSSES

○ ○ ○

FAILURES

○ ○ ○

DEATH
SAVES

LEVEL DIE USED

1 d8+2

HIT DICE

ENCUMBERED

25 ft

25 ft

SPEED

FEATURE

MAX

RECOVER

USED

LIMITED FEATURES

ACTIONS

BONUS ACTIONS

REACTIONS

ACTIONS

AC

DESCRIPTION

14

Armor

Scale Mail

Shield

0

Dex

● Medium Armor ○ Heavy Armor

Magic

Misc

Misc

ARMOR

INSPIRATION

13

ABILITY
SAVE DC

WISDOM

ARMOR

○ Light ● Medium ● Heavy ● Shields

WEAPONS

● Simple ○ Martial ● Other Weapons:

Battleaxe, Warhammer

LANGUAGES

Common

TOOLS & OTHERS

Mason's Tools

Dwarvish

Brewer's Tools

Vehicles (land)

PROFICIENCIES

15

PASSIVE WISDOM (PERCEPTION)

Darkvision 60 ft

SENSES

NAME

TOTAL

Bolts

20

AMMUNITION

NAME

TOTAL

AMMUNITION

ATTACK NAME

PROF ABILITY

RANGE

TO HIT

DAMAGE

DAMAGE TYPE

Warhammer

✓ Str

Melee

+3

1d8+1

Bludgeoning

Versatile (1d10)

DESCRIPTION

Light Crossbow

✓ Dex

80/320 ft

+2

1d8

Piercing

Ammunition, loading, two-handed

ATTACKS: WEAPONS & CANTRIPS

- ◆ Spellcasting (Cleric 1, BR 24) [3 cantrips known]

I can use a holy symbol as a spellcasting focus

I can cast my prepared cleric spells as rituals if they have the ritual tag

- ◆ Bonus Proficiency (Life Domain 1, BR 25)

I gain proficiency with heavy armor

◆ Disciple of Life (Life Domain 1, BR 25)

When I use a spell that restores hit points, it restores an additional $2 + \text{spell level}$

PERSONALITY TRAITS

Destiny. Nothing and no one can steer me away from my higher calling. (Any)

IDEALS

A proud noble once gave me a horrible beating, and I will take my revenge on any bully I encounter.

BONDS

I'm convinced of the significance of my destiny, and blind to my shortcomings and the risk of failure.

FLAWS

Feature Name: Rustic Hospitality

Since I come from the ranks of the common folk, I fit in among them with ease. I can find a place to hide, rest, or recuperate among other commoners, unless I have shown myself to be a danger to them. They will shield me from the law or anyone else searching for me, though they will not risk their lives for me.

BACKGROUND FEATURE

Hill Dwarf (+2 Constitution, +1 Wisdom)

Stonecunning: Whenever I make an Intelligence (History) check related to the origin of stonework, I am considered proficient in the History skill and add double my proficiency bonus to the check, instead of my normal proficiency bonus.

Dwarven Toughness: My hit point maximum increases by 1 for every level I have.

RACIAL TRAITS

ADVENTURING GEAR	#	LB
Set of artisan's tools		
Shovel		5
Iron pot		10
SUBTOTAL		15

SUBTOTAL	15
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ADVENTURING GEAR	#	LB
Backpack, with:		5
- Bedroll		7
- Mess kit		1
- Tinderbox		1
- Torches	10	1
- Rations, days of	10	2
- Waterskin		5
- Hempen rope, feet of	50	0.2
SUBTOTAL		59

EQUIPMENT

ADVENTURING GEAR	#	LB
Common clothes		3
Belt pouch (with coins)		1
Scale Mail		45
Warhammer	1	2
Light Crossbow	1	5
Crossbow bolts	20	0.08
ATTUNED MAGICAL ITEMS		
SUBTOTAL		57.5

SUBTOTAL	57.5
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STAGE	WEIGHT CARRIED	CARRYING CAPACITY
CP	132 lb	195 lb
SP		195 lb
EP		195 lb
GP	10	195 lb
PP		195 lb



Thorin Holderhek

CHARACTER NAME

Male	188	Medium	3'11"	130
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Neutral Good	Ilmater	Black	Brown	Deep Tan
ALIGNMENT	FAITH	HAIR	EYES	SKIN

CHARACTER PORTRAIT

Allies: Finnan Hilltopple, Naivara Moonbrook, Kara Nemetsk, Dagnal Battlehammer

ORGANIZATION

The Order of the Gauntlet



SYMBOL

ALLIES & ORGANIZATIONS

A short, middle-aged hill dwarf of moderate weight.

APPEARANCE

Modest

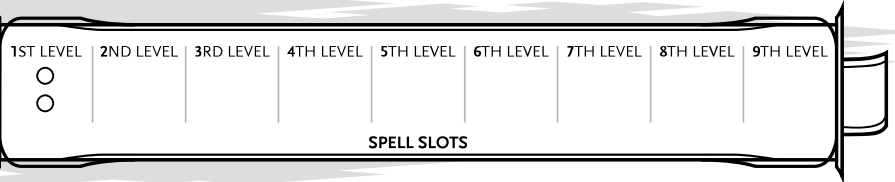
LIFESTYLE

DAILY PRICE

1 gp

ENEMIES

CHARACTER HISTORY



Wisdom

4

+5

DC 13

SAVING THROW DC

ME SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
☒ Bless	3+1/SL creatures can add 1d4 on every attack roll or saving throw during the duration	—	Ench	1 a	30 ft	V,S,M	Conc, 1 min	BR	89
☑ Command	1+1/SL crea, each max 30 ft apart, save or follow one word command, e.g. approach, drop, flee, halt	Wis	Ench	1 a	60 ft	V	1 rnd	BR	89
☒ Cure Wounds	1 creature is healed for 1d8+1d8/SL+spellcasting ability modifier hp	—	Evoc	1 a	Touch	V,S	Instantaneous	BR	90
○ Detect Magic (R)	Know presence of magic within 30 ft; 1 a to see auras and determine school	—	Div	1 a	Self	V,S	Conc, 10 min	BR	91
☑ Guiding Bolt	Spell attack for 4d6+1d6/SL Radiant dmg and next attack against target has advantage	—	Evoc	1 a	120 ft	V,S	1 rnd	BR	96
☑ Healing Word	Heals 1 living creature 1d4+1d4/SL+spellcasting ability modifier	—	Evoc	1 bns	60 ft	V	Instantaneous	BR	97
☑ Inflict Wounds	Spell attack for 3d10+1d10/SL Necrotic dmg	—	Necro	1 a	Touch	V,S	Instantaneous	BR	98
○ Sanctuary	1 crea warded; any who want to attack/target must first make save; doesn't protect vs. area spells	Wis	Abjur	1 bns	30 ft	V,S,M	1 min	BR	104
○ Shield of Faith	1 creature gains +2 AC for the duration	—	Abjur	1 bns	60 ft	V,S,M	Conc, 10 min	BR	104

(R)	Ritual	dis.	Disadvantage	(D)	The spell can be dismissed by the caster as 1 action	
1 a	1 action	dmg	Damage	+1d4/SL	Extra 1d4 for every Spell Level that is used to cast the spell that is higher than the spell's original Spell Level	
1 bns / bns a	1 bonus action	h	Hour(s)		30-foot radius sphere. In the 'Range' column it means it is centered on you	
1 rea	1 reaction	Kn	Known	30-ft rad	In the 'Description' column it means it can be centered on any point in space within the spell's range	
20 cu ft	20 cubic feet	Me	Memorized	5 crea	Up to 5 creatures in the spell's area, 1 of which can be the caster	
20 sq ft	20 square feet	min	Minute(s)	all	All creatures within the spell's area	
adv.	Advantage	obj	Object(s)	any	Any creatures of your choosing that are within the spell's area	SOURCES ('B' COLUMN)
atk	Attack	obsc.	Obscured	cons.	The material component is consumed by the spell	P Player's Handbook
CL	Character Level	rnd	Round(s)	Mf	Material component is costly, but is not consumed upon casting	R System Reference Document
dif. ter.	Difficult terrain	SL	Spell Level	M†	Material component is costly and is consumed upon casting	S Sword Coast Adventure Guide
conc, 1 min	Concentration, up to 1 minute			see book / B	The short spell description here is very incomplete, so beware	U Unearthed Arcana
						X Xanathar's Guide to Everything

MorePurpleMoreBetter's D&D 5th edition Character Record Sheet v13.0.0beta8 (Printer Friendly): Spell Sheet 1/7

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