

Durin

CHARACTER NAME

Fighter [Champion] (20)

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Dwarf

Lawful Good

3000000

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

+3

16

DEXTERITY

+2

15

CONSTITUTION

+2

15

INTELLIGENCE

+1

12

WISDOM

+2

14

CHARISMA

+1

12

INSPIRATION

+6

PROFICIENCY BONUS

- ☒ +9 Strength
- ☐ +2 Dexterity
- ☒ +8 Constitution
- ☐ +1 Intelligence
- ☐ +2 Wisdom
- ☐ +1 Charisma

SAVING THROWS

- ☒ +8 Acrobatics (Dex)
- ☐ +2 Animal Handling (Wis)
- ☐ +1 Arcana (Int)
- ☐ +6 Athletics (Str)
- ☐ +1 Deception (Cha)
- ☐ +1 History (Int)
- ☒ +8 Insight (Wis)
- ☐ +1 Intimidation (Cha)
- ☐ +1 Investigation (Int)
- ☐ +2 Medicine (Wis)
- ☐ +1 Nature (Int)
- ☐ +2 Perception (Wis)
- ☐ +1 Performance (Cha)
- ☐ +1 Persuasion (Cha)
- ☐ +1 Religion (Int)
- ☐ +5 Sleight of Hand (Dex)
- ☐ +5 Stealth (Dex)
- ☐ +2 Survival (Wis)

SKILLS

12

ARMOR CLASS

+5

INITIATIVE

25

SPEED

Hit Point Maximum 212

CURRENT HIT POINTS

TEMPORARY HIT POINTS

20x
(1d10+2)

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Number of Attacks: 4

ATTACKS & SPELLCASTING

12

PASSIVE WISDOM (PERCEPTION)

Tool Proficiencies: Smith's Tools

Weapon Proficiencies: Martial;
Simple

Armor Proficiencies: Heavy; Light;
Medium; Shields

Language Proficiencies: Common;
Dwarvish

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

5

TREASURE

EQUIPMENT

Clothes, fine
Holy symbol
Incense
Prayer Book
Vestments



Durin

CHARACTER NAME

Immortal

AGE

Gold

EYES

5 Feet

HEIGHT

Tawny

SKIN

175

WEIGHT

Coal Black

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

TREASURE

CHARACTER BACKSTORY

In the annals of Dwarven mythology, the saga of Durin Stoneheart is a tale woven deep into the fabric of their history. Born from the molten heart of the mountains themselves, Durin is revered as the deity of craftsmanship, creation, and the unyielding spirit that courses through every dwarf's veins.

The legend begins in the ancient epochs, when the world was still shaping itself and the mountains were young and wild. From the fiery crucible of the earth's core, Durin emerged as a being of unparalleled strength and wisdom. His visage, etched with the lines of countless millennia, spoke of the eons he had spent shaping the very bones of the earth. He was a deity who resonated with the harmony of stone and the thunderous echoes of his hammer resounded through the deepest caverns.

Clad in armor that bore the mark of eons past, each crevice and groove narrated tales of the mountains' transformation over the ages. The metals and gems that adorned his armor were gifts from the earth itself, signifying his dominion over the very elements he harnessed to shape existence. The hammer he wielded, its head hewn from the remnants of a celestial entity that had fallen to the mortal realm, represented the divine connection between the heavens and the earth. With every strike, Durin could forge not only magnificent weapons and artifacts but also the destinies of his people.

In times of strife and conflict, when the Dwarven clans found themselves beset by external forces or internal discord, they turned their gaze to the cavernous halls deep within the mountains. There, under the watchful gaze of Durin's stone-carved eyes, the clans would gather to seek his favor. Amidst grand feasts and celebrations, they would raise their chalices high, offering tributes of mead and precious ores, beseeching the Mountain Forger for strength and guidance.

The most sacred of all Dwarven relics was the Great Anvil, a colossal stone of unmatched resilience. It was said that this anvil was the very foundation upon which Durin forged the first of their kind. With the pounding of his star-forged hammer, he shaped the essence of dwarvenkind, breathing life into the raw elements of the earth and gifting them with resilience, determination, and a mastery over the hidden treasures buried within the mountains.

As the ages flowed, Durin's influence continued to shape the course of Dwarven history. The great kingdoms they carved out beneath the earth were testaments to his legacy, each chamber, corridor, and throne room a tribute to his unwavering determination and boundless skill. Dwarves whispered prayers to him before embarking on perilous journeys into the depths of the earth, seeking gems and ores that held the echoes of his divine touch.

The tale of Durin Stoneheart endures through the generations, passed down as both a spiritual bond and a guide to craftsmanship. His hammer's echoes still resonate in the hearts of the Dwarves, reminding them that they too possess the power to shape their destinies with the same unyielding resolve that birthed their ancient god.

Darkvision: 60 ft.
 Critical Hits: 18-20
 Damage Resistances: poison

-----Bonus Actions-----

Second Wind. Regain 1d10 +20 HPs (use once/rest).

-----Actions-----

Action Surge. Take an extra action (use twice/rest).

-----Other Traits-----

Dual Wielder. You gain a +1 bonus to AC while you are wielding a separate melee weapon in each hand. You can use two-weapon fighting even when the one handed melee weapons you are wielding aren't light.

You can draw or stow two one-handed weapons when you would normally be able to draw or stow only one.

Dwarven Resilience. Advantage on poison saves, resistance to poison damage.

Great Weapon Fighting Style. When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

Indomitable. Reroll a save if you fail (use 3 times/long rest).

Martial Adept. You learn three maneuvers of your choice from among those available to the Battle Master archetype in the fighter class. If a maneuver you use requires your target to make a saving throw to resist the maneuver's effects, the saving throw DC equals 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice).

If you already have superiority dice, you gain one more; otherwise, you have one superiority die, which is a d6. These dice are used to fuel your maneuvers. A superiority die is expended when you use it. You regain your expended superiority dice when you finish a short or long rest.

Remarkable Athlete. +3 to STR, DEX, or CON checks that don't already include prof bonus; running long jump increases by 3 ft.

Savage Attacker. Once per turn when you roll damage for a melee weapon attack, you can reroll the weapon's damage dice and use either total.

Stonecunning. 2X prof bonus on stonework-related history checks.

Survivor. At start of your turns, if you have at most half of your HPs left, regain 7 HPs.

Tough. HP max. increases by your current level times two, when you gain this feat. Each level thereafter, your HP max increases by an extra +2 hit points.
 (PHB p.170).

Two Weapon Fighting. When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

Weapon Master. " Increase your Strength or Dexterity score by 1, to a maximum of 20.

" You gain proficiency with four weapons of your choice.