

Hill Dwarf Cleric (Noble) 1

Strength +1 (13)
Dexterity -1 (8)
Constitution +2 (14)
Intelligence +0 (10) History +2, Medicine +2
Wisdom +3 (16) Insight +5, Save +5
Charisma +2 (14) Persuasion +4, Save +4

Armour Class 18	Hit Points 11	Hit Dice 1d8
Initiative -1	Speed 25 ft.	P. Perception 13

Attacks

Warhammer: +3 to hit 1d8+2 bludgeoning damage
Melee: 5 ft.

Sacred Flame: 1d8 radiant, Dex DC 13 avoids
Range: 60 ft.

Light crossbow: +1 to hit 1d8-1 piercing damage
Range: 80/320 ft.

Spellcasting (Life Domain)

Cantrips: *light, sacred flame, spare the dying*
1st-level (2): *bless, cure wounds, detect magic, healing word, inflict wounds, shield of faith*
 - You may cast two first-level spells per day

Features

Darkvision: You can see 60 ft. in the dark.

Dwarven Resilience: You have advantage on saves vs poison, and resist poison damage.

Stonecunning: You have a +4 bonus on History checks related to the origin of stonework.

Tools & Languages

Gaming Dice, Smith's tools; Speaks Common, Dwarven and Goblin

Equipment

Chain mail	Backpack
Shield	Bedroll
Mace	Mess Kit
Light Crossbow	Tinderbox
20 bolts	10 torches
Fine set of clothes	10 days rations
Signet ring	Waterskin
Scroll of Pedigree	50 feet rope
25 gp	

Alignment - Lawful Good

Deity: Moradin, god of the dwarves

Faction – Order of the Gauntlet

The Order of the Gauntlet knows that there is evil in the world, and it must be fought! Made up of warriors and priests from the good-aligned faiths, it stands against the darkness when no-one else can.

Background

Your family owns land and wields significant political influence, but they feel the weight of their duty to their fellow dwarves keenly. You have gone into the world to prove yourself to your family; to show that one day you will be worthy of becoming the head of your family.

Feature: Position of Privilege

Thanks to your noble birth, people are inclined to think the best of you. You are welcome in high society, and people assume you have the right to be wherever you are. You can secure an audience with a local noble if you need to.

Personality Traits

Despite my noble birth, I do not place myself above other folk. We all have the same blood. However, if you do me an injury, I will crush you, ruin your name, and salt your fields.

Ideal

Responsibility: It is my duty to respect the authority of those above me, just as those below me must respect mine.

Bond

Abolitionist: The blood sports of the Arena, particularly those involving non-human slaves, are an abomination that should be ended. I do what I can to speak out and act against them.

Flaw

I hide a truly scandalous secret that could ruin my family forever.

Spells

Cantrips

Light

Casting Time: 1 action

Range: Touch

Duration: 1 hour

One object you touch sheds bright light in a 20 ft. radius and dim light 20 ft. beyond that in the colour of your choice. The spell ends if you recast it or dismiss it as an action. If a hostile creature is holding the object, the creature may make a Dexterity save to avoid the spell.

Sacred Flame

Casting Time: 1 action

Range: 60 feet

A creature within range must make a DC 13 Dexterity saving throw or suffer 1d8 radiant damage. Cover does not protect the creature from this spell.

Spare the Dying

Casting Time: 1 action

Range: Touch

A creature on 0 hit points you touch stabilises and no longer needs to make Death saving throws.

First-level Spells

Bless

Casting Time: 1 action

Range: 30 feet

Duration: Concentration, up to 1 minute

Up to three creatures add an additional 1d4 to each attack roll or saving throw they make while the spell lasts.

Cure Wounds

Casting Time: 1 action

Range: Touch

A creature you touch regains 1d8+6 hit points.

Detect Magic (ritual)

Casting Time: 1 action

Range: Self

Duration: Concentration, up to 10 minutes

You can sense the presence of all magic within 30 feet of you. By spending an action, you can see its aura and determine its school of magic. You can cast this spell without using a slot if you spend 10 minutes casting it.

Healing Word

Casting Time: 1 bonus action

Range: 60 feet

A creature within range regains 1d4+6 hit points.

Inflict Wounds

Casting Time: 1 action

Range: Touch

Make a melee spell attack (+5) against a creature you can reach. On a hit, the target takes 3d10 necrotic damage.

Shield of Faith

Casting Time: 1 bonus action

Range: 60 feet

Duration: Concentration, up to 10 minutes

A magical force field protects a creature within range. It gains +2 AC for the duration.

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Stuck for a name? Try...

Males: Alberich, Brottor, Delg, Fargrim, Harbek, Vondal. Females: Amber, Dagnal, Finellen, Gunnloda, Ilde, Vistra.

Clan Names: Balderk, Brawnnavil, Dankil, Fireforge, Frostbeard, Ironfist, Lutgehr, Strakeln, Torunn, Ungart.