# Hill Dwarf Cleric (Noble) 1

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

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

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| **Attacks** | **To-Hit** | **Damage** | **Range** |
| Warhammer | +3 | 1d8+2 | Melee |
| *Sacred Flame* | Dex (13) | 1d8 | 60 ft. |
| Crossbow | +1 | 1d8-1 | 80/320 |

# Bonus Actions

You may cast *healing word* or *shield of faith*

# Spells (Save DC 13, attack +5).

You may cast two first-level spells each day.

**Cantrips:** *light, sacred flame, spare the dying*

**1st-level (2):** *bless, cure wounds, detect magic, healing word\*, inflict wounds, shield of faith\**

# Features

**Darkvision 60’:** You can see in the dark.

**Dwarven Resilience:** You have advantage on saves vs poison, and take half damage from poison.

**Stonecunning:** You have expertise on History checks related to the origin of stonework.

**Life Domain:**+2 hp healing/spell level

# Equipment

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| Chain mail  Shield  Mace  Lt Crossbow  20 bolts  Fine clothes  Signet ring | Backpack  Bedroll  Mess Kit  Tinderbox  10 torches  10 d. rations  Waterskin | 50 feet rope Scroll/Pedigree  25 gp |