



CHARISMA

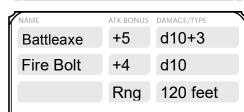


PROFICIENCY BONUS

- +3 Strength _0 Dexterity +2 Constitution +4 Intelligence +3 Wisdom O _0_ Charisma SAVING THROWS
- 0 Acrobatics (Dex) O +1 Animal Handling (Wis) • +4 Arcana (Int) O +3 Athletics (Str) 0 Deception (Cha) • +4 History (Int)
- +1 Insight (Wis) 0 Intimidation (Cha) <u>+4</u> Investigation (Int) +1 Medicine (Wis)
- O +2 Nature (Int) +1 Perception (Wis) O 0 Performance (Cha) O Persuasion (Cha) ● <u>+4</u> Religion (Int)
- O 0 Sleight of Hand (Dex) O _0 Stealth (Dex) (Disadv.) O _+1 Survival (Wis)

SKILLS





DEATH SAVES

HIT DICE

Sparks of Moradin: When you hit an enemy with an attack on your turn, you can deal 2 fire damage to an additional enemy within 5 feet of the target.

ATTACKS & SPELLCASTING



Darkvision - 60 feet

Dwarven Resilience: You have advantage on saving throws against poison, and you have resistance against poison damage.

Stonecunning: Whenever you make a History check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check.

Arcane Recovery: Once per day when you finish a short rest, you can regain one 1st level spell slot.

Mending (Cantrip): This spell repairs a single break or tear in an object you touch. Takes 1 minute to cast.

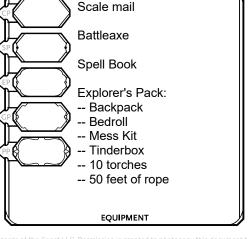
throw. When you use this feature, you

Arcane Deflection: When you are hit Spell Book by an attack or fail a saving throw, you can use your reaction to gain a Explorer's Pack: +2 bonus to your AC against that -- Backpack attack or a +4 bonus to that saving -- Bedroll -- Mess Kit can't cast spells other than cantrips -- Tinderbox until the end of your next turn. -- 10 torches -- 50 feet of rope

Languages: -- Common -- Dwarvish Tools: -- Smith's Tools

OTHER PROFICIENCIES & LANGUAGES

PASSIVE WISDOM (PERCEPTION)



FEATURES & TRAITS



ABSORB ELEMENTS

Casting Time: I reaction, which you take in response to being hit by an attack or being targeted by the Magic Missile spell

Duration: 1 round.

You gain resistance to the triggering damage type until the start of your next turn. The first time you hit with a melee attack on your next turn, the target takes an additional id6 damage of the triggering type.

CATAPULT

Casting Time: 1 action

Range: 60 feet

Choose one object weighing 1 to 5 pounds within range that isn't being worn or carried. The object flies in a straight line up to 90 feet in a direction you choose before falling to the ground, stopping early if it hits a solid object. If the object would strike a creature, that creature must make a DC12 Dex saving throw. On a failed save, the object strikes the target and stops moving. Both the object and the target take 3d8 bludgeoning damage.

SHIELD

Casting Time: I reaction, which you take in response to taking elemental damage.

Duration: 1 round.

Until the start of your next turn, you have a +5 bonus to AC, including against the triggering attack, and you take no damage from Magic Missile.

Thunderwave

Casting Time: 1 action

Range: 15ft cube originating from you Each creature in the cube must make a DC12 Constitution saving throw or take 2d8 thunder damage and be pushed 10 feet away from you. On a successful save, the target takes half damage and isn't pushed.

Maximillian's Earthen Grasp

Casting Time: 1 action

Range: 30ft

Duration: Concentration, I minute
A hand rises from the ground and grasps a target adjacent to it. It must make a DC12 Str saving throw. On a failure, it takes 2d6 damage and is restrained. As an action, you can cause the hand to crush the target (repeating the save above), grasp a new target, or move to a different space within range.

SHATTER

Casting Time: 1 action

Range: 60 feet

A sudden loud ringing noise, painfully intense, erupts from a point of your choice within range. Each creature in a 10ft radius must make a DC12 Con save. A creature takes 3d8 thunder damage on a failed save, or half as much on a successful one. A creature made of inorganic material has disadvantage on the save. A nonmagical object that isn't being worn or carried also takes the damage if it is in the spell's area.