

Absent-minded; prone to distractions, thinks a lot about the clerical lifestyle and how great it is. Shv. Prefers to keep a barrier between PERSONALITY TRAITS IDEALS BONDS Unable to pronounce 'r's

FLAWS

Darkvision: 60 ft. Damage Resistances: poison (additional features & traits on last page)

PASSIVE WISDOM (PERCEPTION)

SKILLS

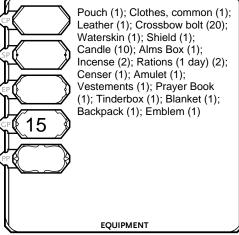
Tool Proficiencies: Brewer's Supplies

Weapon Proficiencies: Battleaxe; Handaxe; Light hammer; Simple; Warhammer

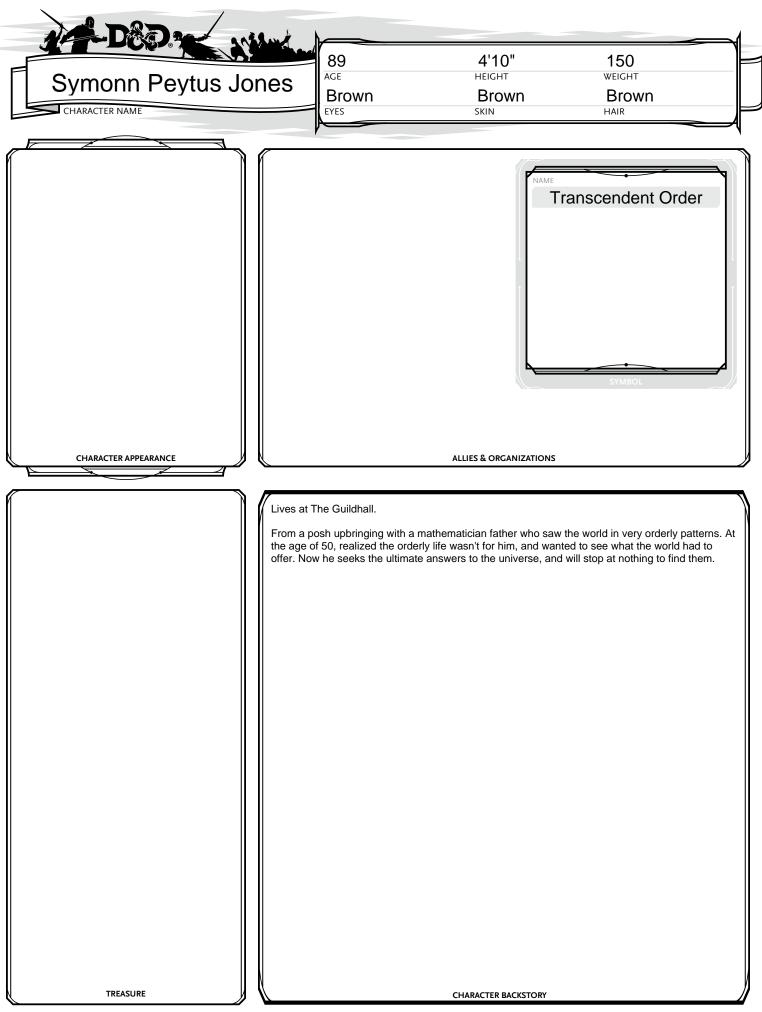
Armor Proficiencies: Heavy; Light; Medium; Shields

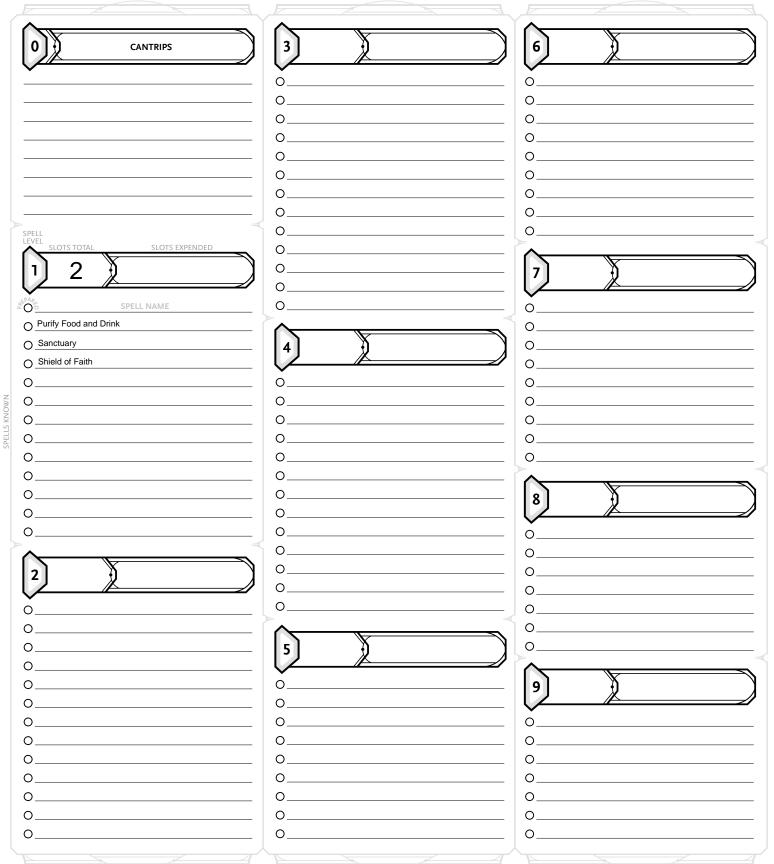
Language Proficiencies: Common; Dwarvish; Elvish; Gnomish

OTHER PROFICIENCIES & LANGUAGES



FEATURES & TRAITS





Disciple of Life. 1st level or greater healing spells increase healing by 2 + spell's level HPs. Dwarven Resilience. Advantage on poison saves, resistance to poison damage. Shelter the Faithful. You and your companions can expect free healing at an establishment of your faith. Stonecunning. 2X prof bonus on stonework-related history checks.
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Stonecunning. 2X prof bonus on stonework-related history checks.