

DWARF CLERIC 10

"By Moradin's hammer, be made whole!"

Although you started out as an artisan, you heard the voice of the dwarven deities in the stones you carved and metal you shaped. Your acts of artistry became acts of reverence, causing you to desire to exemplify the inner nature of your people. You joined the clergy, and your pure dwarven desires allowed you to connect to the divine.



BACKGROUND (GUILD JEWELER)

Before you became devoted to the dwarven deities, you were a journeyman jeweler and gem cutter. Even outside your home, you are recognized by your badge and skill. You have the aid of a loose coalition of guilds, and one day you shall become a master your own right. Seeking such mastery is an act of worship to you.

Guild Member. Fellow guild members can provide you with necessities, and the guild can use its political power to aid you. In some areas, a guildhall offers a place to meet other members of your profession and those who aid the guild. You must pay dues of 5 gp per month to the guild. If you miss payments, you must make up back dues to remain in the guild's good graces.

Faction. You are a member of the Lords' Alliance, a loose coalition of established political powers concerned with mutual security and prosperity.

Personality Trait. A perfectionist, you demand a lot from yourself and expect the most from others.

Ideal. It is the duty of civilized people to strengthen the bonds of community and the security of civilization.

Bond. You aim to prove you are the greatest artisan of them all.

Flaw. You are greedy. So you can't part with money easily, and you haggle to get the best possible deal.

DWARF FEATURES

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Stonecunning. You have a +8 bonus on Intelligence (History) checks related to the origin of stonework.

CHARACTER NAME

Medium humanoid (hill dwarf), Life domain, lawful good

Armor Class 19 (splint, shield)

Hit Points 93 (Hit Dice 10d8)

Speed 25 ft.

STR	DEX	CON
15 (+2)	8 (–1)	16 (+3)
INT	WIS	CHA
10 (+0)	18 (+4)	12 (+1)

Proficiencies (+4 proficiency bonus)

Armor all armor, shields

Saving Throws Wis +8, Cha +5; advantage on saves against being poisoned

Skills Insight +8, Medicine +8, Persuasion +5, Religion +4

Tools brewer's supplies, jeweler's tools

Weapons battleaxe, simple weapons, warhammer

Damage Resistances poison

Senses darkvision 60 ft., passive (Perception) 14

Languages Common, Dwarvish, Giant

ACTIONS

Attack. You can make one of the following attacks (see Divine Strike):

- **Warhammer.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 1d8 + 2 bludgeoning damage

CLERIC FEATURES

Channel Divinity (Recharges after You Finish a Short or Long Rest). You can channel divine energy to create one of the following effects. You can do so twice.

Preserve Life. As an action, you present your holy symbol and evoke healing energy that can restore up to 50 hit points. Choose any creatures within 30 feet of you, and divide those hit points among them. This feature can restore a creature to no more than half of its hit point maximum. You can't use this feature on an undead or a construct.

Turn Undead. As an action, you present your holy symbol and speak a prayer censuring the undead. Each undead that can see or hear you within 30 feet of you must succeed on a DC 16 Wisdom saving throw or become turned for 1 minute or

- **Handaxe.** *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 1d6 + 2 slashing damage

Divine Intervention. Cleric feature

Preserve Life. Cleric Channel Divinity feature

Turn Undead. Cleric Channel Divinity feature

OPTIONS

Spellcasting. You are a spellcaster (cleric feature) who uses Wisdom as your spellcasting ability (spell save DC 16; +8 to hit with spell attacks). You have the following spells prepared:

Cantrips (at will): *guidance, mending, sacred flame, spare the dying, thaumaturgy*

1st Level (4 slots): *blesse*, cure wounds*, detect evil and good, detect magic, detect poison and disease, guiding bolt, healing word, protection from evil and good*

2nd Level (3 slots): *calm emotions, enhance ability, lesser restoration*, prayer of healing, spiritual weapon* (warhammer)*

3rd Level (3 slots): *beacon of hope*, dispel magic, remove curse, revivify**

4th Level (3 slots): *banishment, death ward*, guardian of faith*, stone shape*

5th Level (2 slots): *flame strike, mass cure wounds*, raise dead**

* domain spell (Life Domain)

until it takes any damage. If the creature has a challenge rating of 1 or lower, it is destroyed instead.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

Divine Intervention. As your action, you pray, describing the assistance you seek, and roll percentile dice. If you roll 10 or lower, your deity intervenes. The DM chooses the nature of the intervention. If your deity intervenes, you can't use this feature again for 7 days. Otherwise, you can use it again after you finish a long rest.

CLERIC FEATURES (CONT'D)

Life Domain. The Life domain focuses on the vibrant positive energy—one of the fundamental forces of the universe—that sustains all life. You gain a number of domain spells, which are always considered to be prepared, as a result of this domain. In addition, you have access to the following features:

Blessed Healer. When you cast a spell of 1st level or higher that restores hit points to a creature other than you, you regain hit points equal to 2 + the spell's level.

Disciple of Life. When you cast a spell of 1st level or higher to restore hit points to a creature, the creature regains additional hit points equal to 2 + the spell's level.

Divine Strike. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 radiant damage to the target.

Spellcasting. Drawing on the divine essence of nature, you can cast spells to shape that essence to your will.

Cantrips. You know five cantrips, which you can cast at will.

Preparing and Casting Spells. To cast one of your cleric spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You prepare the list of cleric spells that are available for you to cast, choosing from the cleric spell list. When you do so, choose up to fourteen cleric spells. The spells must be of a level for which you have spell slots.

You can change your list of prepared spells when you finish a long rest. When you prepare new spells, you must pray for 1 minute per spell level for each spell on your list.

Spellcasting Ability. Wisdom is your spellcasting ability for your cleric spells, since your magic draws upon your devotion to the dwarven deities, especially Moradin. You use your Wisdom whenever a spell refers to your spellcasting ability.

Ritual Casting. You can cast a cleric spell as a ritual if that spell has the ritual tag and you have the spell prepared.

Spellcasting Focus. You can use a holy symbol as a spellcasting focus for your cleric spells.

EQUIPMENT

Ancient dwarven crossbow bolt (artistic example), backpack, badge (guild), bedroll, holy symbol (set with a 300 gp worth of diamonds for *revivify*), common clothing with cleric vestments, handaxe (2), healer's kit, holy water (4), jeweler's tools, mess kit, pouch, rations (10 days), shield (with holy symbol emblazoned), splint armor, tinderbox, warhammer, waterskin, money (20 gp, 3 pp)