

[Previous](#)[Next](#)

dorcan twohills

2500 x 3235
↔ ↕

Image Dummy

Dorcan Twohills

Dorcan Twohills

older adult Firbolg

Neutral Good

Level 8 Cleric Grave Domain

Pronouns -

he/him

Occupations -

Undertaker

Armor Class -

11

Hit Points -

87 (TODO Hitdice)

Speed -

30.

STR

19 (+5)

DEX

11 (+1)

CON

17 (+4)

INT

12 (+1)

WIS

19 (+5)

CHA

15 (+3)

Saving Throws -

Skills -

{ "Firbolg Abilities" => [{ "Firbolg Magic" => "You can cast Detect Magic and Disguise Self with this trait, using Wisdom as your spellcasting ability for them. Once you cast either spell, you can't cast it again with this trait until you finish a short or long rest. When you use this version of disguise self, you can seem up to 3 feet shorter than normal, allowing you to more easily blend in with humans and elves.", "Hidden Step" => "As a bonus action, you can magically turn invisible until the start of your next turn or until you attack, make a damage roll, or force someone to make a saving throw. Once you use this trait, you can't use it again until you finish a short or long rest.", "Powerful Build" => "You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift", "Speech of Beast and Leaf" => "You have the ability to communicate in a limited manner with beasts and plants. They can understand the meaning of your words, though you have no special ability to understand them in return." }], "Cleric Abilities" => [{ "Spellcasting" => [{ "Description" => "DC 15", "Cantrips" => "Guidance, Sacred Flame, Thaumaturgy, Resistance", "1st Level" => "Bless, Sancturay, Purify Food and Water, Detect Poison and Disease", "2nd Level" => "Calm Emotions, Prayer of Healing, Lesser Restoration", "3rd Level" => "Create Food and Water, Remove Curse, Speak with Dead", "4th Level" => "Banishment, Divination" }], "Channel Divinity" => "Turn Undead, Destroy Undead" }], "Grave Domain Abilities" => [{ "Circle of Mortality" => "you gain the ability to manipulate the line between life and death. When you would normally roll one or more dice to restore hit points with a spell to a creature at 0 hit points, you instead use the highest number possible for each die. In addition, you learn the Spare the Dying cantrip, which doesn't count against the number of cleric cantrips you know. For you, it has a range of 30 feet, and you can cast it as a bonus action", "Eyes of the Grave" => "you gain the ability to occasionally sense the presence of the undead, whose existence is an insult to the natural cycle of life. As an action, you can open your awareness to magically

detect undead. Until the end of your next turn, you know the location of any undead within 60 feet of you that isn't behind total cover and that isn't protected from divination magic. This sense doesn't tell you anything about a creature's capabilities or identity. You can use this feature a number of times equal to your Wisdom modifier", "Path to the Grave"=>"you can use your Channel Divinity to mark another creature’s life force for termination. As an action, you choose one creature you can see within 30 feet of you, cursing it until the end of your next turn. The next time you or an ally of yours hits the cursed creature with an attack, the creature has vulnerability to all of that attack's damage, and then the curse ends.", "Sentinel at Deaths Door"=>"you gain the ability to impede death’s progress. As a reaction when you or an ally that you can see within 30 feet of you suffers a critical hit, you can turn that attack into a normal hit. Any effects triggered by a critical hit are canceled. You can use this feature a number of times equal to your Wisdom modifier", "Potent Spellcasting"=>"you add your Wisdom modifier to the damage you deal with any cleric cantrip", "Spellcasting"=> [{"Description"=>"DC 15", "1st Level"=>"Bane, False Life", "3rd Level"=>"Gentle Repose, Ray of Enfeeblement", "5th Level"=>"Revivify, Vampiric Touch", "7th Level"=>"Blight, Death Ward"}]}}

Proficiencies -

Proficiency Mod -

+3

Languages -

Common Elven Giant Infernal Celestial

Adjectives -

Calm, Respectful, Caring,

Special Abilities

Special Equipment

Combat Tactics

Actions

Factions

TwoHills Clan

Role:

Church of Lallanis

Role:

Grave Dancer's Union

Role:

2500 x 3235
↔ ↕

Image Dummy

Roleplaying

Introduction

At small chapel surrounded by a graveyard in the forest outside of town a large humanoid tends the lawn

Appearance

Roughly 9' tall with thick red hair, a bright red beard and pink skin. Earth-toned clothes and a garland of flowers

Expressions

Death is just another part of life

Is your dearly departed among my flock?

Mannerisms

Regularly picks at the flowers in the garland around his neck. Frequently talks to plants and fungi.

Motivations

Tending to the circle of life as his god Lallanis. The Firbolg Code. Genuine care for the dead and their loved ones

Passions

He is passionate about mushrooms

Secrets

Mushrooms that grow on corpses are the tastiest ones

Dorcan Twohills

older adult Firbolg
Neutral Good
Level 8 Cleric Grave Domain

Pronouns -

he/him

Occupations -

Undertaker

Armor Class -

11

Hit Points -

87 (TODO Hitdice)

Speed -

30.

STR

19 (+5)

DEX

11 (+1)

CON

17 (+4)

INT

12 (+1)

WIS

19 (+5)

CHA

15 (+3)

Saving Throws -

Saving Throws -

Skills -

{ "Firbolg Abilities"=>[{ "Firbolg Magic"=>"You can cast Detect Magic and Disguise Self with this trait, using Wisdom as your spellcasting ability for them. Once you cast either spell, you can't cast it again with this trait until you finish a short or long rest. When you use this version of disguise self, you can seem up to 3 feet shorter than normal, allowing you to more easily blend in with humans and elves.", "Hidden Step"=>"As a bonus action, you can magically turn invisible until the start of your next turn or until you attack, make a damage roll, or force someone to make a saving throw. Once you use this trait, you can't use it again until you finish a short or long rest.", "Powerful Build"=>"You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift", "Speech of Beast and Leaf"=>"You have the ability to communicate in a limited manner with beasts and plants. They can understand the meaning of your words, though you have no special ability to understand them in return."}], "Cleric Abilities"=>[{ "Spellcasting"=>[{ "Description"=>"DC 15", "Cantrips"=>"Guidance, Sacred Flame, Thaumaturgy, Resistance", "1st Level"=>"Bless, Sancturay, Purify Food and Water, Detect Poison and Disease", "2nd Level"=>"Calm Emotions, Prayer of Healing, Lesser Restoration", "3rd Level"=>"Create Food and Water, Remove Curse, Speak with Dead", "4th Level"=>"Banishment, Divination"}], "Channel Divinity"=>"Turn Undead, Destroy Undead"}], "Grave Domain Abilities"=>[{ "Circle of Mortality"=>"you gain the ability to manipulate the line between life and death. When you would normally roll one or more dice to restore hit points with a spell to a creature at 0 hit points, you instead use the highest number possible for each die. In addition, you learn the Spare the Dying cantrip, which doesn't count against the number of cleric cantrips you know. For you, it has a range of 30 feet, and you can cast it as a bonus action", "Eyes of the Grave"=>"you gain the ability to occasionally sense the presence of the undead, whose existence is an insult to the natural cycle of life. As an action, you can open your awareness to magically detect undead. Until the end of your next turn, you know the location of any undead within 60 feet of you that isn't behind total cover and that isn't protected from divination magic. This sense doesn't tell you anything about a creature's capabilities or identity. You can use this feature a number of times equal to your Wisdom modifier", "Path to the Grave"=>"you can use your Channel Divinity to mark another creature's life force for termination. As an action, you choose one creature you can see within 30 feet of you, cursing it until the end of your next turn. The next time you or an ally of yours hits the cursed creature with an attack, the creature has vulnerability to all of that attack's damage, and then the curse ends.", "Sentinel at Deaths Door"=>"you gain the ability to impede death's progress. As a reaction when you or an ally that you can see within 30 feet of you suffers a critical hit, you can turn that attack into a normal hit. Any effects triggered by a critical hit are canceled. You can use this feature a number of times equal to your Wisdom modifier", "Potent Spellcasting"=>"you add your Wisdom modifier to the damage you deal with any cleric cantrip", "Spellcasting"=>[{ "Description"=>"DC 15", "1st Level"=>"Bane, False Life", "3rd Level"=>"Gentle Repose, Ray of Enfeeblement", "5th Level"=>"Revivify, Vampiric Touch", "7th Level"=>"Blight, Death Ward"}] }] }

Proficiencies -

Languages -

Common Elven Giant Infernal Celestial

Adjectives -

Calm, Respectful, Caring,

Special Abilities

-

Special Equipment

-

Combat Tactics

He does not if at all even slightly possible

Actions

-

Factions

TwoHills Clan

Role:

Church of Lallanis

Role:

Grave Dancer's Union

Role:

Roleplaying

Introduction

At small chapel surrounded by a graveyard in the forest outside of town a large humanoid tends the lawn

Appearance

Roughly 9' tall with thick red hair, a bright red beard and pink skin. Earth-toned clothes and a garland of flowers

Expressions

Death is just another part of life

Is your dearly departed among my flock?

Mannerisms

Regularly picks at the flowers in the garland around his neck. Frequently talks to plants and fungi.

Motivations

Tending to the circle of life as his god Lallanis. The Firbolg Code. Genuine care for the dead and their loved ones

Passions

He is passionate about mushrooms

Secrets

Mushrooms that grow on corpses are the tastiest ones

Background Story

The TwoHills clan has been the local Firbog tribe's caretakers of the dead for centuries and Dorcan is no different. He genuinely cares for the dead and their families. He loves the quiet and peacefulness of his inherited profession. He is a devout follower of the nature god Lallanis and draws his powers from her. His garden and chapel is lush and well kept, with all manner of flora and fungi. He is always welcoming, although he always keeps a close eye on non-Firbolgs when they're around. The garland of flowers that he wears around his neck at all times is the holy symbol that he uses as his spellcasting focus.