

Sister Uriah Quartz

SISTER URIA

QUARTZ

Older Adult Dwarf
Lawful Good
Level 10/18 Fighter/Cleric Rune Knight/Twilight Domain

Pronouns - she/her
Occupations - Dead Hunter
Armor Class - 24
Hit Points - 193 (TODO Hitdice)
Speed - 25.

STR	DEX	CON	INT	WIS	CHA
23	18	21	15	24	13
(+7)	(+4)	(+6)	(+3)	(+7)	(+2)

Saving Throws -
Skills -

{ "Hill Dwarf Traits"=>[{"Darkvision"=>"Can see 300 feet in dim light as though it was bright light and in darkness as if it was dim light", "Dwarven Resilience"=>"Advantage on saving throws against poison and resistance to poison damage", "Dwarven Combat Training"=>"Proficiency with Battle Axes, Handaxes, Light Hammers and Warhammers", "Tool Proficincey"=>"Proficient with Smith's Tools", "Stonecunning"=>"Whenever making an Intelligence (History) check related to stonework, is considered proficient in the History skill adding double her proficiency", "Dwarven Toughness"=>"Hit point Max increases by 1 every level"]}, {"Fighter Abilities"=>[{"Fighting Style"=>"Archery", "Second Wind"=>"Bonus Action to regain 1d10 + Fighter Level", "Action Surge"=>"Once every short/long rest can take an extra action", "Extra Attack"=>"Can attack twice each turn", "Indomitable"=>"Can reroll 1 saving throw per long rest"}]}, {"Rune Knight Traits"=>[{"Rune Carver"=>"Once per long rest can touch 4 objects that can be worn or held, to inscribe runes onto those objects. The rune stays on the object until the next long rest", "Runes Known"=>"Cloud Rune, Stone Rune, Storm Rune, Fire Rune", "Giant Might"=>"4 Times per long rest as a bonus action can increase size to Large, have advantage Strength Checks and Strength Saving Throws, Once per turn can deal an extra 1d8 damage on one attack", "Runic Shield"=>"4 Times per long rest as a reaction

SISTER URIA

QUARTZ

Older Adult Dwarf
Lawful Good
Level 10/18 Fighter/Cleric
Rune Knight/Twilight
Domain

Pronouns - she/her
Occupations -
Dead Hunter
Armor Class - 24
Hit Points -
193 (TODO Hitdice)
Speed - 25.

STR **DEX** **CON** **INT** **WIS**
23 **18** **21** **15** **24**
(+7)(+4)(+6)(+3)(+7)

CHA
13
(+2)

Saving Throws -
Saving Throws -
Skills -

{ "Hill Dwarf Traits"=>[{"Darkvision"=>"Can see 300 feet in dim light as though it was bright light and in darkness as if it was dim light", "Dwarven Resilience"=>"Advantage on saving throws against poison and resistance to poison damage", "Dwarven Combat Training"=>"Proficiency with Battle Axes, Handaxes, Light Hammers and Warhammers", "Tool Proficincey"=>"Proficient with Smith's Tools", "Stonecunning"=>"Whenever making an Intelligence (History) check related to stonework, is considered proficient in the History skill adding double her proficiency", "Dwarven Toughness"=>"Hit point Max increases by 1 every level"]}, {"Fighter Abilities"=>[{"Fighting Style"=>"Archery", "Second Wind"=>"Bonus Action to regain 1d10 + Fighter Level", "Action Surge"=>"Once every short/long rest can take an extra action", "Extra Attack"=>"Can attack twice each turn", "Indomitable"=>"Can reroll 1 saving throw per long rest"}]}, {"Rune Knight Traits"=>[{"Rune Carver"=>"Once per long rest can touch 4 objects that can be worn or held, to inscribe runes onto those objects. The rune stays on the object until the next long rest", "Runes Known"=>"Cloud Rune, Stone Rune, Storm Rune, Fire Rune", "Giant Might"=>"4 Times per long rest as a bonus action can increase size to Large, have advantage Strength Checks and Strength Saving Throws, Once per turn can deal an extra 1d8 damage on one attack", "Runic Shield"=>"4 Times per long rest as a reaction when another creature within 60 feet is hit by an attack roll, can force

2500 x 323
↔↕
Image Dump

ROLEP

Introduc

The sto
sisters hal
quick bless
the massiv
slung across

Appeara

The tal
dwarf with
beard wea
under her

100 x 3235
→↕
ge Dummy

men"=>"4 times per long rest as a reduction when another creature within 60 feet is hit by an attack roll, can force the attacker to reroll the d20 and use the new roll", "Great Stature"=>"gains 11 inches in height and increases Giant Might damage"}, "Cleric Abilities"=>[{"Spellcasting"=>[{"Spell DC"=>21, "Cantrips"=>"Guidance, Light, Resistance, Sacred Flame, Spare the Dying", "1st Level"=>"Healing Word, Bane, Bless, Cure Wounds", "2nd Level"=>"Lesser Restoration, Spiritual Weapon, Prayer of Healing", "3rd Level"=>"Mass Healing Word, Beacon of Hope, Revivify", "4th Level"=>"Banishment, Locate Creature, Divination", "5th Level"=>"Hallow, Greater Restoration, Dispel Evil, Mass Cure Wounds", "6th Level"=>"Heal", "7th Level"=>"Resurrection", "8th Level"=>"Anti-magic Field, Holy Aura", "9th Level"=>"Mass Heal"}], "Channel Divinity"=>"Turn Undead, Destroy Undead, Twilight Sanctuary", "Divine Intervention"=>"Can call her patron to intervene on her behalf"}], "Twilight Domain Abilities"=>[{"Eyes of Night"=>"Once pe long rest as an action can share her dark vision with up to 7 other creatures within 10 feet of her for up to 1 hour", "Vigilant Blessing"=>"Can give any creature she touches (herself included) advantage on their next initiative roll", "Twilight Sanctuary"=>"As an action , can use holy symbol to create a 30-foot-radius sphere of twilight giving all creatures with 1d6+18 temporary hit points and end one charming or frightened effect on them", "Steps of Night"=>"6 times per long rest as a bonus action in dim light or darkness she gains a flying speed of 30 feet for 1 minute", "Divine Strike"=>"Once per turn when hitting a creature with a weapon attack, that attack deals and extra 2d8 psychic damage", "Twilight Shroud"=>"Allies with her Twilight Sanctuary are considered to have half cover", "Spellcasting"=>[{"Cantrips"=>"Toll The Dead", "1st Level"=>"Faerie Fire, Sleep", "3rd Level"=>"Moonbeam, See Invisibility", "5th Level"=>"Aure of Vitality, Leomund's Tiny Hut", "7th Level"=>"Aura of Life, Greater Invisibility", "9th Level"=>"Circle of Power, Mislead"}]}]}
Proficiencies -
Proficiency Mod - +2

Languages -
Common Dwarf Infernal Abyssal Giant
Adjectives - Gruff, Compassionate, Wise,

Special Abilities -

Special Equipment -

Combat Tactics
Never afraid of a good fight against a fiend or undead

Actions -

Factions
The Dead Hunters
Role: *Nun*

ROLEPLAYING

Introduction
The stocky dwarf in a sisters habit whispers a quick blessing and draws the massive warhammer slung across her back

Appearance
The tall, stocky, older dwarf with a long, white beard wearing chainmail under her nun's habit and a massive hammer

Expressions
Moon have mercy on yer heathen soul
Enougha yer yappin, let smash us some devils
The good sister abides

Mannerisms
chain smokes cigars

Motivations
ridding the world of fiends, undead and abominations

Passions
Cigars, whiskey and the moon

Secrets
as a young woman she was a prostitute before she became a cleric

the attacker to reroll the d20 and use the new roll", "Great Stature"=>"gains 11 inches in height and increases Giant Might damage"}, "Cleric Abilities"=>[{"Spellcasting"=>[{"Spell DC"=>21, "Cantrips"=>"Guidance, Light, Resistance, Sacred Flame, Spare the Dying", "1st Level"=>"Healing Word, Bane, Bless, Cure Wounds", "2nd Level"=>"Lesser Restoration, Spiritual Weapon, Prayer of Healing", "3rd Level"=>"Mass Healing Word, Beacon of Hope, Revivify", "4th Level"=>"Banishment, Locate Creature, Divination", "5th Level"=>"Hallow, Greater Restoration, Dispel Evil, Mass Cure Wounds", "6th Level"=>"Heal", "7th Level"=>"Resurrection", "8th Level"=>"Anti-magic Field, Holy Aura", "9th Level"=>"Mass Heal"}], "Channel Divinity"=>"Turn Undead, Destroy Undead, Twilight Sanctuary", "Divine Intervention"=>"Can call her patron to intervene on her behalf"}], "Twilight Domain Abilities"=>[{"Eyes of Night"=>"Once pe long rest as an action can share her dark vision with up to 7 other creatures within 10 feet of her for up to 1 hour", "Vigilant Blessing"=>"Can give any creature she touches (herself included) advantage on their next initiative roll", "Twilight Sanctuary"=>"As an action , can use holy symbol to create a 30-foot-radius sphere of twilight giving all creatures with 1d6+18 temporary hit points and end one charming or frightened effect on them", "Steps of Night"=>"6 times per long rest as a bonus action in dim light or darkness she gains a flying speed of 30 feet for 1 minute", "Divine Strike"=>"Once per turn when hitting a creature with a weapon attack, that attack deals and extra 2d8 psychic damage", "Twilight Shroud"=>"Allies with her Twilight Sanctuary are considered to have half cover", "Spellcasting"=>[{"Cantrips"=>"Toll The Dead", "1st Level"=>"Faerie Fire, Sleep", "3rd Level"=>"Moonbeam, See Invisibility", "5th Level"=>"Aure of Vitality, Leomund's Tiny Hut", "7th Level"=>"Aura of Life, Greater Invisibility", "9th Level"=>"Circle of Power, Mislead"}]}]}
Proficiencies -
Proficiency Mod - +2

Languages -
Common Dwarf Infernal Abyssal Giant
Adjectives -
Gruff, Compassionate, Wise,

Special Abilities -

Special Equipment

Combat Tactics

Never afraid of a good fight against a fiend or undead

Actions

Factions

The Dead Hunters

Role: *Nun*