

Sister Uriah Quartz

SISTER URIAH 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"]}, {"Fighting 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 URIAH 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"]}, {"Fighting 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

ROLEP

Introduc

The sto  
sisters hal  
quick bless  
the massiv  
slung across

Appeara

The tal  
dwarf with  
beard wea  
under her

2500 x 323  
Image Dum

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** -

**Languages** -

Common Dwarf Infernal Abyssal Giant

**Adjectives** -

Gruff, Compassionate, Wise,

**Special Abilities** -

**Special Equipment**

under her a massive

**Expressi**

*Moon mercy heathen s*

*Enoug yappin, le some dev*

*The g abides*

**Manneris**

chain s

**Motivati**

ridding fiends, abominatic

**Passions**

Cigars, the moon

**Secrets**

as a she was before sh cleric

**Combat Tactics**

Never afraid of a good fight against a fiend or undead

**Actions**

**Factions**

**The Dead Hunters**

Role: *Nun*