

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 Proficiency"=>"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

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2500 x 323

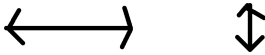


Image Dimensions

ROLEP

Introduc

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Appeara

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dwarf with
beard wea
under her

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neral"=>"4 times per long rest as a reaction 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

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Combat Tactics

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Actions

Factions

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