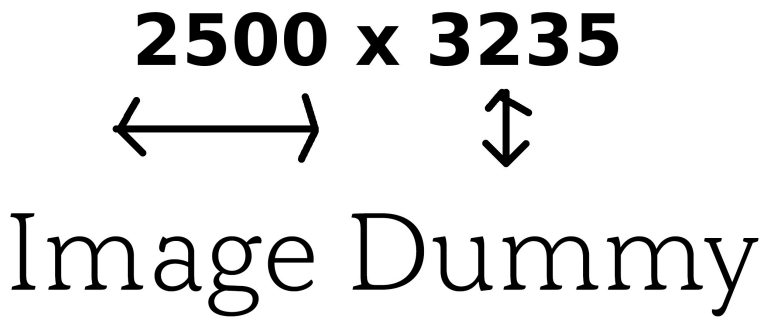
sister uriah quartz



Sister Uriah Quartz

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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

23 (+7)

DEX

18 (+4)

CON

21 (+6)

INT

15 (+3)

WIS

24 (+7)

CHA

13 (+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 Resiliance"=>"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 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

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Proficiencies -

Proficiency Mod -

+2

Languages -

Common Dwarf Infernal Abyssal Giant

Adjectives -

Gruff, Compassionate, Wise,

Special Abilities

Special Equipment

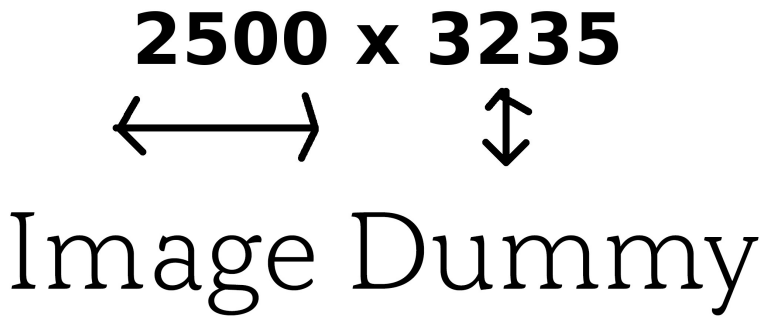
Combat Tactics

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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Proficiencies -

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Adjectives -

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Never afraid of a good fight against a fiend or undead

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-

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The Dead Hunters

Role: *Nun*

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Motivations

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Passions

Cigars, whiskey and the moon

Secrets

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

Background Story

Sister Uriah Quartz grew up poor in the rougher parts of town. She learned the ways of the Rune Knight from her family, but once she went out on her own, things went south fast. Out of work and out of money she ended up turning to prostitution. One night while working in a brothel, a vampire paid the establishment a visit. While the beast was ravaging its way through the house, Uriah used her Rune Magic to surprise and slay the monster. That night she felt the blessing of the moon goddess for the first time and used her blessing to heal all of the other girls ravaged by the vampire and prevent them from turning. Feeling her new calling, she left her life of sin and joined a convent devoted to the goddess. She learned the ways of the Twilight Clerics and devoted her life to ridding the world of fiends and the undead. After 200+ years of fighting the forces of darkness, she has become one tough old bird and is not to be trifled with. In her tenure, she repeatedly crossed paths with The Phantom, eventually leaving the convent to join his Dead Hunters full time.