

DWARF CLERIC 1

CG Strong Blooded Dwarf **Background:** Scholar (Religion)

Perception +6; Darkvision

Languages English

Skills Acrobatics -1, Athletics +3, Intimidation +4, Lore: Academia +3, Medicine +6, Religion +6, Society +3

Str +2, **Dex** +1, **Con** +2, **Int** +0, **Wis** +3, **Cha** +1

AC 14, **Fort** +5, **Ref** +4, **Will** +8

HP 20

Speed 15 feet

Melee Dwarven War Axe +5 (Dwarf, Sweep, Two-Hand d12, Uncommon), **Damage** 1d8+2 (S)

Divine Prepared Spells DC 16, attack +6

Divine Font (2/day)

[Heal](#)

1st [Bless](#), [Magic Weapon](#)

Cantrips: [Divine Lance](#), [Forbidding Ward](#), [Guidance](#), [Read Aura](#), [Stabilize](#),

Focus Spells (1 points)

Focus Spells (1 points) **Hurling Stone** Range 60 feet; **Targets** 1 creature

You evoke a magical stone and throw it, with your god's presence guiding your aim. Make a spell attack roll against the target. The stone deals bludgeoning damage equal to 1d6 plus your Strength modifier.

Critical Success The stone deals double damage.

Success The stone deals full damage.

Heightened (+1) The stone's damage increases by 1d6.

Feats & Abilities [Assurance \(Religion\)](#), [Domain Initiate](#), [Dusk Veil Diplomat](#), [Strong-Blooded Dwarf](#),

[Divine Font \(Healing Font\)](#), [Divine Spellcasting](#), [Doctrine \(Cloistered Cleric\)](#), [Domain Initiate \(Earth\)](#)