

# DWARF CLERIC 1

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

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**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

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**Speed** 15 feet

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

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**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.

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

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