

Thrain Hearthkeeper

CHARACTER NAME

Cleric 5
CLASS & LEVEL

Dwarf
RACE

Sage
BACKGROUND

Lawful Good
ALIGNMENT

PLAYER NAME

0
EXPERIENCE POINTS

STRENGTH

12

+1

DEXTERITY

10

+0

CONSTITUTION

16

+3

INTELLIGENCE

8

-1

WISDOM

17

+3

CHARISMA

13

+1

INSPIRATION

+3

PROFICIENCY BONUS

- ☐ +1 Strength
- ☐ +0 Dexterity
- ☐ +3 Constitution
- ☐ -1 Intelligence
- ☒ +6 Wisdom
- ☒ +4 Charisma

SAVING THROWS

- ☐ +0 Acrobatics (Dex)
- ☐ +3 Animal Handling (Wis)
- ☒ +2 Arcana (Int)
- ☐ +1 Athletics (Str)
- ☐ +1 Deception (Cha)
- ☒ +2 History (Int)
- ☒ +6 Insight (Wis)
- ☐ +1 Intimidation (Cha)
- ☐ -1 Investigation (Int)
- ☒ +6 Medicine (Wis)
- ☐ -1 Nature (Int)
- ☐ +3 Perception (Wis)
- ☐ +1 Performance (Cha)
- ☐ +1 Persuasion (Cha)
- ☐ -1 Religion (Int)
- ☐ +0 Sleight of Hand (Dex)
- ☐ +0 Stealth (Dex)
- ☐ +3 Survival (Wis)

SKILLS

16

ARMOR CLASS

+0

INITIATIVE

30

SPEED

Hit Point Maximum **48**

48

CURRENT HIT POINTS

0

TEMPORARY HIT POINTS

Total **5**

5

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

NAME

ATK BONUS

DAMAGE/TYPE

ATTACKS & SPELLCASTING

Thrain is an unshakable optimist with a deep well of patience. He views every life as a flame in the forge, capable of great strength when tempered with care. His demeanor is warm and fatherly, often finding

PERSONALITY TRAITS

- Sanctity of Life: "Every life is sacred, and it is my duty to preserve it, no matter the cost".
- Resilience: "Just as steel becomes stronger in fire,

IDEALS

- The Hearthkeeper Clan: Thrain's family remains his inspiration and source of strength. He seeks to honor their name with his deeds.

BONDS

- Self-Sacrificing: Thrain often places himself in danger to save others, sometimes recklessly so.
- Stubborn: His nature makes him resistant to

FLAWS

Features: Channel Divinity, Disciple of Life, Divine Order, Divine Order: Protector, Dwarven Resilience, Dwarven Toughness, Life Domain Spells, Magic Initiate (Wizard), Preserve Life, Sear Undead, Spellcasting, Stonecunning, War Caster

13

PASSIVE WISDOM (PERCEPTION)

Weapons: Martial, Simple;
Armor: Heavy, Light, Medium, Shields;
Tools: Calligrapher's Supplies;
Languages: Common, Dwarvish, Elvish

OTHER PROFICIENCIES & LANGUAGES

CP

0

SP

0

EP

0

GP

15

PP

0

+1 Warhammer, Holy Symbol, Mace, Mithral Breastplate, Quarterstaff, Shield, Unarmed Strike

EQUIPMENT

FEATURES & TRAITS



Thrain Hearthkeeper

CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

Born into the Hearthkeeper clan, famed for their masterful smithing, Thrain was expected to follow the family tradition of forging weapons and armor. However, a catastrophic cave-in during his youth changed the course of his life. Trapped alongside his injured kin, young Thrain discovered an innate talent for mending wounds and calming fears, using herbs and prayers whispered into the darkness. When a cleric of his god found them and completed the rescue, Thrain pledged to dedicate his life to the study of healing and preservation.

When he completed his training, he volunteered to join the army of the Emperor, as this would be the place where he could do the most good. He is known for offering his services to anyone in need, including enemy prisoners. While Thrain sees healing as his primary duty, his martial training ensures he can protect those he serves in battle when necessary.

Known for: amid a brutal battle with a demon worshipping tribe, Thrain Hearthkeeper charged into an ambush, his glowing warhammer a beacon of hope. Shielding a fallen soldier from a deathblow, he unleashed healing energy that revived the wounded and rallied his allies, turning the tide of battle. Bloodied but steadfast,

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

Backpack, Blanket, Book, Holy Water, Lamp, 8 Parchment, 7 Rations, Robe, Robe, Tinderbox

TREASURE

Cleric

SPELLCASTING
CLASS

wis

SPELLCASTING
ABILITY

14

SPELL SAVE DC

+6

SPELL ATTACK
BONUS

0

CANTRIPS

Fire Bolt (VS)

Guidance (VSC)

Mending (VSM)

Message (SM)

Spare the Dying (VS)

Thaumaturgy (V)

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

0

PREPARED

☐ Bane (VSMC)

SPELL NAME

☒ Bless (VSMC)

☐ Ceremony (VSMR)

☐ Command (V)

☐ Create or Destroy Water (VSM)

☒ Cure Wounds (VS)

☐ Detect Evil and Good (VSC)

☐ Detect Magic (VSRG)

☐ Detect Poison and Disease (VSMRG)

☐ Guiding Bolt (VS)

☐ Healing Word (V)

☐ Inflit Wounds (VS)

☐ Protection from Evil and Good (VSMC)

2

3

0

☒ Aid (VSM)

☐ Augury (VSMR)

☐ Blindness/Deafness (V)

☐ Calm Emotions (VSC)

☐ Continual Flame (VSM)

☐ Enhance Ability (VSMC)

☐ Find Traps (VS)

☐ Gentle Repose (VSMR)

☐ Hold Person (VSMC)

☒ Lesser Restoration (VS)

☐ Locate Object (VSMC)

☐ Prayer of Healing (V)

☐ Protection from Poison (VS)

3

2

0

☐ Animate Dead (VSM)

☐ Aura of Vitality (VC)

☐ Beacon of Hope (VSC)

☐ Bestow Curse (VSC)

☐ Clairvoyance (VSMC)

☐ Create Food and Water (VS)

☐ Daylight (VS)

☐ Dispel Magic (VS)

☐ Fast Friends (VC)

☐ Feign Death (VSMR)

☐ Glyph of Warding (VSM)

☐ Incite Greed (VSMC)

☐ Life Transference (VS)

4

5

6

7

8

9