

Kira Hammershield

Level 6 Dwarf Cleric



Kira led a simple life in Trundadelve, a peaceful city in the Republic of Zyranthea. Her father, Grim Hammershield, worked happily in the forges, contributing to the thriving Undermount Railway. Her mother, Tiana Hammershield, came from a long line of master brewers. Growing up, Kira didn't aspire for much and enjoyed the comforts of her little sanctuary, oblivious to the world beyond her borders. But life has a way of disrupting complacency, like a misplaced strike on hot steel.

For Grim Hammershield, that disruption came in the form of a severe head injury from a forging accident. The once charming and affable man transformed into an unpredictable and unemployable soul. With little purpose, he received an honorary position in the Stone Axe city guard as a token gesture. Kira's mother, previously a bookkeeper at The Bursting Barrel, now devoted most of her time to caring for Grim. It fell upon Kira to salvage her family's life.

She initially attempted to fill her mother's role at The Bursting Barrel but discovered she lacked talent for numbers.

Seeking an alternative, she apprenticed with a forging guild, hoping to follow in her father's footsteps. However, her dwarven heritage didn't lend itself to this particular skill. Desperate to help her family, Kira turned to Evronn, the favored god of the Dwarven folk, but her prayers only fueled her fading hope and growing resentment.

Her mind then turned to Haleona, the Freedomringer, with her symbols of freedom and wanderlust. Kira began to see her current situation as oppressive and suffocating, yearning for a life beyond bookkeeping and hammering. Answering her plea, Haleona sent a cleric from the Sisterhood of Haleona to Trundadelve. This society of women offered Kira an escape from her stifling existence. Gathering her meager belongings, she kissed her weeping mother's forehead and bid farewell to her father, now lost in his own world of forgotten memories.

SECRET:

Kira's true love is a Deeping Dwarf, and their love would be highly frowned upon by Kira's Crown Dwarf mother and father if they learned of it.

PERSONALITY TRAIT:

I'm full of witty aphorisms about Dwarven life and have a proverb for every occasion.

IDEAL:

Everyone should be free to pursue his or her own happiness, as long as they aren't hurting anyone else.

BOND:

I owe my parents a great debt for forging me into the person I am today.

FLAW:

I'm always searching for something that will make my life feel complete.



Character Name

Kira Hammershield

Class & Level

Level 6 War Cleric

Race / Background

Mountain Dwarf / Guild Member

Alignment

Neutral Good

Languages

Common, Dwarvish, Gnomish

Attacks & Spellcasting

Name	ATK	Damage
Maul of Hammering +1	+7	2d6+4 Bludgeoning
Light Crossbow	+4	1d8+1 Piercing
Sacred Flame	DC 16	2d8 Radiant
Guiding Bolt	+8	4d6 Radiant
Spiritual Weapon	+8	1d8+5 Force
Spirit Guardians	DC 16	3d8 Radiant
Cure Wounds	-	1d8+5 Healing
Healing Word	-	1d4+5 Healing
Prayer of Healing	-	2d8+5 Healing
Mend Construct	-	1d4+5 Mending

Equipment

Weapons: Maul of Hammering +1 (Heavy, two-handed), Light Crossbow (Ammunition (range 80/320), loading, two-handed), 20 Crossbow Bolts

Armor: Trundadelvian Plate (+2 AC), Shield

Gear: Holy Symbol, A Small Book of Haleonian Verses, Fine clothing, Belt Pouch containing 15gp, Smith's Tools, Backpack, Bedroll, Mess Kit, Tinderbox, Torch x10, Rations x10, Waterskin, Hempen Rope

Proficiency Bonus +3	Inspiration	Passive Perception 15
+3	◇ +3 ○ +3	Saving Throws Athletics
16 Strength		
+1	◇ +1 ○ +1 ● +1 ○ +1 ○ +1	Saving Throws Acrobatics Sleight of Hand Stealth
13 Dexterity		
+4	◇ +4	Saving Throws
18 Constitution		
+1	◇ +1 ○ +1 ● +4 ○ +1 ○ +1 ● +4	Saving Throws Arcana History Investigation Nature Religion
13 Intelligence		
+5	◇ +8 ○ +5 ● +8 ○ +5 ○ +5 ○ +5	Saving Throws Animal Handling Insight Medicine Perception Survival
20 Wisdom		
+0	◇ +3 ○ +0 ○ +0 ○ +0 ● +3	Saving Throws Deception Intimidation Performance Persuasion
10 Charisma		

Armor Class 22	Initiative +1	Speed 25 ft.
MAX HP 57	Current HP	
Temporary Hit Points		
Hit Dice 6 (d8)	Death Saves Success-Failures Total _____	
Spellcasting Ability WIS	Spell Save DC 16	Spell Attack Bonus +8

Proficiencies

Armor: All Armor, Shields

Weapons: All Weapons

Saving Throws: Wisdom, Charisma

Tools: Smith's Tools, Brewer's Supplies

Notes

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Level 6 Special Abilities



CHANNEL DIVINITY – 2/SHORT REST

WAR PRIEST – 5/LONG REST

DARK VISION – You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

DWARVEN RESILIENCE – You have advantage on saving throws against poison, and you have resistance against poison damage.

SPEED – Your speed is not reduced by wearing heavy armor.

STONECUNNING – Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

TRUNDADELVIAN GUILD MEMBER – You are a member of the Smith's Guild of Trundadelve. You aren't in very good standing with them, however any Dwarf from Trundadelve will recognise your membership and give you preferential treatment if aid is requested. Your Guild will defend you if you get into legal trouble.

WAR PRIEST – You defend the freedom of others, even if fighting is necessary to achieve it. When you use the Attack action, you can make one weapon attack as a bonus action. You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain all expended uses when you finish a long rest.

RITUAL CASTING – You can cast a cleric spell as a ritual if that spell has the ritual tag and you have the spell prepared.

CHANNEL DIVINITY – You gain the ability to channel divine energy directly from your deity, using that energy to fuel magical effects. You have three such effects: Turn Undead, Haleona's Blessing, and Guided Strike. When you finish a short or long rest, you regain your expended uses.

- **CHANNEL DIVINITY: TURN UNDEAD** – As an action, you present your holy symbol and speak a prayer censuring the Undead. Each Undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage. A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

- **CHANNEL DIVINITY: HALEONA'S BLESSING** – When a creature within 30 feet of you makes an attack roll, you can use your reaction to grant that creature a +10 bonus to the roll, using your Channel Divinity. You make this choice after you see the roll, but before the GM says whether the attack hits or misses.

- **CHANNEL DIVINITY: GUIDED STRIKE** – You can use your Channel Divinity to strike with supernatural accuracy. When you make an attack roll, you can use your Channel Divinity to gain a +10 bonus to the roll. You make this choice after you see the roll, but before the GM says whether the attack hits or misses.

MAUL OF HAMMERING +1 – You have a +1 bonus to attack and damage rolls made with this weapon. In addition, a creature hit with one or more attacks in a turn by this weapon must make a DC 14 Strength saving throw at the end of your turn; on a failed save they are forced 5 ft. away from you. Finally, if you roll a 20 on an attack roll with this weapon, the target is knocked prone.

TRUNDADELVIAN PLATE – While wearing this armor, you gain a +2 bonus to AC. In addition, if an effect moves you against your will along the ground, you can use your reaction to reduce the distance you are moved by up to 10 feet.

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Level 6 Spells (Page 1 of 3)



CANTRIPS (UNLIMITED)

GUIDANCE (DIVINATION)

Casting Time: 1 action

Range: Touch

Target: One willing creature

Components: V, S

Duration: Concentration, Up to 1 minute

Description: You touch one willing creature. Once before the spell ends, the target can roll a d4 and add the number rolled to one ability check of its choice. It can roll the die before or after making the ability check. The spell then ends.

MENDING/MEND CONSTRUCT (TRANSMUTATION)

Casting Time: 1 minute

Range: Touch

Target: A single break or tear in an object you touch

Components: V, S, M (Two lodestones)

Duration: Instantaneous

Description: This spell repairs a single break or tear in an object you touch, such as a broken chain link, two halves of a broken key, a torn cloak, or a leaking wineskin. As long as the break or tear is no larger than 1 foot in any dimension, you mend it, leaving no trace of the former damage. This spell can physically repair a magic item or construct, but the spell can't restore magic to such an object.

Note: Mending can also be used to restore hit points to a construct such as an Inzandra'az with a casting time of 1 action. You mend one construct for $1d4 +$ your spellcasting modifier hit points.

SACRED FLAME (EVOCATION)

Casting Time: 1 action

Range: 60 feet

Target: A creature that you can see within range

Components: V, S

Duration: Instantaneous

Description: Flame-like radiance descends on a creature that you can see within range. The target must succeed on a Dexterity saving throw or take $2d8$ radiant damage. The target gains no benefit from cover for this saving throw.

THAUMATURGY (TRANSMUTATION)

Casting Time: 1 action

Range: 30 feet

Target: See text

Components: V

Duration: Up to 1 minute

Description: You manifest a minor wonder, a sign of supernatural power, within range. You create one of the following magical effects within range: Your voice booms up to three times as loud as normal for 1 minute. You cause flames to flicker, brighten, dim, or change color for 1 minute. You cause harmless tremors in the ground for 1 minute. You create an instantaneous sound that originates from a point of your choice within range, such as a rumble of thunder, the cry of a raven, or ominous whispers. You instantaneously cause an unlocked door or window to fly open or slam shut. You alter the appearance of your eyes for 1 minute. If you cast this spell multiple times, you can have up to three of its 1-minute effects active at a time, and you can dismiss such an effect as an action.

LEVEL 1 (7 SLOTS)



DIVINE FAVOR (EVOCATION)

Casting Time: 1 bonus action

Range: Self

Target: Self

Components: V, S

Duration: Concentration, Up to 1 minute

Description: Your prayer empowers you with divine radiance. Until the spell ends, your weapon attacks deal an extra $1d4$ radiant damage on a hit.

SHIELD OF FAITH (ABJURATION)

Casting Time: 1 bonus action

Range: 60 feet

Target: A creature of your choice within range

Components: V, S, M (A small parchment with a bit of holy text written on it)

Duration: Concentration, Up to 10 minutes

Description: A shimmering field appears and surrounds a creature of your choice within range, granting it a +2 bonus to AC for the duration.

CURE WOUNDS (EVOCATION)

Casting Time: 1 action

Range: Touch

Target: A creature you touch

Components: V, S

Duration: Instantaneous

Description: A creature you touch regains a number of hit points equal to $1d8 +$ your spellcasting ability modifier. This spell has no effect on undead or constructs.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the Healing increases by $1d8$ for each slot level above 1st.

HEALING WORD (EVOCATION)

Casting Time: 1 bonus action

Range: 60 feet

Target: A creature of your choice that you can see within range

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LEVEL 1 (CONTINUED)

Components: V

Duration: Instantaneous

Description: A creature of your choice that you can see within range regains a number of hit points equal to $1d4 +$ your spellcasting ability modifier. This spell has no effect on undead or constructs.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the Healing increases by $1d4$ for each slot level above 1st.

BLESS (ENCHANTMENT)

Casting Time: 1 action

Range: 30 feet

Target: Up to three creatures of your choice within range

Components: V, S, M

Duration: Concentration, Up to 1 minute

Description: You bless up to three creatures of your choice within range. Whenever a target makes an attack roll or a saving throw before the spell ends, the target can roll a d4 and add the number rolled to the attack roll or saving throw.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

GUIDING BOLT (EVOCATION)

Casting Time: 1 action

Range: 120 feet

Target: A creature of your choice within range

Components: V, S

Duration: 1 round

Description: A flash of light streaks toward a creature of your choice within range. Make a ranged spell attack against the target. On a hit, the target takes $4d6$ radiant damage, and the next attack roll made against this target before the end of your next turn has advantage, thanks to the mystical dim light glittering on the target until then.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or

higher, the damage increases by $1d6$ for each slot level above 1st.

HEROISM (ENCHANTMENT)

Casting Time: 1 action

Range: Touch

Target: A willing creature you touch

Components: V, S

Duration: Concentration, Up to 1 minute

Description: A willing creature you touch is imbued with bravery. Until the spell ends, the creature is immune to being frightened and gains temporary hit points equal to your spellcasting ability modifier at the start of each of its turns. When the spell ends, the target loses any remaining temporary hit points from this spell.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

BANE (ENCHANTMENT)

Casting Time: 1 action

Range: 30 feet

Target: Up to three creatures of your choice that you can see within range

Components: V, S, M (A drop of blood)

Duration: Concentration, Up to 1 minute

Description: Up to three creatures of your choice that you can see within range must make Charisma saving throws. Whenever a target that fails this saving throw makes an attack roll or a saving throw before the spell ends, the target must roll a d4 and subtract the number rolled from the attack roll or saving throw.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

DETECT EVIL AND GOOD (DIVINATION)

Casting Time: 1 action

Range: Self

Target: Self

Components: V, S

Duration: Concentration, Up to 10 minutes

Description: For the duration, you know if there is an aberration, celestial, elemental, fey, fiend, or undead within 30 feet of you, as well as where the creature is located. Similarly, you know if there is a place or object within 30 feet of you that has been magically consecrated or desecrated. The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

LEVEL 2 (3 SLOTS) □ □ □

LESSER RESTORATION (ABJURATION)

Casting Time: 1 action

Range: Touch

Target: A creature

Components: V, S

Duration: Instantaneous

Description: You touch a creature and can end either one disease or one condition afflicting it. The condition can be blinded, deafened, paralyzed, or poisoned.

MAGIC WEAPON (TRANSMUTATION)

Casting Time: 1 bonus action

Range: Touch

Target: Up to six creatures of your choice that you can see within range

Components: V, S

Duration: Concentration, Up to 1 hour

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LEVEL 2 (CONTINUED)

Description: You touch a nonmagical weapon. Until the spell ends, that weapon becomes a magic weapon with a +1 bonus to attack rolls and damage rolls. **At Higher Levels:** When you cast this spell using a spell slot of 4th level or higher, the bonus increases to +2. When you use a spell slot of 6th level or higher, the bonus increases to +3.

PRAYER OF HEALING (EVOCATION)

Casting Time: 10 minutes

Range: 30 feet

Target: Up to six creatures of your choice that you can see within range

Components: V

Duration: Instantaneous

Description: Up to six creatures of your choice that you can see within range each regain hit points equal to $2d8 + \text{your spellcasting ability modifier}$. This spell has no effect on undead or constructs.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, the Healing increases by $1d8$ for each slot level above 2nd.

SPIRITUAL WEAPON (EVOCATION)

Casting Time: 1 bonus action

Range: 60 feet

Target: See Text

Components: V, S

Duration: 1 minute

Description: You create a floating, spectral weapon within range that lasts for the duration or until you cast this spell again. When you cast the spell, you can make a melee spell attack against a creature within 5 feet of the weapon. On a hit, the target takes force damage equal to $1d8 + \text{your spellcasting ability modifier}$. As a bonus action on your turn, you can move the weapon up to 20 feet and repeat the attack against a creature within 5 feet of it. The weapon can take whatever form you choose. Clerics of deities who are associated with a particular weapon (as St. Cuthbert is known for his mace

and Thor for his hammer) make this spell's effect resemble that weapon.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, the damage increases by $1d8$ for every two slot levels above 2nd.

AID (ABJURATION)

Casting Time: 1 action

Range: 30 feet

Target: Up to three creatures within range

Components: V, S, M (A tiny strip of white cloth)

Duration: 8 hours

Description: Your spell bolsters your allies with toughness and resolve. Choose up to three creatures within range. Each target's hit point maximum and current hit points increase by 5 for the duration.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, a target's hit points increase by an additional 5 for each slot level above 2nd.

LEVEL 3 (3 SLOTS)

SPIRIT GUARDIANS (CONJURATION)

Casting Time: 1 action

Range: Self (15-foot radius)

Target: Self (15-foot radius)

Components: V, S, M (A holy symbol)

Duration: Concentration, Up to 10 minutes

Description: You call forth spirits to protect you. They flit around you to a distance of 15 feet for the duration. If you are good or neutral, their spectral form appears angelic or fey (your choice). If you are evil, they appear fiendish. When you cast this spell, you can designate any number of creatures you can see to be unaffected by it. An affected creature's speed is halved in the area, and when the creature enters the area for the first time on a turn or starts its turn there, it must make a Wisdom saving throw. On a failed save, the creature takes $3d8$ radiant damage (if you are good or neutral) or $3d8$ necrotic damage (if you are evil). On a successful save, the creature takes half as much damage.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, the damage increases by $1d8$ for each slot level above 3rd.

CRUSADER'S MANTLE (EVOCATION)

Casting Time: 1 action

Range: Self

Target: Self

Components: V

Duration: Concentration, Up to 1 minute

Description: Holy power radiates from you in an aura with a 30-foot radius, awakening boldness in friendly creatures. Until the spell ends, the aura moves with you, centered on you. While in the aura, each nonhostile creature in the aura (including you) deals an extra $1d4$ radiant damage when it hits with a weapon attack.

MASS HEALING WORD (EVOCATION)

Casting Time: 1 bonus action

Range: 60 feet

Target: Up to six creatures of your choice that you can see within range

Components: V

Duration: Instantaneous

Description: As you call out words of restoration, up to six creatures of your choice that you can see within range regain hit points equal to $1d4 + \text{your spellcasting ability modifier}$. This spell has no effect on undead or constructs.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, the Healing increases by $1d4$ for each slot level above 3rd.