

CLASS & LEVEL

INITIATIVE

SPFFD

DEATH SAVES

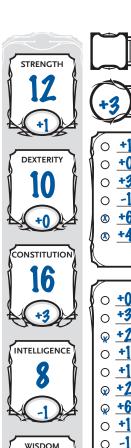
PLAYER NAME

Dwart

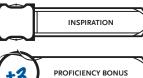
Hit Point Maximum 48

Lawful Good ALIGNMENT

EXPERIENCE POINTS

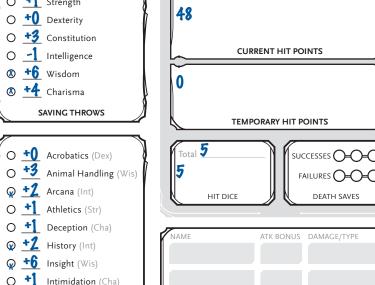


CHARISMA



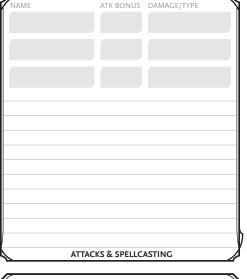










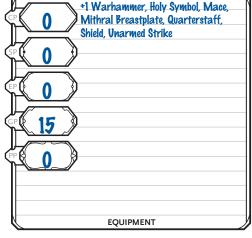


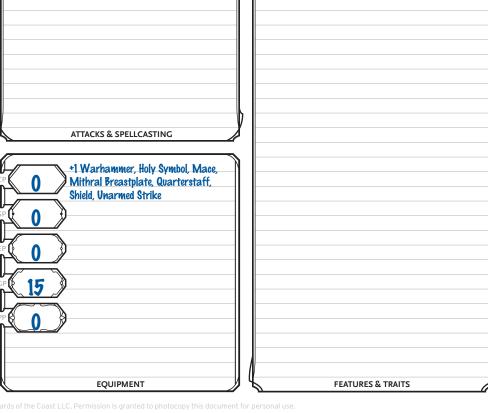




OTHER PROFICIENCIES & LANGUAGES

PASSIVE WISDOM (PERCEPTION)



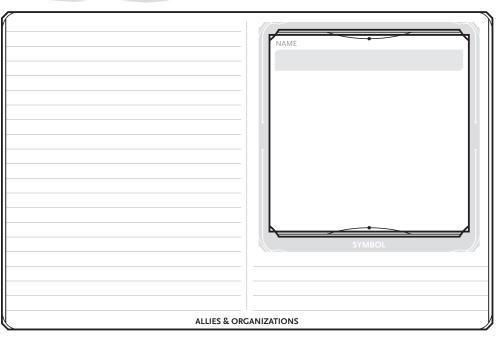




AGE HEIGHT WEIGHT

EYES SKIN HAIR





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

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, ADDITIONAL FEATURES & TRAITS

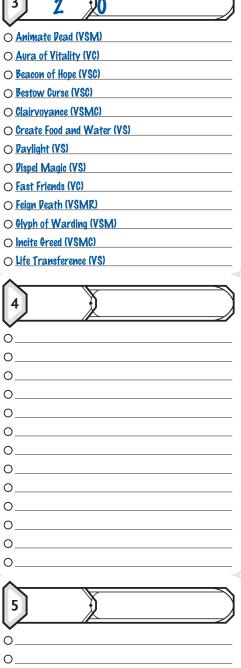
Backpack, Blanket, Book, Holy Water, Lamp, 8 Parchment, Potion of Greater Healing, 7 Rations, Robe, Tinderbox

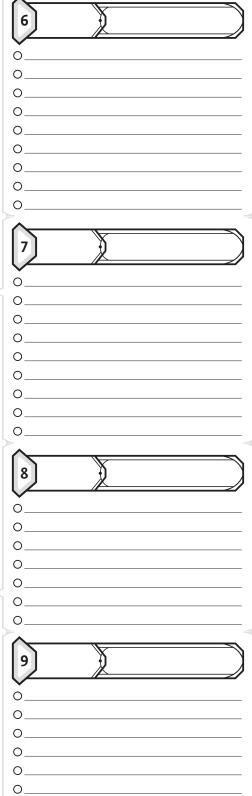
TREASURE

CHARACTER BACKSTORY

O Locate Object (VSMC)

O Prayer of Healing (V)
O Protection from Poison (VS)





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