



AKTRA

Cleric : 3  
(War)  
CLASS & LEVEL

Half-orc,  
half-lizardperson  
RACE

Acolyte  
BACKGROUND

PROFICIENCY BONUS: +2

PASSIVE PERCEPTION: 12

+3

STRENGTH

SAVING  
THROW

-1

BASE 16

o +3 Athletics

0

DEXTERITY

SAVING  
THROW

0

BASE 10

o 0 Acrobatics  
o 0 Sleight of Hand  
o 0 Stealth

+1

CON

SAVING  
THROW

+1

BASE 13

-1

INTEL.

SAVING  
THROW

-1

BASE 8

o -1 Arcana  
o -1 History  
o -1 Investigation  
o -1 Nature  
● +1 Religion

+2

WISDOM

SAVING  
THROW

+4

BASE 15

o +2 Animal Handling  
● +4 Insight  
● +4 Medicine  
o +2 Perception  
o +2 Survival

+1

CHARISMA

SAVING  
THROW

+3

BASE 12

o +1 Deception  
● +3 Intimidation  
o +1 Performance  
● +3 Persuasion

TOOL PROFICIENCIES:

LANGUAGES:

Lizard Person (Low Draconic),  
Orcish

WEAPON/ARMOUR PROFICIENCIES:

All weapons, all armour

CHARACTER NOTES:

No social knowledge

20

ARMOUR  
CLASS

0

INITIATIVE

24

HP

Resistances:

Hit Dice: 3d8

Speed: 30ft

WIS

SPELLCASTING

+4

ATTACK BONUS

12

SAVE DC

SPECIAL ABILITIES:

**Darkvision (60ft)**

Savage Attack (+1d on crit)

Relentless Endurance (1pLR)  
When reduced to 0hp, instead  
be reduced to 1hp

Channel Divinity (1/sr):

Guided Strike (+10 Att. Roll)  
Turn Undead

Warpriest (WIS(2)/LR):  
Attack as bonus action after  
attack action

WEAPONS:

NAME/RANGE

ATK BONUS

DAMAGE/TYPE

Warhammer  
Melee

+5

1d8+3 bludgeoning

CANTRIPS:

Thaumaturgy  
Spare the dying  
Guidance

LEVEL 2:

SPELL SLOTS: 2 / SHORT REST

SPELLS KNOWN: 4

Bless  
Detect Evil & Good  
Shield of Faith  
Cure Wounds  
Divine Favour

Spiritual Weapon  
Warding Bond  
Magic Weapon

EQUIPMENT:

Serpentina's Potion of Speak with Beasts  
Platemail Armour  
Potion of 2d4 + 2 healing  
Warhammer  
Camping gear  
Rope (50ft)  
Gold (200)  
Zuccini