



Akira

cleric
CLASS & LEVEL 2

Half orc
RACE

BACKGROUND *Monk's Dodge*

PROFICIENCY BONUS: +2

PASSIVE PERCEPTION: +2

+3	SAVING THROW	0	Athletics
STRENGTH	BASE 16		
0	SAVING THROW	0	Acrobatics
DEXTERITY	BASE 10	0	Slight of Hand
		0	Stealth
+2	SAVING THROW		
CON	BASE 15		
-1	SAVING THROW	0	Arcana
INTEL.	BASE 8	0	History
		0	Investigation
		0	Nature
		0	Religion
+2	SAVING THROW	0	Animal Handling
WISDOM	BASE 15	0	Insight
		0	Medicine
		0	Perception
		0	Survival
+1	SAVING THROW	0	Deception
CHARISMA	BASE 12	0	Intimidation
		0	Performance
		0	Persuasion

TOOL PROFICIENCIES:

+++

LANGUAGES:

Orich, ~~Lowd~~ Lowd

WEAPON/ARMOUR PROFICIENCIES:

All weapons & armour

CHARACTER NOTES:

- No social knowledge
- seek to prove myself
- prefer to
- reflects the bug

18+2
ARMOUR CLASS

0
INITIATIVE

24
HP

Resistances: ~~charmed~~

Hit Dice: 1d8

Speed: 30

Wis

+15
ATTACK BONUS

+12
SAVE DC

SPELLCASTING

ATTACK BONUS

SAVE DC

WEAPONS:

NAME/RANGE ATK BONUS DAMAGE/TYPE

Warhammer +5

Bludgeoning

1d8 + 3
(2h = 1d10)

CANTRIPS:

Thaumaturgy
Spare the dying
Guidance

LEVEL 1: 4 SPELL SLOTS:

SPELLS KNOWN:

Cure wounds
Bless
Detect evil & good
Divine Shield
Shield of Faith

Guided Strike

EQUIPMENT:

- Health potion
- Priest pack
- Chain of
- Worn armor
- Serpent's
- Shield & holy symbol
- Hooded lantern
- Rope

15 gp

144 gp

+100 gp

+100 gp

Orange badge

- Zucchini + Pouch