



AKTRA

Cleric (War) : 4

Half-orc, Half-lizardperson

Acolyte

CLASS & LEVEL

RACE

BACKGROUND

PROFICIENCY BONUS: +2

PASSIVE PERCEPTION: 12

+

STRENGTH

SAVING THROW

+3

BASE 1

o + Athletics

+0

DEXTERITY

SAVING THROW

+0

BASE 10

o +0 Acrobatics  
o +0 Slight of Hand  
o +0 Stealth **DIS.**

+

CON

SAVING THROW

+1

BASE 1

-1

INTEL.

SAVING THROW

-1

BASE 8

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

+

WISDOM

SAVING THROW

+4

BASE 1

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

+1

CHARISMA

SAVING THROW

+3

BASE 12

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

TOOL PROFICIENCIES:

LANGUAGES:

Lizardfolk (low Draconic), Orcish

WEAPON/ARMOUR PROFICIENCIES:

all armour, shields, all weapons

CHARACTER NOTES:

No social knowledge

...



20  
ARMOUR  
CLASS

+0

INITIATIVE

3

HP

Hit Dice: 3d8

Speed: 30ft

WIS

SPELLCASTING

+

ATTACK BONUS

1

SAVE DC

HALF-ORC ABILITIES:

**Darkvision:** You can see in dim light within 60ft as if it were bright light, and in darkness as if it were dim light. You can't discern colour in the dark, only grey shades.

**Relentless Endurance:** Once per long rest, when you are reduced to 0HP but not killed outright, you can drop to 1HP instead.

**Savage Attacks:** When you score a critical hit with a melee weapon Attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

WEAPONS:

NAME/RANGE

ATK BONUS

DAMAGE/TYPE

Warhammer  
melee

+

1d8+ piercing

1d10.. if used 2-  
handed

CANTRIPS:

SPELL SLOTS:

Guidance

Level 1: 4 /LONG REST

Spare the Dying

Level 2: 3 /LONG REST

Thaumaturgy

SPELLS PREPARED:

+PREPARED SPELLS: WAR DOMAIN Divine Favour, Shield of Faith

**Ritual Casting:** you can cast any prepared cleric spell as a ritual if it has the 'ritual' tag

**War priest:** 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 / long rest.

**Channel Divinity:** (1 / short rest)

**Guided Strike:** When you make an attack roll, you can gain a +10 bonus to the roll. You make this choice after you see the roll, but before the DM says whether the attack hits or misses.

**Turn Undead:** as an action, each undead within 30 ft must make a WIS save or be turned for 1 min or until it takes damage. A turned creature must use its actions to move as far away from you as possible.

EQUIPMENT:

200gp

warhammer  
shield

Zucchini

platemail

Serpentina's potion of Speak with Beasts  
Potion of 2d4+2 healing

Camping gear  
Rope (50ft)