

Name : Akra (Dragonborn Cleric)

Cleric (1) - Life Domain

Alignment : Lawful Good Race : Dragonborn Background : Priest XP : 0/300

HP : 60/60 AC : 16 Speed : Walk:30ft

Abilities : Strength Dexterity Constitution Intelligence Wisdom Charisma

Value : 16 (+3) 10 (0) 13 (+1) 8 (-1) 15 (+2) 9 (-1)

Save : 3 0 1 -1 4 1

Senses :

Biography :

Biography : A devout follower of her deity and of her society's customs, Akra feels somewhat out of place adventuring in foreign lands. But she feels bound to do ev

Appearance :

Personality Traits :

Ideals :

Bonds :

Flaws :

Attribute :

Breath Weapon You can use your action to exhale destructive energy. Your draconic ancestry determines the size, shape, and damage type of the exhalation. When yo

Damage Resistance You have resistance to the damage type associated with your draconic ancestry.

Dragonborn Your draconic heritage manifests in a variety of traits you share with other dragonborn. Ability Score Increase. Your Strength score increases by 2, and

Spellcasting (C As a conduit for divine power, you can cast cleric spells. Cantrips At 1st level, you know three cantrips of your choice from the cleric spell list. You learn

Divine Domain Choose one domain related to your deity, such as Life. Your choice grants you domain spells and other features when you choose it at 1st level. It also

Bonus Proficiency When you choose this domain at 1st level, you gain proficiency with heavy armor.

Disciple of Life Starting at 1st level, your healing spells are more effective. Whenever you use a spell of 1st level or higher to restore hit points to a creature, the creatur

Spells :

Guidance (Lvl. 1 action V,S,C, You touch one willing creature. Once before the spell ends, the target can roll a d4 and add the number rolled to one abil

Sacred Flame 1 action V,S, Flame-like radiance descends on a creature that you can see within range. The target must succeed on a Dexterity saving

Thaumaturgy ( 1 action V, You create one of the following magical effects within range: Your voice booms up to three times as loud as normal for 1

Bane (Lvl.1)	1 action	V,S,M (A drop ) Up to three creatures of your choice that you can see within range must make Charisma saving throws. Whenever a target
Bless (Lvl.1)	1 action	V,S,M (A sprinl You bless up to three creatures of your choice within range. Whenever a target makes an attack roll or a saving throw bef
Command (Lvl	1 action	V, You speak a one-word command to a creature you can see within range. The target must succeed on a Wisdom saving th
Create or Dest	1 action	V,S,M (A drop ) You either create or destroy water.Create Water. You create up to 10 gallons of clean water within range in an open cont
Cure Wounds	1 action	V,S, A creature you touch regains a number of hit points equal to 1d8 + your spellcasting ability modifier. This spell has no eff
Detect Evil anc	1 action	V,S,C, For the duration, you know if there is an aberration, celestial, elemental, fey, fiend, or undead within 30 feet of you, as w
Detect Magic (	1 action	V,S,R,C, For the duration, you sense the presence of magic within 30 feet of you. If you sense magic in this way, you can use your
Detect Poison	1 action	V,S,M (A yew l For the duration, you can sense the presence and location of poisons, poisonous creatures, and diseases within 30 feet
Guiding Bolt (L	1 action	V,S, A flash of light streaks toward a creature of your choice within range. Make a ranged spell attack against the target. On a
Healing Word (	1 bonus	V, A creature of your choice that you can see within range regains hit points equal to 1d4 + your spellcasting ability modifie
Inflict Wounds	1 action	V,S, Make a melee spell Attack against a creature you can reach. On a hit, the target takes 3d10 necrotic damage.At Higher L
Protection fro	1 action	V,S,M (Holy w Until the spell ends, one willing creature you touch is protected against certain types of creatures: aberrations, celestial
Purify Food an	1 action	V,S,R, All nonmagical food and drink within a 5-foot-radius sphere centered on a point of your choice within range is purified an
Sanctuary (Lvl.	1 bonus	V,S,M (A small You ward a creature within range against attack. Until the spell ends, any creature who targets the warded creature with
Shield of Faith	1 bonus	V,S,M (A small A shimmering field appears and surrounds a creature of your choice within range, granting it a +2 bonus to AC for the du

Inventory :

CurrencyAbbrf	0	CurrencyAbbrf	15	CurrencyAbbrf	0	CurrencyAbbrf	0	CurrencyAbbrf	0
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Holy Symbol(1 This talisman serves as a spellcasting focus, helping the practitioner to channel arcane, primal, or divine energies. Spellcasting Focus. An arcane focus:

Stick of Incens When blocks of incense cannot be used or a cheaper alternative is required, people often use these to perfume the air, whether for pleasurable or relig

Bedroll(1)	Roll of cloth used by traveller to sleep in.
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Hempen Rope Rope, whether made of hemp or silk, has 2 hit points and can be burst with a DC 17 Strength check.

**Tinderbox(1)** This small container holds flint, fire steel, and tinder (usually dry cloth soaked in light oil) used to kindle a fire. Using it to light a torch - or anything else

Mess Kit(1)	This tin box contains a cup and simple cutlery. The box clamps together, and one side can be used as a cooking pan and the other as a plate or shallow
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**Waterskin(1)** A leather hide sewn into an enclosed skin which can contain up to 4 pints of liquid. It weighs 5 pounds when full a pint of water is approximately 1 pound.

**Backpack(1)** A backpack can hold one cubic foot or 30 pounds of gear. You can also strap items, such as a bedroll or a coil of rope, to the outside of a backpack.

Pouch(1)	A cloth or leather pouch can hold up to 20 sling bullets or 50 blowgun needles, among other things. A compartmentalized pouch for holding spell comp
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Quiver(1)      A quiver can hold up to 20 arrows.

**Scale Mail(1)** This armor consists of a coat and leggings (and perhaps a separate skirt) of leather covered with overlapping pieces of metal, much like the scales of a

Common Cloth Clothes worn by most commoners.

Vestments(1) Simple or ostentacious wear, often used by priests and other religious figures for use in rituals and ceremonies.

Shield(1) A shield is made from wood or metal and is carried in one hand. Wielding a shield increases your Armor Class by 2. You can benefit from only one shield.

Mace(1) A heavy bludgeoning weapon mounted to the end of a metal club. The head features spikes and blades designed to puncture armor and shatter the bones.

Crossbow Bolt This ammunition is used for all varieties of crossbow and is typically a short metal shaft with a narrow piercing tip.

Light Crossbow A small crossbow with a wooden haft and a taut cord which is capable of firing a single bolt which can puncture even heavy armor at close range.

Rations(10) Rations consist of dry foods suitable for extended travel, including jerky, dried fruit, hardtack, and nuts.

Torch(10) A torch burns for 1 hour, providing bright light in a 20-foot radius and dim light for an additional 20 feet. If you make a melee attack with a burning torch, it deals 1d4 fire damage.

Prayer Book(1) A book containing prayers and incantations dedicated to a specific power for the faithful to follow.

everything in her power to bring peace to the region. Token artwork by Forgotten Adventures.

When you use your breath weapon, each creature in the area of the exhalation must make a saving throw, the type of which is determined by your draconic ancestry. The DC for

is equal to 8 + your Charisma score increases by 1. Age. Young dragonborn grow quickly. They walk hours after hatching, attain the size and development of a 10-year-old human (Medium) at 1 year of age, and reach adulthood at 15 years of age. Cantrips Known You know 2 cantrips of your choice at 1st level, and gain 2 additional cleric cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Cleric table. Preparing and Casting Spells The Cleric table shows the number of spells you can prepare each day from the cleric spell list. You must have a cleric spell slot to prepare or cast a cleric spell. Domain Spells Each cleric has a list of spells that are part of their domain. When you gain that feature at 2nd level, and additional benefits at 6th, 8th, and 17th levels.

When you cast a spell that restores hit points to a creature, the creature regains additional hit points equal to 2 + the spell's level.

The target must make a Constitution saving throw. On a failed save, the target takes 1d8 radiant damage. On a successful save, the target takes half damage. The spell then ends.

The target must make a Constitution saving throw. On a failed save, the target takes 1d8 radiant damage. On a successful save, the target takes half damage. The spell's damage increases by 1d8 when you reach 5th level (2d8), 9th level (3d8), and 13th level (4d8). 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 a sound that originates from a point you choose within range.

et 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. Before the spell ends, the target can roll 1d4 and add the number rolled to the attack roll or saving throw. 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. Alternatively, the water falls as rain in a 30-foot cube within range. Destroy Water. You destroy up to 10 gallons of water in an open container within range. Alternatively, you can destroy undead or constructs. 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. Detect Magic. You learn the location of magic in the area around 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 allows you to take an action to see a faint aura around any visible creature or object in the area that bears magic, and you learn its school of magic, if any. The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of lead, or 3 feet of earth or brick. You also identify the kind of poison, poisonous creature, or disease in each case. The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of lead, or 3 feet of earth or brick. If the target is wearing armor or holding an object, 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 radiating from the target. 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. The spell also affects elementals, fey, fiends, and undead. The protection grants several benefits. Creatures of those types have disadvantage on attack rolls against the target. The target is rendered free of poison and disease. If the target is hit by an attack or a harmful spell, the target must first make a Wisdom saving throw. On a failed save, the creature must choose a new target or lose the attack or spell. This spell does not require a concentration.

A spellcasting focus is a special item designed to channel the power of arcane spells. A sorcerer, warlock, or wizard can use such an item as a spellcasting focus, using it in place of any material components for spells that do not have a cost.

Lighting a campfire with abundant, exposed fuel - takes an action. Lighting any other fire takes 1 minute. A campfire can be used as a light source. A campfire can be used as a light source. A campfire can be used as a light source.

A component pouch is a small, square, leather pouch that can hold up to 1 cubic foot or 6 pounds of gear.

A fish. The suit includes gauntlets.

.d at a time.  
nes below.

and hit, it deals 1 fire damage.

or this saving throw equals 8 + your Constitution modifier + your proficiency bonus. A creature takes 2d6 damage on a failed save, and half as much damage on a success.

child by the age of 3, and reach adulthood by 15. They live to be around 80. Alignment. Dragonborn tend to extremes, making a conscious choice for one side or the other. Your cleric's domain determines how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. Your cleric's domain also determines which spells you can cast as cleric spells. Your cleric's domain has a list of spells—its domain spells—that you gain at the cleric levels noted in the domain description. Once you gain a domain spell, you always have it prepared.

11th level (3d8), and 17th level (4d8).

inates from a point of your choice within range. You cause an unlocked door or window to fly open or slam shut. You alter the appearance of your eyes for 1 minute. If you are blinded or deafened, this spell ends on you.

or saving throw. 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. level or higher, you can target one additional creature for each slot level above 1st.

ul to it. Some typical commands and their effects follow. You might issue a command other than one described here. If you do so, the DM determines how the target behaves. Alternatively, you destroy fog in a 30-foot cube within range. Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you create or destroy 10 additional

. 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.

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ch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

ght glittering on the target until then. 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.

t also can't be charmed, frightened, or possessed by them. If the target is already charmed, frightened, or possessed by such a creature, the target has advantage on a

sn't protect the warded creature from area effects, such as the explosion of a Fireball. If the warded creature makes an attack or casts a spell that affects an enemy creature

material component which does not list a cost.





essful one. The damage increases to 3d6 at 6th level, 4d6 at 11th level, and 5d6 at 16th level. After you use your breath weapon, you can't use it again until you com

er in the cosmic war between good and evil. Most dragonborn are good, but those who side with evil can be terrible villains. Size. Dragonborn are taller and heavier than humans. You can't wear armor that is not

ain all expended spell slots when you finish a long rest. You prepare the list of cleric spells that are available for you to cast, choosing from the cleric spell list. When you cast a cleric spell, it counts against the number of spells you can prepare each day. If you have a domain spell that doesn't appear on the cleric spell list, the spell is non

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.

ehaves. If the target can't follow your command, the spell ends.Approach. The target moves toward you by the shortest and most direct route, ending its turn if it move  
1al gallons of water, or the size of the cube increases by 5 feet, for each slot level above 1st.

bove 1st.

any new saving throw against the relevant effect.

ature, this spell ends.



plete a short or long rest. Foundry Note: Edit the Details for this feat, so that the damage type, saving throw, and area of effect match those of your Draconic Ancestry.

an humans, standing well over 6 feet tall and averaging almost 250 pounds. Your size is Medium. Speed. Your base walking speed is 30 feet. Draconic Ancestry. You have the ability to cast cleric spells. When you do so, choose a number of cleric spells equal to your Wisdom modifier + your cleric level (minimum of one spell). The spells must be of a level for which you have spell slots. You must also have the spell in your cleric spellbook, or it must be a spell that is on the cleric spell list, even if it isn't on your cleric spellbook. You can't choose the same spell more than once. You must also have the spell in your cleric spellbook, or it must be a spell that is on the cleric spell list, even if it isn't on your cleric spellbook. You can't choose the same spell more than once. Nevertheless a cleric spell for you.

is within 5 feet of you. Drop. The target drops whatever it is holding and then ends its turn. Flee. The target spends its turn moving away from you by the fastest available



ve draconic ancestry. Choose one type of dragon from the Draconic Ancestry table. Your breath weapon and damage resistance are determined by the dragon type, as shown in the table. You also gain the Draconic Ancestry feature, which allows you to use your draconic ancestry to gain spell slots. For example, if you are a 3rd-level cleric, you have four 1st-level and two 2nd-level spell slots. With a Wisdom of 16, your list of prepared spells can include s



means. Grovel. The target falls prone and then ends its turn. Halt. The target doesn't move and takes no actions. A flying creature stays aloft, provided that it is able to



s shown in the table. Dragon Damage Type Breath We  
six spells of 1

do so. If it must move to stay aloft, it flies the minimum distance ne