

Nom : Akra (Dragonborn Cleric)

Cleric (1) - Life Domain

Alignment : Lawful Good Race : Dragonborn Background : Priest XP :

HP : 9/9 AC : 16 Speed : Walk:30ft

Abilities :	Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma	
Valeur :	16 (+3)	10 (0)	13 (+1)	8 (-1)	15 (+2)	9 (-1)	
JdS :		3	0	1	-1	4	1

Senses :

Biography :

Biography :

Appearance :

Personality Traits :

Ideals :

Bonds :

Flaws :

Features :

Breath Weapon - White

Spellcasting

Divine Domain

Bonus Proficiency

Disciple of Life

Spells	Activation	Spell Component	School	Range	Duration	Description
Level		0				
Guidance	action	V,S,C	Divination	touch	1 minute	You touch one
Sacred Flame	action	V,S	Evocation	60 ft	inst	Flame-like radi
Thaumaturgy	action	V	Transmutation	30 ft	1 minute	You create one
Level		1	Spell Slots	2		
Bane	action	V,S,M (A drop of	Enchantment	30 ft	1 minute	Up to three cre
Bless	action	V,S,M (A sprin	Enchantment	30 ft	1 minute	You bless up to
Command	action	V	Enchantment	60 ft	1 round	You speak a on
Create or Dest	action	V,S,M (A drop of	Transmutation	30 ft	inst	You either crea
Cure Wounds	action	V,S	Evocation	touch	inst	A creature you
Detect Evil and	action	V,S,C	Divination	self	10 minute	For the duratio
Detect Magic	action	V,S,R,C	Divination	self	10 minute	For the duratio
Detect Poison	action	V,S,M (A yew lea	Divination	self	10 minute	For the duratio
Guiding Bolt	action	V,S	Evocation	120 ft	1 round	A flash of light
Healing Word	bonus	V	Evocation	60 ft	inst	A creature of yo
Inflict Wounds	action	V,S	Necromancy	touch	inst	Make a melee s
Protection from	action	V,S,M (Holy wa	Abjuration	touch	10 minute	Until the spell c
Purify Food and	action	V,S,R	Transmutation	10 ft	inst	All nonmagical
Sanctuary	bonus	V,S,M (A small	Abjuration	30 ft	1 minute	You ward a cre
Shield of Faith	bonus	V,S,M (A small	Abjuration	60 ft	10 minute	A shimmering f

Inventory :

pp	gp	ep	sp	cp	
	0	15	0	0	0
Holy Symbol(1)					
Tinderbox(1)					
Waterskin(1)					
Torch(10)					
Stick of Incense(5)					
Quiver(1)					
Common Clothes(1)					
Rations(10)					
Pouch(1)					
Bedroll(1)					
Backpack(1)					
Hemp Rope (50 ft.)(1)					
Crossbow Bolt(20)					
Mess Kit(1)					
Scale Mail(1)					
Light Crossbow(1)					
Vestments(1)					
Prayer Book(1)					
Shield(1)					
Mace(1)					

A devout follower of her deity and of her society's customs, Akra feels somewhat out of place adventuring

You can use your action to exhale destructive energy. Your draconic ancestry determines the size, shape, and potency of the breath. At 1st level, the breath weapon has a range of 30 feet, is 10 feet wide, and deals 3d6 acid, fire, or lightning damage, whichever is your choice. As a conduit for divine power, you can cast cleric spells. Cantrips At 1st level, you know three cantrips of your choice. Choose one domain related to your deity, such as Life. Your choice grants you domain spells and other features. When you choose this domain at 1st level, you gain proficiency with heavy armor. Starting at 1st level, your healing spells are more effective. Whenever you use a spell of 1st level or higher that restores hit points to a creature, the creature also regains an amount of hit points equal to half the spell's normal healing amount, rounded down.

willing creature. Once before the spell ends, the target can roll a d4 and add the number rolled to one ability score. The increase lasts for 1 minute, or until you cast this spell on the target again. This spell has no effect if you cast it on a creature that you can't see. The target must succeed on a Dexterity saving throw to avoid the spell.

Components Verbal, Somatic, and a focus (a small bell).

Range 30 feet.

Duration 1 minute.

Frequency Once per day.

Effect One of the following magical effects within range: Your voice booms up to three times as loud as normal for 1 minute.

atures of your choice that you can see within range must make Charisma saving throws. Whenever a target makes a Charisma saving throw, it has disadvantage. You can repeat this spell on three creatures of your choice within range. Whenever a target makes an attack roll or a saving throw before you speak a word command to a creature you can see within range. The target must succeed on a Wisdom saving throw or be deafened until the spell ends. Create Water. You create up to 10 gallons of clean water within range in an open container. A creature touched regains a number of hit points equal to 1d8 + your spellcasting ability modifier. This spell has no effect if there is already liquid water present. Detect Magic. You know if there is an aberration, celestial, elemental, fey, fiend, or undead within 30 feet of you, as well as the presence of magic within 30 feet of you. If you sense magic in this way, you can use your action to identify its source. Detect Poison and Disease. You can sense the presence and location of poisons, poisonous creatures, and diseases within 30 feet of you. Dispel Magic. Choose one of the following options. • Remove spells from a creature of your choice within range. • End streaks toward a creature of your choice within range. Make a ranged spell attack against the target. On a hit, the target takes 5d6 force damage. • Restore a creature of your choice within range regains hit points equal to 1d4 + your spellcasting ability modifier. Dominate Creature. Choose a creature you can reach. On a hit, the target takes 3d10 necrotic damage. At Higher Levels. • When you cast this spell on a willing creature, one willing creature you touch is protected against certain types of creatures: aberrations, celestials, elementals, fey, fiends, and undead. • Food and drink within a 5-foot-radius sphere centered on a point of your choice within range is purified and lasts for 24 hours. • Warding Flare. One willing creature within range is protected against attack. Until the spell ends, any creature who targets the warded creature with an attack rolls with disadvantage. • Fog Cloud. A fog appears and surrounds a creature of your choice within range, granting it a +2 bonus to AC for the duration.

This talisman serves as a spellcasting focus, helping the practitioner to channel arcane, primal, or divine
This small container holds flint, fire steel, and tinder (usually dry cloth soaked in light oil) used to kindle a
A leather hide sewn into an enclosed skin which can contain up to 4 pints of liquid. It weighs 5 pounds wh
A torch burns for 1 hour, providing bright light in a 20-foot radius and dim light for an additional 20 feet. If
When blocks of incense cannot be used or a cheaper alternative is required, people often use these to pe
A quiver can hold up to 20 arrows.

Clothes worn by most commoners.

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

A cloth or leather pouch can hold up to 20 sling bullets or 50 blowgun needles, among other things. A con
Roll of cloth used by traveller to sleep in.

A backpack can hold one cubic foot or 30 pounds of gear. You can also strap items, such as a bedroll or a
Rope, whether made of hemp or silk, has 2 hit points and can be burst with a DC 17 Strength check.

This ammunition is used for all varieties of crossbow and is typically a short metal shaft with a narrow pie

This tin box contains a cup and simple cutlery. The box clamps together, and one side can be used as a co

This armor consists of a coat and leggings (and perhaps a separate skirt) of leather covered with overlapp

A small crossbow with a wooden haft and a tense cord which is capable of firing a single bolt which can p

Simple or ostentacious wear, often used by priests and other religious figures for use in rituals and cerem

A book containing prayers and incantations dedicated to a specific power for the faithful to follow.

A shield is made from wood or metal and is carried in one hand. Wielding a shield increases your Armor C

A heavy metal head mounted to the end of a sturdy haft meant to deliver powerful, crushing blows capabl

; in foreign lands. But she feels bound to do everything in her power to bring peace to the region. Token artv

, and damage type of the exhalation. When you use your breath weapon, each creature in the area of the exhalation must make a saving throw of your choice from the cleric spell list. You learn additional cleric cantrips of your choice at higher levels, as follows: You learn 2 additional cantrips when you choose it at 1st level. It also grants you additional ways to use Channel Divinity when you

to restore hit points to a creature, the creature regains additional hit points equal to 2 + the spell's level.

lity check of its choice. It can roll the die before or after making the ability check. The spell then ends. If the target fails its saving throw or take 1d8 radiant damage. The target gains no benefit from cover for this saving throw. The spell lasts for 1 minute. You cause flames to flicker, brighten, dim, or change color for 1 minute. You cause harmless creatures

at that fails this saving throw makes an attack roll or a saving throw before the spell ends, the target must succeed on the saving throw or the spell ends, the target can roll 1d4 and add the number rolled to the attack roll or saving throw. At 5th level, the target can roll 1d4 and add the number rolled to the attack roll or saving throw. At 7th level, the target can roll 1d4 and add the number rolled to the attack roll or saving throw. The spell has no effect if the target is undead, if it doesn't understand the command, or if it is immune to the spell's effects. Alternatively, the water falls as rain in a 30-foot cube within range. Destroy Water. You destroy up to 10 pounds of water or other liquid in a 30-foot cube within range. The spell has no effect on undead or constructs. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d10 for each slot level above 1st. Similarly, you know if there is a place or object within 30 feet of you that bears magic, and you learn the name of the magic. You also identify the kind of poison, poisonous creature, or disease in each case. The spell can protect a creature from a harmful spell. If a creature is protected by this spell and is hit by a harmful spell, the target takes 4d6 radiant damage, and the next attack roll made against this target before the end of the creature's next turn is made with disadvantage. This spell has no effect on undead or constructs. Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d10 for each slot level above 2nd. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d10 for each slot level above 1st. s, elementals, fey, fiends, and undead. The protection grants several benefits. Creatures of those types have been rendered free of poison and disease.

an attack or a harmful spell must first make a Wisdom saving throw. On a failed save, the creature must succeed on a Wisdom saving throw or take 4d6 radiant damage. The spell has no effect on undead or constructs.

energies. Spellcasting Focus. An arcane focus is a special item designed to channel the power of arcane spells. Using it to light a torch - or anything else with abundant, exposed fuel - takes an action. Lighting any container full of a pint of water is approximately 1 pound.

you make a melee attack with a burning torch and hit, it deals 1 fire damage.

perfume the air, whether for pleasurable or religious purposes.

compartmentalized pouch for holding spell components is called a component pouch. A pouch can hold up to

coil of rope, to the outside of a backpack.

cooking tip.

cooking pan and the other as a plate or shallow bowl.

ing pieces of metal, much like the scales of a fish. The suit includes gauntlets.

uncture even heavy armor at close range.

ionies.

class by 2. You can benefit from only one shield at a time.

le of shattering armor and bone alike.

work by Forgotten Adventures.

exhalation must make a Constitution saving throw, the type of which is determined by your draconic ancestry, as shown in the Cantrips Known column of the Cleric table. Preparing and Casting Spells The Cleric table shows the spells you know and the spells slots that feature at 2nd level, and additional benefits at 6th, 8th, and 17th levels. Domain Spells Each cleric

spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8). You create a sound that originates from a point of your choice within range.

roll a d4 and subtract the number rolled from the attack roll or saving throw. At Higher Levels. When you cast this spell at higher levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature that understands your language, or if your command is directly harmful to it. Some typical commands and their effects: You destroy 10 gallons of water in an open container within range. Alternatively, you destroy fog in a 30-foot cube within range. If the target is a creature, the healing increases by 1d8 for each slot level above 1st.

that has been magically consecrated or desecrated. The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 1 foot of any other solid material. If you are casting the spell on a creature, the creature must be within line of sight of you, or you must have a clear path to the creature. If you cast this spell on a creature, the creature has advantage on attack rolls against the target. The target also can't be charmed, frightened, or possessed. At Higher Levels. If you cast this spell using a spell slot of 2nd level or higher, the healing increases by 1d4 for each slot level above 1st.

each slot level above 1st. If 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 target also can't be charmed, frightened, or possessed.

choose a new target or lose the attack or spell. This spell doesn't protect the warded creature from area effects of spells or other magical effects.

spells. A sorcerer, warlock, or wizard can use such an item as a spellcasting focus, using it in place of any other fire takes 1 minute.

o 1/8 cubic foot or 6 pounds of gear.

try. The DC for this saving throw equals 8 + your Constitution modifier + your proficiency bonus. A creature shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, a cleric has a list of spells—its domain spells—that you gain at the cleric levels noted in the domain description.

e. You cause an unlocked door or window to fly open or slam shut. You alter the appearance of your eyes for 1 minute.

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.

Effects follow. You might issue a command other than one described here. If you do so, the DM determines how many creatures in range are affected. Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you create or destroy

by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

When you cast this spell using a spell slot of 2nd level or higher, you create or destroy

3 feet of wood or dirt.

Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for

possessed by them. If the target is already charmed, frightened, or possessed by such a creature, the target has

effects, such as the explosion of a Fireball. If the warded creature makes an attack or casts a spell that affects

material component which does not list a cost.

ē takes 2d6 cold damage on a failed save, and half as much damage on a successful one. The damage inc
you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a
tion. Once you gain a domain spell, you always have it prepared, and it doesn't count against the number

for 1 minute. If you cast this spell multiple times, you can have up to three of its 1-minute effects active at

level above 1st.

ow the target behaves. If the target can't follow your command, the spell ends.Approach. The target move
troy 10 additional gallons of water, or the size of the cube increases by 5 feet, for each slot level above 1st

each slot level above 1st.

advantage on any new saving throw against the relevant effect.

ts an enemy creature, this spell ends.

reases to 3d6 at 6th level, 4d6 at 11th level, and 5d6 at 16th level. After you use your breath weapon, you c
long rest. You prepare the list of cleric spells that are available for you to cast, choosing from the cleric sp
of spells you can prepare each day. If you have a domain spell that doesn't appear on the cleric spell list,

: a time, and you can dismiss such an effect as an action.

is toward you by the shortest and most direct route, ending its turn if it moves within 5 feet of you. Drop. Th
t.

can't use it again until you complete a short or long rest.

spell list. When you do so, choose a number of cleric spells equal to your Wisdom modifier + your cleric level. The spell is nonetheless a cleric spell for you.

The target drops whatever it is holding and then ends its turn. Flee. The target spends its turn moving away from you.

al (minimum of one spell). The spells must be of a level for which you have spell slots. For example, if you :

om you by the fastest available means.Grovel. The target falls prone and then ends its turn.Halt. The targe

are a 3rd-level cleric, you have four 1st-level and two 2nd-level spell slots. With a Wisdom of 16, your list c

it doesn't move and takes no actions. A flying creature stays aloft, provided that it is able to do so. If it mus

of prepared spells can include six spells of

it move to stay aloft, it flies the minimum distance ne