

Nom : Akra (Dragonborn Cleric)

Cleric (1) - Life Domain

Alignement : Lawful Good Race : Dragonborn Historique : Priest PX :

PV : 60/60 CA : 16 Vitesse : Marche:30ft

Caractéristique	Force	Dextérité	Constitution	Intelligence	Sagesse	Charisme
Valeur :	16 (+3)	10 (0)	13 (+1)	8 (-1)	15 (+2)	9 (-1)
JdS :		3	0	1	-1	4

Sens :

Biographie :

Biographie :

Apparence :

Traits de personnalité :

Idéaux :

Liens :

Défauts :

Capacité :

Breath Weapon

Damage Resistance

Dragonborn

Spellcasting (Cleric)

Divine Domain

Bonus Proficiency (Life Domain)

Disciple of Life

Sorts :

Guidance (Niv 1 action)	V,S,C
Sacred Flame (1 action)	V,S
Thaumaturgy (1 action)	V
Bane (Niv.1) 1 action	V,S,M (A drop of blood),C
Bless (Niv.1) 1 action	V,S,M (A sprinkling of holy water),C
Command (Niv 1 action)	V
Create or Destroy (1 action)	V,S,M (A drop of water if creating water or a few grains of sand if destroying)
Cure Wounds (1 action)	V,S
Detect Evil and Good (1 action)	V,S,C
Detect Magic (1 action)	V,S,R,C
Detect Poison (1 action)	V,S,M (A yew leaf),C
Guiding Bolt (1 action)	V,S
Healing Word (1 bonus action)	V
Inflict Wounds (1 action)	V,S
Protection from Evil and Good (1 action)	V,S,M (Holy water or powdered silver and iron, which the spell consumes),C
Purify Food and Drink (1 action)	V,S,R
Sanctuary (Niv 1 bonus action)	V,S,M (A small silver mirror)
Shield of Faith (1 bonus action)	V,S,M (A small parchment with a bit of holy text written on it.),C

Inventaire :

PP	PO	PE	PA	PC	
	0	15	0	0	0
Holy Symbol(1)					
Stick of Incense(5)					
Bedroll(1)					
Hempen Rope (50 ft.)(1)					
Tinderbox(1)					
Mess Kit(1)					
Waterskin(1)					
Backpack(1)					
Pouch(1)					
Quiver(1)					
Scale Mail(1)					
Common Clothes(1)					
Vestments(1)					
Shield(1)					
Mace(1)					
Crossbow Bolt(10)					
Light Crossbow(1)					
Rations(10)					
Torch(10)					
Prayer Book(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

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

Your draconic heritage manifests in a variety of traits you share with other dragonborn. Ability Score Incr

As a conduit for divine power, you can cast cleric spells. Cantrips At 1st level, you know three cantrips of

Choose one domain related to your deity, such as Life. Your choice grants you domain spells and other fe

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

You touch one willing creature. Once before the spell ends, the target can roll a d4 and add the number r

Flame-like radiance descends on a creature that you can see within range. The target must succeed on a

You create one of the following magical effects within range: Your voice booms up to three times as loud

Up to three creatures of your choice that you can see within range must make Charisma saving throws. W

You bless up to three creatures of your choice within range. Whenever a target makes an attack roll or a s

You speak a one-word command to a creature you can see within range. The target must succeed on a Wi

You either create or destroy water. Create Water. You create up to 10 gallons of clean water within range i

A creature you touch regains a number of hit points equal to 1d8 + your spellcasting ability modifier. This

For the duration, you know if there is an aberration, celestial, elemental, fey, fiend, or undead within 30 fe

For the duration, you sense the presence of magic within 30 feet of you. If you sense magic in this way, yo

For the duration, you can sense the presence and location of poisons, poisonous creatures, and diseases

A flash of light streaks toward a creature of your choice within range. Make a ranged spell attack against t

A creature of your choice that you can see within range regains hit points equal to 1d4 + your spellcasting

Make a melee spell Attack against a creature you can reach. On a hit, the target takes 3d10 necrotic dam

Until the spell ends, one willing creature you touch is protected against certain types of creatures: aberra

All nonmagical food and drink within a 5-foot-radius sphere centered on a point of your choice within rang

You ward a creature within range against attack. Until the spell ends, any creature who targets the warder

A shimmering field appears and surrounds a creature of your choice within range, granting it a +2 bonus t

This talisman serves as a spellcasting focus, helping the practitioner to channel arcane, primal, or divine. When blocks of incense cannot be used or a cheaper alternative is required, people often use these to perfume. Roll of cloth used by traveller to sleep in.

Rope, whether made of hemp or silk, has 2 hit points and can be burst with a DC 17 Strength check.

This small container holds flint, fire steel, and tinder (usually dry cloth soaked in light oil) used to kindle a fire. This tin box contains a cup and simple cutlery. The box clamps together, and one side can be used as a cooking pot. A leather hide sewn into an enclosed skin which can contain up to 4 pints of liquid. It weighs 5 pounds when empty. A backpack can hold one cubic foot or 30 pounds of gear. You can also strap items, such as a bedroll or a bedroll. A cloth or leather pouch can hold up to 20 sling bullets or 50 blowgun needles, among other things. A container. A quiver can hold up to 20 arrows.

This armor consists of a coat and leggings (and perhaps a separate skirt) of leather covered with overlapping scales. Clothes worn by most commoners.

Simple or ostentatious wear, often used by priests and other religious figures for use in rituals and ceremonies. A shield is made from wood or metal and is carried in one hand. Wielding a shield increases your Armor Class by 2. A heavy bludgeoning weapon mounted to the end of a metal club. The head features spikes and blades designed to impale. This ammunition is used for all varieties of crossbow and is typically a short metal shaft with a narrow point. A small crossbow with a wooden haft and a tense cord which is capable of firing a single bolt which can pierce armor. Rations consist of dry foods suitable for extended travel, including jerky, dried fruit, hardtack, and nuts. A torch burns for 1 hour, providing bright light in a 20-foot radius and dim light for an additional 20 feet. If extinguished, it can be used as a torch. A book containing prayers and incantations dedicated to a specific power for the faithful to follow.

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 e

ease. Your Strength score increases by 2, and your Charisma score increases by 1. Age. Young dragonborn  
your choice from the cleric spell list. You learn additional cleric cantrips of your choice at higher levels, as  
atures 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.

rolled to one ability check of its choice. It can roll the die before or after making the ability check. The spell  
Dexterity saving throw or take 1d8 radiant damage. The target gains no benefit from cover for this saving th  
as normal for 1 minute. You cause flames to flicker, brighten, dim, or change color for 1 minute. You caus  
Whenever a target that fails this saving throw makes an attack roll or a saving throw before the spell ends, th  
aving throw before the spell ends, the target can roll 1d4 and add the number rolled to the attack roll or sa  
isdom saving throw or follow the command on its next turn. The spell has no effect if the target is undead,  
n an open container. Alternatively, the water falls as rain in a 30-foot cube within range. Destroy Water. Yo  
spell has no effect on undead or constructs. Higher Levels. When you cast this spell using a spell slot of 2n  
et of you, as well as where the creature is located. Similarly, you know if there is a place or object within 3  
u can use your action to see a faint aura around any visible creature or object in the area that bears magic  
s within 30 feet of you. You also identify the kind of poison, poisonous creature, or disease in each case. Th  
he target. On a hit, the target takes 4d6 radiant damage, and the next attack roll made against this target t  
ability modifier. This spell has no effect on undead or constructs. Higher Levels. When you cast this spell  
age. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increas  
tions, celestials, elementals, fey, fiends, and undead. The protection grants several benefits. Creatures of  
ge is purified and rendered free of poison and disease.  
d creature with an attack or a harmful spell must first make a Wisdom saving throw. On a failed save, the c  
o AC for the duration.

energies. **Spellcasting Focus.** An arcane focus is a special item designed to channel the power of arcane spells. A sorcerer or wizard can use a focus to cast spells, and it replaces the need for a component that has a cost of 1 gp or less. A focus can be a wand, a staff, a magic square, a talisman, or a perfume bottle. A wizard's focus can also be an orb, a wand, or a staff, provided the orb, wand, or staff is not used to produce fire, lightning, or wind effects. A cleric or druid can also use a focus to cast spells, and it replaces the need for a component that has a cost of 1 gp or less. A cleric's focus can be a staff, a wand, a magic square, a talisman, or a perfume bottle. A druid's focus can be a wand, a magic square, a talisman, or a perfume bottle. A focus can be used to cast spells that have a material component, but it cannot be used to cast spells that have a material component that is consumed by the spell. A focus can be used to cast spells that have a material component that is not consumed by the spell, but it cannot be used to cast spells that have a material component that is consumed by the spell and that is also a focus. A focus can be used to cast spells that have a material component that is consumed by the spell, but it cannot be used to cast spells that have a material component that is consumed by the spell and that is also a focus. A focus can be used to cast spells that have a material component that is consumed by the spell, but it cannot be used to cast spells that have a material component that is consumed by the spell and that is also a focus.

fire. Using it to light a torch - or anything else with abundant, exposed fuel - takes an action. Lighting any cooking pan and the other as a plate or shallow bowl.

When full a pint of water is approximately 1 pound.

coil of rope, to the outside of a backpack.

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

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

ionies.

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

Designed to puncture armor and shatter the bones below.

rcing tip.

uncture even heavy armor at close range.

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

work by Forgotten Adventures.

xhalation must make a saving throw, the type of which is determined by your draconic ancestry. The DC for

grow quickly. They walk hours after hatching, attain the size and development of a 10--year--old human (shown in the Cantrips Known column of the Cleric table). Preparing and Casting Spells The Cleric table shows that feature at 2nd level, and additional benefits at 6th, 8th, and 17th levels. Domain Spells Each dc

then ends.

hrow. The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8). The spell is harmless tremors in the ground for 1 minute. You create a sound that originates from a point of your choice within range. Any creature within 5 feet of the point must roll a Dexterity saving throw. Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target a creature that is not hostile to you. If the target is not hostile to you, it doesn't need to make a saving throw. If it doesn't understand your language, or if your command is directly harmful to it, it must make a saving throw. Some typical commands you can issue are "destroy this object," "destroy up to 10 gallons of water in an open container within range. Alternatively, you destroy fog in a 30-foot radius." 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.

30 feet of you 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 3 feet of earth or brick. 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 common metal, a thin sheet of lead, or 3 feet of earth or brick. Before the end of your next turn has advantage, thanks to the mystical dim light glittering on the target until you use a spell slot of 2nd level or higher, the healing increases by 1d4 for each slot level above 1st. It increases by 1d10 for each slot level above 1st.

If those types have disadvantage on attack rolls against the target. The target also can't be charmed, frightened, or

creature must choose a new target or lose the attack or spell. This spell doesn't protect the warded creature

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.



or this saving throw equals 8 + your Constitution modifier + your proficiency bonus. A creature takes 2d6 d

child by the age of 3, and reach adulthood by 15. They live to be around 80. Alignment. Dragonborn tend to  
rows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells,  
omain has a list of spells—its domain spells—that you gain at the cleric levels noted in the domain descrip

l (4d8).

ice within range. You cause an unlocked door or window to fly open or slam shut. You alter the appearanc  
When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature fo  
one additional creature for each slot level above 1st.

ds and their effects follow. You might issue a command other than one described here. If you do so, the DI  
4-foot cube within range. Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, yo

ut 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.

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

heet of lead, or 3 feet of wood or dirt.

l then. Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increas

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

re from area effects, such as the explosion of a Fireball. If the warded creature makes an attack or casts a

material component which does not list a cost.

amage on a failed save, and half as much damage on a successful one. The damage increases to 3d6 at 6

extremes, making a conscious choice for one side or the other in the cosmic war between good and evil. |  
you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a  
rtion. Once you gain a domain spell, you always have it prepared, and it doesn't count against the number

re of your eyes for 1 minute. If you cast this spell multiple times, you can have up to three of its 1-minute e  
r each slot level above 1st.

¶ determines how the target behaves. If the target can't follow your command, the spell ends. Approach. T  
u create or destroy 10 additional gallons of water, or the size of the cube increases by 5 feet, for each slot

es by 1d6 for each slot level above 1st.

, the target has advantage on any new saving throw against the relevant effect.

spell that affects an enemy creature, this spell ends.



10th level, 4d6 at 11th level, and 5d6 at 16th level. After you use your breath weapon, you can't use it again

Most dragonborn are good, but those who side with evil can be terrible villains. **Size.** Dragonborn are taller than most humanoid races. **Long rest.** You prepare the list of cleric spells that are available for you to cast, choosing from the cleric spell list. You can prepare a number of spells equal to your cleric level plus your Wisdom modifier, to a maximum of 10 spells. If you have a domain spell that doesn't appear on the cleric spell list, it counts as one of the spells you can prepare each day.

effects active at a time, and you can dismiss such an effect as an action.

The target moves toward you by the shortest and most direct route, ending its turn if it moves within 5 feet of you. This movement is not voluntary. **Level above 1st.**



1 until you complete a short or long rest. Foundry Note: Edit the Details for this feat, so that the damage type

and heavier than humans, standing well over 6 feet tall and averaging almost 250 pounds. Your size is Medium. 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.

of you. Drop. The target drops whatever it is holding and then ends its turn. Flee. The target spends its turn





oe, saving throw, and area of effect match those of your Draconic Ancestry.

dium.Speed. Your base walking speed is 30 feet.Draconic Ancestry. You have draconic ancestry. Choose  
l (minimum of one spell). The spells must be of a level for which you have spell slots.For example, if you a

moving away from you by the fastest available means.Grovel. The target falls prone and then ends its turn



one type of dragon from the Draconic Ancestry table. Your breath weapon and damage resistance are determined by the dragon's ancestry. 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 spells is as follows:

**.Halt.** The target doesn't move and takes no actions. A flying creature stays aloft, provided that it is able to



etermined by the dragon type, as shown in the table. Dragon Damage Type Breath We  
f prepared spells can include six spells of 1

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