

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 Compon	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 sprint	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 le	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
Protection from	action	V,S,M (Holy wa	Abjuration	touch	10 minute	Until the spell e
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

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)
Hempen 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, 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

willing creature. Once before the spell ends, the target can roll a d4 and add the number rolled to one abil iance descends on a creature that you can see within range. The target must succeed on a Dexterity savin : of the following magical effects within range: Your voice booms up to three times as loud as normal for 1

atures of your choice that you can see within range must make Charisma saving throws. Whenever a target three creatures of your choice within range. Whenever a target makes an attack roll or a saving throw bef ie-word command to a creature you can see within range. The target must succeed on a Wisdom saving th ite or destroy water.Create Water. You create up to 10 gallons of clean water within range in an open conta touch regains a number of hit points equal to $1d8 + \text{your spellcasting ability modifier}$. This spell has no eff n, you know if there is an aberration, celestial, elemental, fey, fiend, or undead within 30 feet of you, as w n, you sense the presence of magic within 30 feet of you. If you sense magic in this way, you can use your n, you can sense the presence and location of poisons, poisonous creatures, and diseases within 30 feet streaks toward a creature of your choice within range. Make a ranged spell attack against the target. On a our choice that you can see within range regains hit points equal to $1d4 + \text{your spellcasting ability modifier}$ spell Attack against a creature you can reach. On a hit, the target takes $3d10$ necrotic damage.At Higher L ends, one willing creature you touch is protected against certain types of creatures: aberrations, celestial l food and drink within a 5-foot-radius sphere centered on a point of your choice within range is purified an ature within range against attack. Until the spell ends, any creature who targets the warded creature with field appears and surrounds a creature of your choice within range, granting it a +2 bonus to AC for the du

This talisman serves as a spellcasting focus, helping the practitioner to channel arcane, primal, or divine energy. This small container holds flint, fire steel, and tinder (usually dry cloth soaked in light oil) used to kindle a fire.

A leather hide sewn into an enclosed skin which can contain up to 4 pints of liquid. It weighs 5 pounds when filled.

A torch burns for 1 hour, providing bright light in a 20-foot radius and dim light for an additional 20 feet. If it runs out of fuel, it can be relit.

When blocks of incense cannot be used or a cheaper alternative is required, people often use these to perfume the air.

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 conical bag.

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, to its back.

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-shaped head.

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

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

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

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

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 Class by 1.

A heavy metal head mounted to the end of a sturdy haft meant to deliver powerful, crushing blows capable of breaking bones.

; 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; 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.

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

et that fails this saving throw makes an attack roll or a saving throw before the spell ends, the target must ore the spell ends, the target can roll 1d4 and add the number rolled to the attack roll or saving throw. At rrow or follow the command on its next turn. The spell has no effect if the target is undead, if it doesn't unc ainer. Alternatively, the water falls as rain in a 30-foot cube within range. Destroy Water. You destroy up to ect on undead or constructs. At Higher Levels. When you cast this spell using a spell slot of 2nd level or hi ell as where the creature is located. Similarly, you know if there is a place or object within 30 feet of you th action to see a faint aura around any visible creature or object in the area that bears magic, and you learn of you. You also identify the kind of poison, poisonous creature, or disease in each case. The spell can per hit, the target takes 4d6 radiant damage, and the next attack roll made against this target before the end c r. This spell has no effect on undead or constructs. Higher Levels. When you cast this spell using a spell sl evels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d10 for s, elementals, fey, fiends, and undead. The protection grants several benefits. Creatures of those types ha id 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 c ration.

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 item full of oil or flammable liquid is approximately 1 pound.

If 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.

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

a coil of rope, to the outside of a backpack.

Archery tip.

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

Scales suit: a suit made of many small, overlapping pieces of metal, much like the scales of a fish. The suit includes gauntlets.

Shatterproof: immune even heavy armor at close range.

Shattering.

Shield proficiency bonus: +2. You can benefit from only one shield at a time.

Shattering: immune to shattering armor and bone alike.

work by Forgotten Adventures.

Inhalation 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 you gain that feature at 2nd level, and additional benefits at 6th, 8th, and 17th levels. Domain Spells Each cleric

S damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).
nors in the ground for 1 minute. You create a sound that originates from a point of your choice within rang

roll a d4 and subtract the number rolled from the attack roll or saving throw. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature. You can't target creatures that don't understand your language, or if your command is directly harmful to it. Some typical commands and their effects are as follows:

- 1st level: "Drink!" causes a creature to drink 10 gallons of water in an open container within range. Alternatively, you destroy fog in a 30-foot cube within range.
- 2nd level: "Heal!" causes a creature to gain 1d8 + your spellcasting modifier hit points. At 3rd level or higher, the healing increases by 1d8 for each slot level above 1st.

at has been magically consecrated or desecrated. The spell can penetrate most barriers, but it is blocked by its school of magic, if any. The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of wood, or 1 foot of metal. 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 wood. At Higher levels, the spell's damage increases by 1d4 for each slot level above 1st.

ive disadvantage on attack rolls against the target. The target also can't be charmed, frightened, or posses-

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

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 $\frac{1}{5}$ cubic foot or 6 pounds of gear.

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

e. You cause an unlocked door or window to fly open or slam shut. You alter the appearance of your eyes if 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 far in range. Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you create or des

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

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

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 affec

material component which does not list a cost.

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

› or 1 minute. If you cast this spell multiple times, you can have up to three of its 1-minute effects active at the same time. You can't cast this spell at a spell level above 1st.

› now the target behaves. If the target can't follow your command, the spell ends. Approach. The target moves through 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 can't take a 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 up to three spells you can prepare each day. If you have a domain spell that doesn't appear on the cleric spell list, you can still prepare it.

You can dismiss such an effect as an action.

A creature within 30 feet of you that can see or smell you must make a Wisdom saving throw. On a failed save, the creature is charmed by you until the end of its next turn. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. You can dismiss such an effect as an action.

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.

el (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