







=== ACTIONS === Standard Actions

Attack, Magic, Dash, Disengage, Dodge, Help, Hide, Ready, Search, Utilize, Opportunity Attack, Grapple, Shove, Improvise, Two-Weapon Fighting, Interact with an Object, Study, Influence

Breath Weapon (Lightning) • 3 / Long Rest
When you take the Attack action on your turn, you
can replace one attack with a breath weapon that is a
15-ft. Cone or a 30-ft. Line that's 5 ft. wide (choose the
shape each time). Each creature must make a DC 11
Dex. saving throw taking 2d10 Lightning damage on a
failed save or half as much damage on a success.

Channel Divinity • 3 / Long Rest

You can channel energy directly from the Outer Planes to fuel magical effects. When you use this class's Channel Divinity, you can choose which effect to create. You can use this class's Channel Divinity 3 times per Long Rest, but can regain one expended use after finishing a Short Rest.

=== BONUS ACTIONS ===

=== SPECIAL === Blessed Healer

ACTIONS

13	PASSIVE PERCEPTION	
13	PASSIVE INSIGHT	
12	PASSIVE INVESTIGATION	
Darkvisio	n 60 ft.	
	SENSES	

SKILLS

V (65)				
NAME	ніт	DAMAGE/TYPE	NOTES	
Mace	+4	1d6+1 Bludgeoning	Simple, Sap	
Unarmed Strike	+4	2 Bludgeoning		
	WEA	APON ATTACKS & CANT	RIPS	
•				

=== CLERIC FEATURES ===

\* Core Cleric Traits • PHB-2024 69

\* Spellcasting • PHB-2024 69

\* Divine Order • PHB-2024 70

Thaumaturge •

You know one extra cantrip from the Cleric spell list. You also have a +3 bonus to your Arcana and Religion checks.

\* Channel Divinity • PHB-2024 70
You can channel energy directly from the Outer Planes to fuel magical effects. When you use this class's Channel Divinity, you can choose which effect to create. You can use this class's Channel Divinity 3 times per Long Rest, but can regain one expended use

If your Channel Divinity requires a saving throw, the DC equals your Cleric spell save DC (DC 14).

3 / Long Rest • 1 Action

after finishing a Short Rest.

| Channel Divinity: Divine Spark: 1 Action

| Channel Divinity: Turn Undead: 1 Action

Cleric Subclass • PHB-2024 71

| Life Domain

\* Disciple of Life • PHB-2024 73
When a spell you cast with a spell slot restores HP to a creature, that creature regains an additional 2 + the spell slot's level.

\* Life Domain Spells • PHB-2024 73 When you reach a Cleric level specified in the Life Domain Spells table, you always have the listed spells prepared.

\* Preserve Life • PHB-2024 73

As a Magic Action, you can expend a use of your Channel Divinity to restore 30 HP to Bloodied creatures within 30 ft. of yourself (which can include you), and divide the HP among them. This feature can only restore a creature up to half its maximum HP.

| Channel Divinity: Preserve Life: 1 Action

\* Ability Score Improvement • PHB-2024 71

\* Sear Undead • PHB-2024 71

Whenever you use Turn Undead, any Undead that fails its saving throw takes 3d8 Radiant damage. This damage doesn't end the turn effect.

| Channel Divinity: Sear Undead: 1 Action

\* Blessed Healer • PHB-2024 74 Immediately after you cast a spell with a spell slot that restores HP to one or more creatures other than yourself, you regain 2 + the spell slot's level HP.

Special

=== DRAGONKIN SPECIES TRAITS ===

\* Creature Type • PHB-2024 187 You are a Humanoid.

\* Size • PHB-2024 187 Your size is Medium.

\* Speed • PHB-2024 187 Your speed is 30 ft.

\* Draconic Ancestry • PHB-2024 187

You gain a breath weapon and damage resistance with your chosen dragon type.

| Blue Dragon •
You have a Blue Dragon ancestor.

\* Breath Weapon • PHB-2024 187 When you take the Attack action on your turn, you can replace one of your attacks with an exhalation of magical energy. You can use your Breath Weapon 3 times per Long Rest.

| Breath Weapon (Lightning) • When you take the Attack action on your turn, you can replace one attack with a breath weapon that is a 15-ft. Cone or a 30-ft. Line that's 5 ft. wide (choose the shape each time). Each creature must make a DC 11 Dex. saving throw taking 2d10 Lightning damage on a failed save or half as much damage on a success.

3 / Long Rest • 1 Action

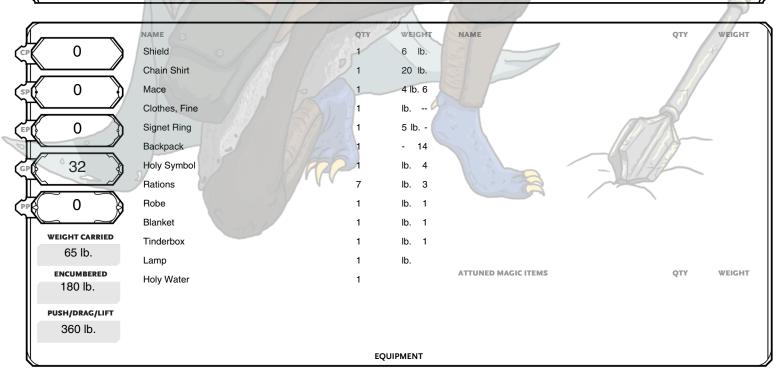
\* Damage Resistance • PHB-2024 187 You have Resistance to the damage type determined by your Draconic Ancestry trait.

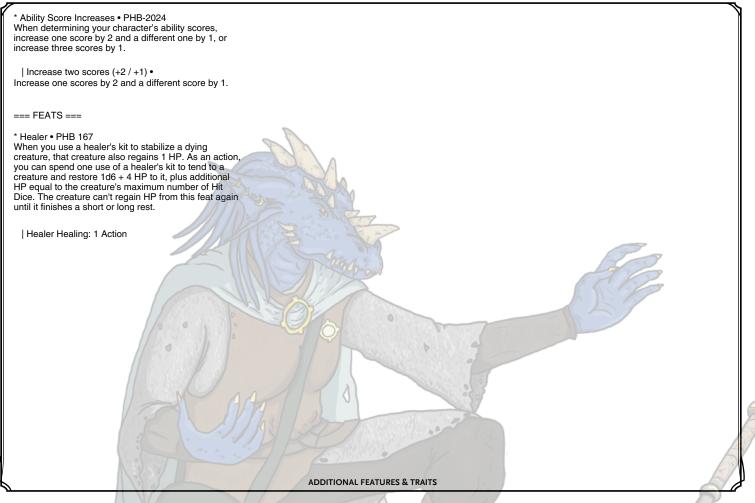
| Draconic Resistance (Lightning) •
You have resistance to Lightning damage.

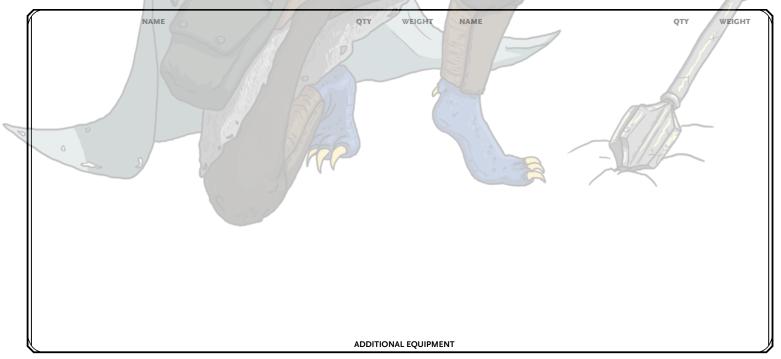
\* Darkvision • PHB-2024 187 You have Darkvision with a range of 60 ft.

1 / Long Rest • 1 Bonus Action

## FEATURES & TRAITS









# Raewyn Liandarg

CHARACTER NAME



Female	24	Medium	6'5"	215
GENDER Neutral Good	AGE The Watchful Way	<b>SIZE</b> Blue	<b>HEIGHT</b> Bronze	<b>WEIGHT</b> None
ALIGNMENT	FAITH	SKIN	EYES	HAIR



Raewyn is a tall and lean, with blue scales and a line of horns across her head. Tail-like tendrils hang from the back of her head. She is calm and strong.

CHARACTER APPEARANCE

Temple of Yargan in Caralskeep, located in the forests near Bearden.

The 9th Legion of Wolda, stationed at Caralskeep.

The Sentinels of Bearden and of Caralskeep.

=== Organizations ===

Raewyn is a member of a small temple of Yargan, a fully sworn cleric and healer who serves near the front lines of the war against the Dead Lands. She is a respected member of the community, and even those not in the temple's ranks treat her as a

**ALLIES & ORGANIZATIONS** 

The common folk love me for my kindness and generosity and I am devoted to serving them.

Despite my noble birth, I do not place myself above other folk. We all have the same blood, and face the same struggles in life.

### PERSONALITY TRAITS

Noble Obligation. It is my duty to protect and care for the people beneath me. (Good)

The common folk must be protected from the darkness of the world. I must fight for those who cannot defend themselves.

### BONDS

I secretly believe that the nobility are ruining the world with their greed and hunger for power. They are all the all the same and I want no part of their way of life.

FLAWS

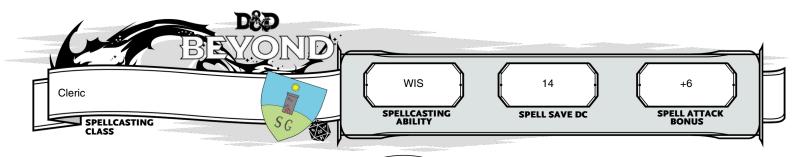
Raewyn was born to a noble family in Alatar, in a small village called Briarfen. Her village was destroyed by an incursion of undead from the Dead Lands, but the nobles who were in charge of surrounding areas did not send aid, and refused to take in refugees.

Raewyn left Alatar shortly after that and joined the Temple of Yargan in Caralskeep, hoping to help the world recover and defeat the forces of the Dead Lands.

Raewyn wears her chainmail armor with a simple tunic over top. A light cloak hangs over her shoulders, and a mace rests at her hip.

CHARACTER BACKSTORY

ADDITIONAL NOTES



		<i></i>		<u>/-</u>			4	
pn-	PSPELL NAME	SOURCE	SAVE/ATK TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
PRE	=== CANTRIPS ===	(At Will)	SAVEJAIR IIMI	- RANGE	COMP	PORALION	. AGE REF	110110
0	Spare the Dying	Cleric Cleric	1A	15 ft.	V,S	Instantaneous	PHB-2024 318	V/S
0		Cleric Cleric	DEX 14 1A	Touch	V,S	Concentration, up to 1 minute	PHB-2024 312	D: 1m, V/S
0	Sacred Flame	Divine Order	1A	60 ft.	V,S	Instantaneous	PHB-2024 313	V/S
0	Mending		1m	Touch	V,S,M	Instantaneous	PHB-2024 297	
0	Spare the Dying		1A	15 ft.	V,S	Instantaneous	PHB-2024 318	
			B					
	=== 1st LEVEL ===	4 Slots OOOO Cleric	6/10					
1 0		Cleric Cleric Cleric	1A	30 ft./30 ft. Cube	V,S,M Ir	nstantaneous	PHB-2024 258	30 ft. Cube, V/S/M
o	•	Cleric Cleric (Always	1A	Self/30 ft. Sphere				D: 10m, 30 ft. Sphere, V/S
o	Detect Poison and Disease [R]	Prepared) Cleric (Always	1A			Concentration, up	t&HB029911418118	SD: 10m, 30 ft. Sphere, V/S/M
0	Purify Food and Drink [R]	Prepared) Cleric Cleric	1A	10 ft./5 ft. Sphere				5 ft. Sphere, V/S
0	Protection from Evil and Good	Cleric Cleric Cleric	1A	13/1/2011		ntration, up to 10		
0	Shield of Faith	Cleric	1BA	Touch 30 ft.		s V,S,M	PHB-2024 316	D: 10m, V/S/M
P	Cure Wounds	15	1A	a property				V/S D: 1m, V/S/M D: 1m,
P	Bless		1A	ft.				V/S/M V D: 1m, V/S/M D:
0	Bane		CHA 14 1A	Self/30 ft. Sphere				10m, 30 ft. Sphere, V/S D:
0	Command	( 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	WIS 14 1A	1				1Rnd, V/S V V/S
0	Sanctuary		WIS 14 1BA	Sales of	A VIII	S V V,S	PHB-2024 313	
0	Detect Magic [R]		1A+10m		,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,	Concentration, up to 10 minutes	PHB-2024 262	
0	///		+6 1A	120 ft.		1 round	PHB-2024 282	
0			1BA	60 ft.	B. S. P.	Instantaneous	PHB-2024 284	
0	Inflict Wounds		CON 14 1A	Touch		Instantaneous	PHB-2024 288	
		M 11				100	}	
	=== 2nd LEVEL ===	3 Slots OOO Cleric Cleric					7	
١ ,	1000	Cleric (Always Prepared)	CHA 14 1A	60 ft./20 ft. Sphere	VS	Concentration, up to 1 minute	PHB-2024 249	D: 1m, 20 ft. Sphere, V/S
١٥	27	Cleric (Always Prepared)		30 ft. 30 ft.	17 3/ 7	Instantaneous	PHB-2024 307	
P	Aid	Cleric Cleric Cleric Cleric	CON 14 1#A	보다면요 하는 그 4	.v <del>[</del> V,S,M 8			D: 8h, V/S/M
P	Lesser Restoration	Cleric Cleric Cleric Cleric	1BA	120 ft. Touch		Instantaneous	PHB-2024 291	[m-1]
0	10/10	Cleric Cleric Cleric	11m	120 ft. Touch			PHB-2024 244	
0	7	Cleric	1A	Self		rageous V,S,M 10		
0	Protection from Poison		1A	120 ft./20 ft. Sphere	dalwaur		PHB-2024 310	
0	Blindness/Deafness					theration, up to 10		
0	Gentle Repose [R]		1AH60m		minute	- 11	PHB-2024 278	D: 10d V/C/M
0	Locate Object		WIS 14 1 A				PHB-2024 293	D: 10m V/S/M
0	Silence [R]		1A 1A CHA		Ve	Concentration, up to 10 minutes		D: 10m, 20 ft, Sphere, V/S
0	Continual Flame		14 1A	Touch 60 4	V,S V,S,M		PHB-2024 256	D: Until Dispelled, V/S/M
0	Spiritual Weapon		1BA	Touch 60 ft.	67		PHB-2024 318	D: 1m, V/S
0	Hold Person		1 / W 3 1 1	60 ft. Touch Touch		n, up to 1 minute  Concentration, up		D. 4 1//0/14
0	Enhance Ability			60 ft./15 ft. Sphere	to 1	minute V,S,M	PHR-2024 286	D: 1h, V/S/M
0	Warding Bond	1	TRAP	7		ntration, up to 1		D: 1h, V/S/M
0	Zone of Truth	9	, A A			,S,M 1 hour 10 minutes	PTID-2024 340	D: 10m, 15 ft. Sphere, V/S
		3	,		v,S	10 minutes	PHB-2024 343	
	0-415//51	0.0144-0000-01-1-01-1						
_	=== 3rd LEVEL ===	3 Slots OOO Cleric Cleric	W/O / · · ·				DUD occurs	D. 40 45 6 5 11 WO 77
	·	Cleric (Always Prepared)	WIS 14 1A	Self/15 ft. Emanation		Concentration, up to 10 minutes		D: 10m, 15 ft. Emanation, V/S/M
O   P		Cleric (Always Prepared)	1A	Touch	V,S	Instantaneous	PHB-2024 312	
P	Healing Word	Cleric Cleric	WIS 14 1BA	60 ft.	V	Instantaneous	PHB-2024 296	
	Revivify Fast Friends Incite Greed		WIS 14 1A	Touch	V,S,M V	Instantaneous Concentration, up to 1 hour	PHB-2024 312	
0			1A 1A	30 ft.			AI 75 AI 76	D: 1h, V D: 1m, V/S/M
			1A	30 ft.	V,S,M	Concentration, up to 1 minute		D. 1111, V/O/IVI
1								

SPELLS

