

LYRA LIGHTBENDER

ELVEN CLERIC 2nd Level



16 STR	10 DEX	12 CON
+3	+0	+1
12 INT	18 WIS	15 CHA
+1	+4	+2
+2 Proficiency		30' Speed
+6 WIS saving throw		+4 CHA saving throw

CAPABILITIES

Darkvision

Burning Light of the Dragon

Lyra's eyes project bright light like a flashlight.

Turn Undead

Once per day, Lyra can force all undead 30 feet in front of her to run in fear. Each undead who gets a Wisdom saving throw of 14 or higher is immune to this effect.

SKILLS

History +3
Persuasion +4
Perception +6

Flames of the Dragon

Once per day, Lyra can blast the breath of a gold dragon from her lips. Everyone up to 30 feet in front of her takes 2d10 damage. Dexterity saving throw of 14 or higher for half damage.

SPELLS

Descriptions on back

CANTRIPS

Cast these spells as often as you like

Guidance
Light
Resistance
Sacred Flame

1ST LEVEL

Cast from this list 3 times per/day

Command
Guiding Bolt
Heal Wounds

DRAGON STAFF

+6 to hit

1d6+4 to damage

JAVELIN

+2 to hit

1d6+3 to damage



16
Armor
Class



16
Hit
Points

EQUIPMENT

Dragon Staff is a +1 mace, fine suit of chainmail, basic repair kit, food kit, oil lamp, 3 flasks of oil.

TREASURE

40 Gold

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For being a sworn protector of the Realm, Lyra is much more cheerful than you might expect. Raised as a follower of the Dragon Heart, she is committed to using her power to burn and cleanse the world of evil. But gosh, that doesn't mean a person needs to be so darn grumpy and serious all the time!

Unlike many members of the Dragon Heart, Lyra gravitates to groups of adventurers, understanding that their quests bring her closer to confronting evil than the study of old dusty books. While she doesn't agree with the loose morals and motivations of many adventurers, they are necessary companions when one steps into a dungeon.

PERSONALITY TRAIT:

"Hey, who wants to smite some evil today?"

IDEAL: *"The Great Gold Dragon, the bearer of flame, shall protect us all."*

BOND: *"Ok, I agree we want to kill that giant, but do you have to use Stealth all the time?"*

FLAW: *"Truth isn't the source of good in the world. It's smashing evil that makes someone good. Right?"*

SPELLS & CANTRIPS

GUIDANCE Lyra grants one person (maybe herself) an extra 1d4 added to the next ability check of their choice.

LIGHT Lyra creates a dim glowing light that lasts for an hour.

RESISTANCE Lyra grants one person an extra 1d4 added to the next saving throw of their choice.

SACRED FLAME Lyra's target must make a Dexterity saving throw of 14 or higher or take 1d8 fire damage.

1st
Level
Spells

COMMAND Lyra utters a single word of command. One target needs to make a Wisdom saving throw of 14 or higher or obey the command for one turn. "Halt!", "Stop!" or "Grovel!" are a few of her favorites.

GUIDING BOLT A shimmering bolt strikes one target. Roll to hit with a +6 and do 4d6 damage. The next attack against this target is at advantage.

HEAL WOUNDS One person Lyra touches gets 1d8+4 hit points back.

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STR	DEX	CON
INT	WIS	CHA
Proficiency	Speed	
Saving throw	Saving throw	

ABILITIES

SKILLS

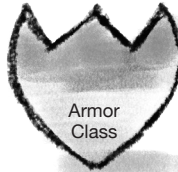
SPELLS

to hit

to damage

to hit

to damage



Armor
Class



Hit
Points

EQUIPMENT

TREASURE

Cut around the character and name, then fold in the middle for a flat miniature character to use in your game!

