

ROGAR LIGHTBENDER

DRACONIAN CLERIC 2nd Level



19 STR	10 DEX	12 CON
+4	+0	+1
12 INT	16 WIS	12 CHA
+1	+3	+1
+2 Proficiency		35' Speed
+5 WIS saving throw		+3 CHA saving throw

CAPABILITIES

Darkvision

Turn Undead

Once per day, Rogar can force all undead 30 feet in front of him to make a WISDOM Saving Throw of 13 or higher or run in fear for the next minute.

SKILLS

Athletics +6
Intimidation +6
Perception +5

Bend the Light

Once per day, Rogar can send a bolt of lighting to any target within 60 feet. The target needs to make a DEXTERITY Saving Throw of 13 or higher or take 2d10 damage. Half damage on a successful Saving Throw.

SPELLS

Descriptions on back

CANTRIPS

Cast these spells as often as you like

Shocking Blast

Light

Resistance

Mending

1ST LEVEL

Cast from this list 3 times per/day

Command

Guiding Bolt

Healing Word

Protection from Evil

LONG-SWORD

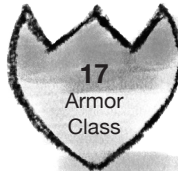
+6
to hit

1d8+4
to damage

SHOCKING BLAST

+5
to hit

1d8+3
to damage



EQUIPMENT

Old chipped longsword, giant oaken shield, musty suit of padded leather, basic repair kit, knitting needles, 50 rope, 200 yarn and twine, food kit

TREASURE

40 Gold

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Despite his nearly 7 foot intimidating Draconian frame, Rogar is the nicest guy you'll ever meet. He was abandoned by his Draconian Brood at a young age and was adopted by the Light Benders, a group of clerics dedicated to defeating evil and undead throughout the realms of Otherworld. Rogar is a very talented knitter and enjoys making scarves and colorful socks for his adventuring companions. He also enjoys using the Mending spell for little tasks and helping out however he can. That said, when the time is right and he sees the opportunity to smite evil, he is a formidable fighter.

PERSONALITY TRAIT: *"Hey buddy, hows it going over there? You look a little chilly."*

IDEAL: *"Maybe evildoers just need warm scarves."*

BOND: *"OK everyone have matching socks?! I love a good adventuring party with matching socks."*

FLAW: *"Are you sure those Zombies need to be smited? Maybe they are just cold?"*

SPELLS & CANTRIPS

SHOCKING BLAST Rogar sends a blast of lightning to a target within 60 feet. Make a ranged attack at +5 to hit. On a successful hit the target suffers 1d8+3 Hit Points of lightning damage.

LIGHT Rogar creates a dim glowing light that lasts for one hour.

RESISTANCE Rogar grants one person an extra 1d4 added to the next Saving Throw of their choice.

MENDING Rogar repairs small tears, rips, breaks in small objects.

1st Level Spells **COMMAND** Rogar utters a single word of command. One target needs to make a Wisdom Saving Throw of 13 or higher or obey the command for one turn. "surrender" and "relax" are a couple of his favorites.

GUIDING BOLT A shimmering bolt strikes one target. Roll to hit with a +5 and do 4d6 damage. The next attack against this target is at advantage.

HEALING WORD One person within 60 feet gains 1d4+3 Hit Points

PROTECTION FROM EVIL For 10 minutes evil creatures are at Disadvantage on all attacks against Rogar.

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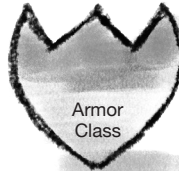
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STR	DEX	CON
INT	WIS	CHA
Proficiency		Speed
Saving throw		Saving throw

ABILITIES	SKILLS	SPELLS

	to hit		to damage
	to hit		to damage



EQUIPMENT

TREASURE



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

