

Akanni

Human Adept, Level 1

HERITAGE Human (Spirited Traveler)

CULTURE Dragoncult

BACKGROUND Acolyte

DESTINY Devotion

Armor Class 14 (padded cloth)

Hit Points 10

Hit Dice 1 (1d8+2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	10 (+0)	14 (+2)	8 (-1)

Proficiency Bonus +2; **Maneuver DC** 13

Saving Throws Str +5, Dex +3

Skills Acrobatics (*tumbling* +1d4), Athletics (*jumping* +1d4), Insight, Perception, Persuasion, Religion, Stealth

Tools flute

Senses passive Perception 14

Languages Abyssal, Common, Draconic

Adroit Defense: Brutal Defense. While Akanni is wearing light armor, he replaces his Dexterity modifier with his Strength modifier for AC (already included).

Desperate Dash (1/Short Rest). When Akanni takes the Dash action, his movement that turn does not provoke opportunity attacks. During this movement, he gains an expertise die (+1d4) on Athletics checks made to jump, Acrobatics checks made to avoid hazards, and Dexterity saving throws.

Fast Learner. Akanni requires half as much time as normal to train himself in the use of a suit of armor, skill, tool, or weapon during downtime.

Intrepid (1/Rest). When Akanni makes an attack roll, ability check, or saving throw, he can choose to gain an expertise die (+1d4) on that roll.

Marathon Runner. The first time between each long rest that Akanni would gain a level of fatigue, he does not gain that level of fatigue. He still suffers a level of fatigue from finishing a long rest without any Supply.

Selfless Aid. Whenever Akanni takes the Help action to aid an ally attacking a creature, he may spend his inspiration. If he does, in addition to the normal benefits of the Help action, that creature has disadvantage on attack rolls against creatures other than Akanni until the start of his next turn.

Sojourner's Fortitude. Akanni gains an expertise die (+1d4) on saving throws made to resist exhaustion for marching longer than 8 hours.

BONUS ACTIONS

Draconic Umbra (1/Long Rest). Akanni can cause draconic power to course around him in a draconic umbra. This draconic umbra lasts for 1 minute or until he uses a bonus action to end it. Once on each of his turns while this umbra is active, he can deal 1 extra fire damage to one target when he deals damage to it with an attack or a spell.

Martial Arts. When Akanni uses the Attack action with an unarmed strike or an adept weapon (such as a shortsword) on his turn, he can make one unarmed strike.



AGE 22

HEIGHT 6 feet 2 inches

WEIGHT 180 pounds

SIZE Medium

ACTIONS

Unarmed Strike. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1d4+3 bludgeoning damage.

Shortsword. *Melee Weapon Attack* +5 to hit, reach 5 ft., one target. *Hit:* 1d6+3 piercing damage.

Dart. *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one target. *Hit:* 1d4+3 piercing damage.

EQUIPMENT

Backpack, bedroll, clothes (common), darts (10), hempen rope (50 feet), holy symbol, mess tin, robe, padded cloth, prayer book, prayer beads, shortsword, tinderbox, torches (10), waterskin.

SUPPLY

Rations (10 Supply)

BACKGROUND: ACOLYTE

Connection Ekon, a corrupt priest who tried to guide Akanni's village towards demon worship by perverting their religion. Banished in shame after being exposed by Akanni, Ekon would like nothing more than to get revenge.

Memento After Akanni's home was destroyed all that was left of his temple was a candle. He doesn't understand why the candle never burns down, but considers it to be a manifestation of his own faith.

Ordination. Akanni is expected to perform the religious ceremonies of his faith, including weddings and funerals. In exchange, members of his faith will provide him and his companions with food, lodging, and a moderate lifestyle.

OVERVIEW

His humble padded armor is worn but Akanni proudly displays the draconic holy symbol emblazoned upon it as he travels from village to village, spreading the word of dragon devotion and always weary for the presence of his old nemesis Ekon. No matter how dire the situation, Akanni always musters the strength for a quiet and reassuring smile before he dives into action.

HISTORY

Witnessing the might of dragons is Akanni's first real memory. While he has never seen one of the magnificent worms with his own eyes, he witnessed the acolytes in his village channeling that power into their martial arts and has been in awe ever since. He started training before he really understood what he was doing, making the dragoncult his home.

Unfortunately not all acolytes were as faithful as Akanni. His rival in training tried to steer the cult towards demonic worship, considering the abyssal powers greater than the scaled entities they traditionally followed. When he confronted Ekon the traitor was forced to flee, but in the process Akanni's home temple was destroyed and the spirit of his people's devotion broken.

PERSONALITY

Akanni is kind and respectful, but proud. He is easy to trust and frequently helps those he finds along his way, demanding nothing but a smile in return. Much like the dragons his village worshiped however, Akanni holds long grudges and never forgets a slight.

GOALS

There is no greater goal for Akanni than becoming as strong as the dragons spoken of in the tales he grew up listening to, and his extreme devotion is manifested as an urge to emulate. He also seeks those of a similar mind to his—perhaps if he finds enough like-minded believers a new dragoncult temple could be built—and that the best way to convince others is through example. To that end Akanni works hard to master himself in all ways, displaying through action the power and wisdom of his chosen path.

DESTINY: DEVOTION

Akanni gains inspiration whenever he completes a quest, fulfills a difficult promise, or commits an act of self sacrifice that includes grievous injury to himself.

Selfless Aid. Whenever Akanni takes the Help action to aid an ally attacking a creature, he may spend his inspiration. If he does, in addition to the normal benefits of the Help action, that creature has disadvantage on attack rolls against creatures other than Akanni until the start of his next turn.