D&D BEYOND

| | |
|---|---|
| Kedehna Calloway | Cleric 2 [Grave Domain] |
| CHARACTER NAME | CLASS & LEVEL |
| | PLAYER NAME |
| Reborn | Hermit |
| RACE | BACKGROUND |
| | EXPERIENCE POINTS |

| | | |
|---|---|---|
| STRENGTH | +0 | 10 |
| DEXTERITY | +2 | 14 |
| CONSTITUTION | +2 | 15 |
| INTELLIGENCE | +0 | 10 |
| WISDOM | +3 | 16 |
| CHARISMA | +0 | 10 |

| | | |
|---|---|---|
| ○ | +0 | Strength |
| ○ | +2 | Dexterity |
| ○ | +2 | Constitution |
| ○ | +0 | Intelligence |
| ⊙ | +5 | Wisdom |
| ⊙ | +2 | Charisma |

Saving Throw Modifiers

Advantage against disease and being poisoned

SAVING THROWS

| | | |
|---|---|---|
| ○ | +2 | Acrobatics DEX |
| ○ | +3 | Animal Handling WIS |
| ○ | +0 | Arcana INT |
| ○ | +0 | Athletics STR |
| ○ | +0 | Deception CHA |
| ○ | +0 | History INT |
| Ⓟ | +5 | Insight WIS |
| ○ | +0 | Intimidation CHA |
| ○ | +0 | Investigation INT |
| Ⓟ | +5 | Medicine WIS |
| ○ | +0 | Nature INT |
| Ⓟ | +5 | Perception WIS |
| ○ | +0 | Performance CHA |
| ○ | +0 | Persuasion CHA |
| Ⓟ | +2 | Religion INT |
| ○ | +2 | Sleight of Hand DEX |
| Ⓟ | +4 | Stealth DEX |
| Ⓟ | +5 | Survival WIS |
| ○ | | |
| ○ | | |
| ○ | | |

SKILLS

+2 INITIATIVE

ARMOR 18 CLASS

Resistances - Poison

DEFENSES

INSPIRATION

+2 PROFICIENCY BONUS

ABILITY SAVE DC

30 ft. (Walking)

SPEED

| Max HP | Current HP | Temp HP |
|---|---|---|
| 17 | | -- |

HIT POINTS

Total 2d8

HIT DICE

SUCCESSES ○-○-○

FAILURES ○-○-○

DEATH SAVES

=== ARMOR ===
Light Armor, Medium Armor, Shields

=== WEAPONS ===
Simple Weapons

=== TOOLS ===
Herbalism Kit

=== LANGUAGES ===
Common, Elvish, Sylvan

PROFICIENCIES & LANGUAGES

=== ACTIONS ===
Standard Actions
Attack, Cast a Spell, Dash, Disengage, Dodge, Help, Hide, Ready, Search, Use an Object, Opportunity Attack, Grapple, Shove, Improvise, Two-Weapon Fighting, Interact with an Object

Eyes of the Grave • 3 / Long Rest
As an action, you know the location of any undead within 60 ft. of you that isn't behind total cover and that isn't protected from divination magic until the end of your next turn. You can use this feature 3 time(s) per long rest.

=== SPECIAL ===
Channel Divinity • 1 / Short Rest
You can channel divine energy to fuel magical effects a number of times per short rest.

Circle of Mortality
You restore maximum possible HP on each dice (instead of rolling) with healing spells to a creature with 0 HP. You learn the spare the dying cantrip, can cast it as a bonus action, and it has a range of 30 ft.

Knowledge from a Past Life • 2 / Long Rest
When you make an ability check that uses a skill, you can roll a d6 immediately after seeing the number on the d20 and add the number on the d6 to the check. You can use this feature 2 times, and you regain all expended uses when you finish a long rest.

ACTIONS

| | |
|---|---|
| 15 | PASSIVE WISDOM (PERCEPTION) |
| 15 | PASSIVE WISDOM (INSIGHT) |
| 10 | PASSIVE INTELLIGENCE (INVESTIGATION) |

SENSES

| NAME | HIT | DAMAGE/TYPE | NOTES |
|---|---|---|---|
| Crossbow, Light | +4 | 1d8+2 Piercing | Simple, Ammunition, Loading, Range, Two-Handed, Range (80/320) |
| Dagger | +4 | 1d4+2 Piercing | Simple, Finesse, Light, Thrown, Range (20/60) |
| Mace | +2 | 1d6 Bludgeoning | Simple |
| Unarmed Strike | +2 | 1 Bludgeoning | |
| | | | |
| | | | |

WEAPON ATTACKS & CANTRIPS

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| CHARACTER NAME | CLASS & LEVEL | PLAYER NAME |
|---|---|---|
| Kedehna Calloway | Cleric 2 [Grave Domain] | |

| RACE | BACKGROUND | EXPERIENCE POINTS |
|---|---|---|
| Reborn | Hermit | |

=== CLERIC FEATURES ===

* Hit Points • PHB 57

* Proficiencies • PHB 57

* Spellcasting • PHB 58
You can cast prepared cleric spells using WIS as your spellcasting modifier (Spell DC 13, Spell Attack +5) and prepared cleric spells as rituals if they have the ritual tag. You can use a holy symbol as a spellcasting focus.

* Divine Domain • PHB 58
You choose a divine domain that grants you additional spells and other features related to your deity.

| Grave Domain

* Domain Spells • XGtE 20
You gain domain spells based on your cleric level.

* Circle of Mortality • XGtE 20
You restore maximum possible HP on each dice (instead of rolling) with healing spells to a creature with 0 HP. You learn the spare the dying cantrip, can cast it as a bonus action, and it has a range of 30 ft.

| Special

* Eyes of the Grave • XGtE 20
As an action, you know the location of any undead within 60 ft. of you that isn't behind total cover and that isn't protected from divination magic until the end of your next turn. You can use this feature 3 time(s) per long rest.

| 3 / Long Rest • 1 Action

* Channel Divinity • PHB 58
You can channel divine energy to fuel magical effects a number of times per short rest

| 1 / Short Rest • Special

| Channel Divinity: Turn Undead: 1 Action

* Channel Divinity: Path to the Grave • XGtE 20
You can use Channel Divinity as an action to curse one creature you can see within 30 ft. of you until the end of your next turn. The next time you or an ally of yours hits the cursed creature with an attack, the creature has vulnerability to all of that attack's damage, and then the curse ends.

| 1 Action

=== REBORN RACIAL TRAITS ===

* Ability Score Increases • VRGtR 15
When determining your ability scores, you increase one of those scores by 2 and increase a different score by 1, or you increase three different scores by 1.

| Increase two scores (+2 / +1) •
Increase one of these scores by 2 and a different score by 1.

* Languages • VRGtR 15
Your character can speak, read, and write Common and one other language that you and your DM agree is appropriate for the character.

* Creature Type • VRGtR 21
You are a Humanoid.

* Size • VRGtR 21
You are Medium or Small. You choose the size when you gain this lineage.

* Speed • VRGtR 21
Your walking speed is 30 feet.

* Ancestral Legacy • VRGtR 21
If you replace a race with this lineage, you can keep the following elements of that race: any skill proficiencies you gained from it and any climbing, flying, or swimming speed you gained from it.

* Deathless Nature • VRGtR 21
You have advantage on saving throws against disease and being poisoned, and you have resistance to poison damage.
You have advantage on death saving throws.
You don't need to eat, drink, or breathe.
You don't need to sleep, and magic can't put you to sleep. You can finish a long rest in 4 hours if you spend those hours in an inactive, motionless state, during which you retain consciousness.

* Knowledge from a Past Life • VRGtR 21
When you make an ability check that uses a skill, you can roll a d6 immediately after seeing the number on the d20 and add the number on the d6 to the check. You can use this feature 2 times, and you regain all expended uses when you finish a long rest.

| 2 / Long Rest • Special

**FEATURES & TRAITS**

| | |
|---|---|
| CP | 0 |
| SP | 0 |
| EP | 0 |
| GP | 0 |
| PP | 2 |

| WEIGHT CARRIED | ENCUMBERED | PUSH/DRAG/LIFT |
|---|---|---|
| 126.54 lb. | 150 lb. | 300 lb. |

| NAME | QTY | WEIGHT |
|---|---|---|
| Scale Mail | 1 | 45 lb. |
| Shield | 1 | 6 lb. |
| Mace | 1 | 4 lb. |
| Crossbow, Light | 1 | 5 lb. |
| Dagger | 1 | 1 lb. |
| Crossbow Bolts | 20 | 1.5 lb. |
| Backpack | 1 | 5 lb. |
| Bedroll | 1 | 7 lb. |
| Mess Kit | 1 | 1 lb. |
| Potion of Healing | 2 | 1 lb. |
| Case, Crossbow Bolt | 1 | 1 lb. |
| Clothes, Traveler's | 1 | 4 lb. |
| Flask or Tankard | 1 | 1 lb. |
| Healer's Kit | 1 | 3 lb. |
| Tinderbox | 1 | 1 lb. |

| NAME | QTY | WEIGHT |
|---|---|---|
| Torch | 5 | 5 lb. |
| Rations (1 day) | 10 | 20 lb. |
| Waterskin | 1 | 5 lb. |
| Emblem | 1 | -- |
| Herbalism Kit | 1 | 3 lb. |
| Rope, Silk (50 feet) | 1 | 5 lb. |
| Sack | 2 | 1 lb. |
| Whetstone | 1 | 1 lb. |

| ATTUNED MAGIC ITEMS | QTY | WEIGHT |
|---|---|---|

**EQUIPMENT**

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Kedehna Calloway

CHARACTER NAME

| | | | | |
|---|---|---|---|---|
| Female | 22 | Medium | 5' 10" | 201 |
| GENDER | AGE | SIZE | HEIGHT | WEIGHT |
| Neutral Good | Mat'Selesnya | Ashen | Blue | Blonde |
| ALIGNMENT | FAITH | SKIN | EYES | HAIR |

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

I connect everything that happens to me to a grand, cosmic plan.
I often get lost in my own thoughts and contemplation, becoming

PERSONALITY TRAITS

Greater Good. My gifts are meant to be shared with all, not used for my own benefit. (Good)

IDEALS

Should my discovery come to light, it could bring ruin to the world.

BONDS

I'd risk too much to uncover a lost bit of knowledge.

FLAWS

CHARACTER BACKSTORY

ADDITIONAL NOTES

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Cleric

SPELLCASTING CLASS

| WIS | 13 | +5 |
|---|---|---|
| SPELLCASTING ABILITY | SPELL SAVE DC | SPELL ATTACK BONUS |

| PREP | SPELL NAME | SOURCE | SAVE/ATK | TIME | RANGE | COMP | DURATION | PAGE REF | NOTES |
|---|---|---|---|---|---|---|---|---|---|
| | === CANTRIPS === | (At Will) | | | | | | | |
| O | Word of Radiance | Cleric | CON 13 | 1A | 5 ft. | V,M | Instantaneous | XGtE 171 | V/M |
| O | Guidance <C> | Cleric | -- | 1A | Touch | V,S | Concentration, up to 1 minute | PHB 248 | D: 1m, V/S |
| O | Sacred Flame | Cleric | DEX 13 | 1A | 60 ft. | V,S | Instantaneous | PHB 272 | V/S |
| O | Spare the Dying | Circle of Mortality | -- | 1BA | 30 ft. | V,S | Instantaneous | PHB 277 | V/S |
| | === 1st LEVEL === | 3 Slots OOO | | | | | | | |
| O | Healing Word | Cleric | -- | 1BA | 60 ft. | V | Instantaneous | PHB 250 | V |
| O | Guiding Bolt | Cleric | +5 | 1A | 120 ft. | V,S | 1 round | PHB 248 | D: 1Rnd, V/S |
| O | Shield of Faith <C> | Cleric | -- | 1BA | 60 ft. | V,S,M | Concentration, up to 10 minutes | PHB 275 | D: 10m, V/S/M |
| O | Bless <C> | Cleric | -- | 1A | 30 ft. | V,S,M | Concentration, up to 1 minute | PHB 219 | D: 1m, V/S/M |
| O | Sanctuary | Cleric | WIS 13 | 1BA | 30 ft. | V,S,M | 1 minute | PHB 272 | D: 1m, V/S/M |
| P | Bane <C> | Cleric (Always Prepared) | CHA 13 | 1A | 30 ft. | V,S,M | Concentration, up to 1 minute | PHB 216 | D: 1m, V/S/M |
| P | False Life | Cleric (Always Prepared) | -- | 1A | Self | V,S,M | 1 hour | PHB 239 | D: 1h, V/S/M |
| O | Command | Cleric | WIS 13 | 1A | 60 ft. | V | 1 round | PHB 223 | D: 1Rnd, V |
| O | Create or Destroy Water | Cleric | -- | 1A | 30 ft./30 ft. Cube | V,S,M | Instantaneous | PHB 229 | 30 ft. Cube, V/S/M |
| O | Cure Wounds | Cleric | -- | 1A | Touch | V,S | Instantaneous | PHB 230 | V/S |
| O | Detect Evil and Good <C> | Cleric | -- | 1A | Self/30 ft. Sphere | V,S | Concentration, up to 10 minutes | PHB 231 | D: 10m, 30 ft. Sphere, V/S |
| O | Detect Magic [R]<C> | Cleric | -- | 1A + 10m | Self/30 ft. Sphere | V,S | Concentration, up to 10 minutes | PHB 231 | D: 10m, 30 ft. Sphere, V/S |
| O | Detect Poison and Disease [R]<C> | Cleric | -- | 1A + 10m | Self/30 ft. Sphere | V,S,M | Concentration, up to 10 minutes | PHB 231 | D: 10m, 30 ft. Sphere, V/S/M |
| O | Inflict Wounds | Cleric | +5 | 1A | Touch | V,S | Instantaneous | PHB 253 | V/S |
| O | Protection from Evil and Good <C> | Cleric | -- | 1A | Touch | V,S,M | Concentration, up to 10 minutes | PHB 270 | D: 10m, V/S/M |
| O | Purify Food and Drink [R] | Cleric | -- | 1A + 10m | 10 ft./5 ft. Sphere | V,S | Instantaneous | PHB 270 | 5 ft. Sphere, V/S |
| O | Ceremony [R] | Cleric | -- | 1h + 10m | Touch | V,S,M | Instantaneous | XGtE 151 | V/S/M |



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