D&D BEYOND

Tothin d'Medani

CHARACTER NAME

Cleric 7 [Arcana Domain]
CLASS & LEVEL

PLAYER NAME

Mark of Detection Half-Elf
RACE

Sage
BACKGROUND

EXPERIENCE POINTS

STRENGTH	+0	10
DEXTERITY	+2	14
CONSTITUTION	+3	16
INTELLIGENCE	+0	10
WISDOM	+4	18
CHARISMA	-1	8

○	+0	Strength
○	+2	Dexterity
○	+3	Constitution
○	+0	Intelligence
⊙	+7	Wisdom
⊙	+2	Charisma

Saving Throw Modifiers
Advantage against being charmed, and magic can't put you to sleep

SAVING THROWS

○	+2	Acrobatics	DEX
○	+4	Animal Handling	WIS
Ⓟ	+3	Arcana	INT
○	+0	Athletics	STR
○	-1	Deception	CHA
Ⓟ	+3	History	INT
Ⓟ	+7	Insight	WIS
○	-1	Intimidation	CHA
○	+0	Investigation	INT
○	+4	Medicine	WIS
○	+0	Nature	INT
Ⓟ	+7	Perception	WIS
○	-1	Performance	CHA
○	-1	Persuasion	CHA
Ⓟ	+3	Religion	INT
○	+2	Sleight of Hand	DEX
○	+2	Stealth	DEX
○	+4	Survival	WIS
○			
○			
○			

SKILLS

+2
INITIATIVE

ARMOR
18
CLASS

DEFENSES

INSPIRATION

+3
PROFICIENCY BONUS

ABILITY SAVE DC

30 ft. (Walking)
SPEED

Max HP	Current HP	Temp HP
59		--

HIT POINTS

Total 7d8
HIT DICE

SUCCESSES ○○○
FAILURES ○○○
DEATH SAVES

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

=== WEAPONS ===
Simple Weapons

=== LANGUAGES ===
Celestial, Common, Draconic, 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

=== SPECIAL ===
Channel Divinity • 2 / Short Rest
You can channel divine energy to fuel magical effects a number of times per short rest.

Spell Breaker
When you restore HP to an ally with a spell of 1st level or higher, you can also end one spell (equal to or lower than the level of the healing spell) of your choice on that creature.

ACTIONS

17	PASSIVE WISDOM (PERCEPTION)
17	PASSIVE WISDOM (INSIGHT)
10	PASSIVE INTELLIGENCE (INVESTIGATION)

Darkvision 60 ft.

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES
Crossbow, Light	+5	1d8+2 Piercing	Simple, Ammunition, Loading, Range, Two-Handed, Range (80/320)
Dagger	+5	1d4+2 Piercing	Simple, Finesse, Light, Thrown, Range (20/60)
Mace, +1	+4	1d6+1 Bludgeoning	Simple
Fire Bolt	+7	2d10 Fire	V/S
Unarmed Strike	+3	1 Bludgeoning	

WEAPON ATTACKS & CANTRIPS

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Tothin d'Medani

CHARACTER NAME

CLASS & LEVEL	PLAYER NAME
Cleric 7 [Arcana Domain]	

RACE	BACKGROUND	EXPERIENCE POINTS
Mark of Detection Half-Elf	Sage	

=== 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 15, Spell Attack +7) 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.

| Arcana Domain

* Arcane Initiate • SCAG
You gain proficiency in the Arcana skill and two cantrips of your choice from the wizard spell list.

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

| 2 / Short Rest • Special

| Channel Divinity: Turn Undead: 1 Action

* Channel Divinity: Arcane Abjuration • SCAG
As an action, you present your holy symbol, and one celestial, elemental, fey, or fiend that can see and hear you and is within 30 ft. must make a WIS saving throw (DC 15). If it fails, it is turned for 1 minute or until it takes any damage. A turned creature must spend its turns moving away from you, can't take reactions, and can only Dash or Dodge if it can't move. Creatures that fail can instead be banished based on your cleric level: [5th] CR 1/2 or lower, [8th] CR 1 or lower, [11th] CR 2 or lower, [14th] CR 3 or lower, [17th] CR 4 or lower

| 1 Action

* Ability Score Improvement • PHB 59

* Destroy Undead • PHB 59
When an undead fails its saving throw against your Turn Undead feature, it is instantly destroyed if its CR is lower than the threshold for your level.

* Spell Breaker • SCAG
When you restore HP to an ally with a spell of 1st level or higher, you can also end one spell (equal to or lower than the level of the healing spell) of your choice on that creature.

| Special

=== MARK OF DETECTION HALF-ELF RACIAL TRAITS ===

* Darkvision • BR 39
You can see in darkness (shades of gray) up to 60 ft.

* Fey Ancestry • BR 39
You have advantage on saving throws against being charmed, and magic can't put you to sleep.

* Deductive Intuition • ERftLW
When you make an Investigation or Insight check, you can roll a d4 and add the number rolled to the ability check.

* Magical Detection • ERftLW 40
You can cast the detect magic and detect poison and disease spells with this trait. Starting at 3rd level, you can also cast the see invisibility spell with it.
Once you cast any of these spells with this trait, you can't cast that spell with it again until you finish a long rest. Wisdom is your spellcasting ability for these spells, and you don't require material components for them.

* Spells of the Mark • ERftLW 40
If you have the Spellcasting or the Pact Magic class feature, the spells on the Mark of Detection Spells table are added to the spell list of your spellcasting class.

FEATURES & TRAITS

CP	0
SP	0
EP	0
GP	0
PP	1

WEIGHT CARRIED	121.52 lb.
ENCUMBERED	150 lb.
PUSH/DRAG/LIFT	300 lb.

NAME	QTY	WEIGHT
Mithral Scale Mail	1	45 lb.
Shield	1	6 lb.
Mace, +1	1	4 lb.
Dagger	1	1 lb.
Crossbow, Light	1	5 lb.
Amulet of the Devout, +1	1	--
Crossbow Bolts	20	1.5 lb.
Backpack	1	5 lb.
Bedroll	1	7 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.
Mess Kit	1	1 lb.
Rations (1 day)	10	20 lb.

NAME	QTY	WEIGHT
Rope, Silk (50 feet)	1	5 lb.
Soap	1	--
Tinderbox	1	1 lb.
Torch	5	5 lb.
Waterskin	1	5 lb.
Whetstone	1	1 lb.
Diamonds (300 gp)	1	--

ATTUNED MAGIC ITEMS	QTY	WEIGHT
Amulet of the Devout, +1	1	--

EQUIPMENT

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Tothin d'Medani

CHARACTER NAME

Male	54	Medium	5' 4"	145
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Neutral Good	The Undying Co	Fair	Blue	Blonde
ALIGNMENT	FAITH	SKIN	EYES	HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

I'm willing to listen to every side of an argument before I make my own judgment.
I am horribly, horribly awkward in

PERSONALITY TRAITS

Knowledge. The path to power and self-improvement is through knowledge. (Neutral)

IDEALS

My life's work is a series of tomes related to a specific field of lore.

BONDS

I overlook obvious solutions in favor of complicated ones.

FLAWS

CHARACTER BACKSTORY

ADDITIONAL NOTES

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D&D BEYOND

Cleric	WIS	16	+8
SPELLCASTING CLASS	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	Guidance <C>	Cleric	--	1A	Touch	V,S	Concentration, up to 1 minute	PHB 248	D: 1m, V/S
O	Sacred Flame	Cleric	DEX 16	1A	60 ft.	V,S	Instantaneous	PHB 272	V/S
O	Word of Radiance	Cleric	CON 16	1A	5 ft.	V,M	Instantaneous	XGtE 171	V/M
O	Light	Cleric	DEX 16	1A	Touch/20 ft. Sphere	V,M	1 hour	PHB 255	D: 1h, 20 ft. Sphere, V/M
O	Fire Bolt	Arcane Initiate	+7	1A	120 ft.	V,S	Instantaneous	PHB 242	V/S
O	Toll the Dead	Arcane Initiate	WIS 15	1A	60 ft.	V,S	Instantaneous	XGtE 169	V/S
	=== 1st LEVEL ===	4 Slots OOOO							
O	Guiding Bolt	Cleric	+8	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	Healing Word	Cleric	--	1BA	60 ft.	V	Instantaneous	PHB 250	V
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 16	1BA	30 ft.	V,S,M	1 minute	PHB 272	D: 1m, V/S/M
P	Detect Magic [R]<C>	Cleric (Always Prepared)	--	1A	Self/30 ft. Sphere	V,S	Concentration, up to 10 minutes	PHB 231	D: 10m, 30 ft. Sphere, V/S
P	Magic Missile	Cleric (Always Prepared)	--	1A	120 ft.	V,S	Instantaneous	PHB 257	V/S
O	Bane <C>	Cleric	CHA 16	1A	30 ft.	V,S,M	Concentration, up to 1 minute	PHB 216	D: 1m, V/S/M
O	Command	Cleric	WIS 16	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 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	+8	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
O	Detect Magic <C>	Magical Detection	--	1A	Self/30 ft. Sphere	V,S	Concentration, up to 10 minutes	PHB 231	1/LR, D: 10m, 30 ft. Sphere, V/S
O	Detect Poison and Disease <C>	Magical Detection	--	1A	Self/30 ft. Sphere	V,S,M	Concentration, up to 10 minutes	PHB 231	1/LR, D: 10m, 30 ft. Sphere, V/S/M
	=== 2nd LEVEL ===	3 Slots OOO							
O	Silence [R]<C>	Cleric	--	1A	120 ft./20 ft. Sphere	V,S	Concentration, up to 10 minutes	PHB 275	D: 10m, 20 ft. Sphere, V/S
O	Enhance Ability <C>	Cleric	--	1A	Touch	V,S,M	Concentration, up to 1 hour	PHB 237	D: 1h, V/S/M
O	Spiritual Weapon	Cleric	+8	1BA	60 ft.	V,S	1 minute	PHB 278	D: 1m, V/S
P	Arcanist's Magic Aura	Cleric (Always Prepared)	--	1A	Touch	V,S,M	24 hours	PHB	D: 24h, V/S/M
P	Magic Weapon <C>	Cleric (Always Prepared)	--	1BA	Touch	V,S	Concentration, up to 1 hour	PHB 257	D: 1h, V/S
O	Aid	Cleric	--	1A	30 ft.	V,S,M	8 hours	PHB 211	D: 8h, V/S/M
O	Augury [R]	Cleric	--	11m	Self	V,S,M	Instantaneous	PHB 215	V/S/M
O	Blindness/Deafness	Cleric	CON 16	1A	30 ft.	V	1 minute	PHB 219	D: 1m, V
O	Calm Emotions <C>	Cleric	CHA 16	1A	60 ft./20 ft. Sphere	V,S	Concentration, up to 1 minute	PHB 221	D: 1m, 20 ft. Sphere, V/S
O	Continual Flame	Cleric	--	1A	Touch	V,S,M	Until dispelled	PHB 227	D: Until Dispelled, V/S/M
O	Find Traps	Cleric	--	1A	120 ft.	V,S	Instantaneous	PHB 241	V/S
O	Gentle Repose [R]	Cleric	--	1A + 10m	Touch	V,S,M	10 days	PHB 245	D: 10d, V/S/M
O	Hold Person <C>	Cleric	WIS 16	1A	60 ft.	V,S,M	Concentration, up to 1 minute	PHB 251	D: 1m, V/S/M
O	Lesser Restoration	Cleric	--	1A	Touch	V,S	Instantaneous	PHB 255	V/S
O	Locate Object <C>	Cleric	--	1A	Self	V,S,M	Concentration, up to 10 minutes	PHB 256	D: 10m, V/S/M
O	Prayer of Healing	Cleric	--	10m	30 ft.	V	Instantaneous	PHB 267	V
O	Protection from Poison	Cleric	--	1A	Touch	V,S	1 hour	PHB 270	D: 1h, V/S
O	Warding Bond	Cleric	--	1A	Touch	V,S,M	1 hour	PHB 287	D: 1h, V/S/M
O	Zone of Truth	Cleric	CHA 16	1A	60 ft./15 ft. Sphere	V,S	10 minutes	PHB 289	D: 10m, 15 ft. Sphere, V/S
O	See Invisibility	Magical Detection	--	1A	Self	V,S,M	1 hour	PHB 274	1/LR, D: 1h, V/S/M

SPELLS

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Cleric

SPELLCASTING CLASS

WIS	16	+8
SPELLCASTING ABILITY	SPELL SAVE DC	SPELL ATTACK BONUS

PREP	SPELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
	=== 3rd LEVEL ===	3 Slots OOO							
O	Revivify	Cleric	--	1A	Touch	V,S,M	Instantaneous	PHB 272	V/S/M
O	Spirit Guardians <C>	Cleric	WIS 16	1A	Self/15 ft. Sphere	V,S,M	Concentration, up to 10 minutes	PHB 278	D: 10m, 15 ft. Sphere, V/S/M
P	Dispel Magic	Cleric (Always Prepared)	--	1A	120 ft.	V,S	Instantaneous	PHB 234	Special: (See Description)*, V/S
P	Magic Circle	Cleric (Always Prepared)	CHA 16	1m	10 ft./10 ft. Cylinder	V,S,M	1 hour	PHB 256	D: 1h, 10 ft. Cylinder, V/S/M
O	Animate Dead	Cleric	--	1m	10 ft.	V,S,M	Instantaneous	PHB 212	V/S/M
O	Beacon of Hope <C>	Cleric	--	1A	30 ft.	V,S	Concentration, up to 1 minute	PHB 217	D: 1m, V/S
O	Bestow Curse <C>	Cleric	WIS 16	1A	Touch	V,S	Concentration, up to 1 minute	PHB 218	D: 1m, V/S
O	Clairvoyance <C>	Cleric	--	10m	1 mile	V,S,M	Concentration, up to 10 minutes	PHB 222	D: 10m, V/S/M
O	Create Food and Water	Cleric	--	1A	30 ft.	V,S	Instantaneous	PHB 229	V/S
O	Daylight	Cleric	--	1A	60 ft./60 ft. Sphere	V,S	1 hour	PHB 230	D: 1h, 60 ft. Sphere, V/S
O	Glyph of Warding	Cleric	DEX 16	1h	Touch	V,S,M	Until dispelled or triggered	PHB 245	Special: Spell Glyph (See Description)*, D: Until Dispelled or Triggered, V/S/M
O	Mass Healing Word	Cleric	--	1BA	60 ft.	V	Instantaneous	PHB 258	V
O	Meld into Stone [R]	Cleric	--	1A + 10m	Touch	V,S	8 hours	PHB 259	D: 8h, V/S
O	Protection from Energy <C>	Cleric	--	1A	Touch	V,S	Concentration, up to 1 hour	PHB 270	D: 1h, V/S
O	Remove Curse	Cleric	--	1A	Touch	V,S	Instantaneous	PHB 271	V/S
O	Sending	Cleric	--	1A	Unlimited	V,S,M	1 round	PHB 274	D: 1Rnd, V/S/M
O	Speak with Dead	Cleric	--	1A	10 ft.	V,S,M	10 minutes	PHB 277	D: 10m, V/S/M
O	Tongues	Cleric	--	1A	Touch	V,M	1 hour	PHB 283	D: 1h, V/M
O	Water Walk [R]	Cleric	--	1A + 10m	30 ft.	V,S,M	1 hour	PHB 287	D: 1h, V/S/M
O	Feign Death [R]	Cleric	--	1A + 10m	Touch	V,S,M	1 hour	PHB 240	D: 1h, V/S/M
O	Life Transference	Cleric	--	1A	30 ft.	V,S	Instantaneous	XGtE 160	V/S
O	Fast Friends <C>	Cleric	WIS 16	1A	30 ft.	V	Concentration, up to 1 hour	AI 75	D: 1h, V
O	Incite Greed <C>	Cleric	WIS 16	1A	30 ft.	V,S,M	Concentration, up to 1 minute	AI 76	D: 1m, V/S/M
O	Motivational Speech	Cleric	--	1m	60 ft.	V	1 hour	AI 77	D: 1h, V
O	Spirit Shroud <C>	Cleric	--	1BA	Self	V,S	Concentration, up to 1 minute	TCoE 108	D: 1m, V/S
	=== 4th LEVEL ===	1 Slots O							
O	Death Ward	Cleric	--	1A	Touch	V,S	8 hours	PHB 230	D: 8h, V/S
P	Secret Chest	Cleric (Always Prepared)	--	1A	Touch	V,S,M	Instantaneous	PHB	V/S/M
P	Leomund's Secret Chest	Cleric (Always Prepared)	--	1A	Touch	V,S,M	Instantaneous	PHB 254	V/S/M
P	Arcane Eye <C>	Cleric (Always Prepared)	--	1A	30 ft.	V,S,M	Concentration, up to 1 hour	PHB 214	D: 1h, V/S/M
O	Banishment <C>	Cleric	CHA 16	1A	60 ft.	V,S,M	Concentration, up to 1 minute	PHB 217	D: 1m, V/S/M
O	Control Water <C>	Cleric	STR 16	1A	300 ft.	V,S,M	Concentration, up to 10 minutes	PHB 227	D: 10m, V/S/M
O	Divination [R]	Cleric	--	1A + 10m	Self	V,S,M	Instantaneous	PHB 234	V/S/M
O	Freedom of Movement	Cleric	--	1A	Touch	V,S,M	1 hour	PHB 244	D: 1h, V/S/M
O	Guardian of Faith	Cleric	DEX 16	1A	30 ft.	V	8 hours	PHB 246	D: 8h, V
O	Locate Creature <C>	Cleric	--	1A	Self	V,S,M	Concentration, up to 1 hour	PHB 256	D: 1h, V/S/M
O	Stone Shape	Cleric	--	1A	Touch	V,S,M	Instantaneous	PHB 278	V/S/M

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