D&D BEYOND

Gangahr Sak

CHARACTER NAME

Cleric 3 [Knowledge Domain]
CLASS & LEVEL

PLAYER NAME

Githzerai
RACE

Sage
BACKGROUND

EXPERIENCE POINTS

STRENGTH	+0	10
DEXTERITY	+2	14
CONSTITUTION	+2	15
INTELLIGENCE	+0	11
WISDOM	+3	16
CHARISMA	-1	8

○	+0	Strength
○	+2	Dexterity
○	+2	Constitution
○	+0	Intelligence
⊙	+5	Wisdom
⊙	+1	Charisma

Saving Throw Modifiers
Advantage against the charmed and frightened conditions.

SAVING THROWS

○	+2	Acrobatics	DEX
○	+3	Animal Handling	WIS
Ⓟ	+2	Arcana	INT
○	+0	Athletics	STR
○	-1	Deception	CHA
Ⓔ	+4	History	INT
Ⓟ	+5	Insight	WIS
○	-1	Intimidation	CHA
○	+0	Investigation	INT
Ⓟ	+5	Medicine	WIS
○	+0	Nature	INT
Ⓟ	+5	Perception	WIS
○	-1	Performance	CHA
○	-1	Persuasion	CHA
Ⓔ	+4	Religion	INT
○	+2	Sleight of Hand	DEX
○	+2	Stealth	DEX
○	+3	Survival	WIS
○			
○			
○			

SKILLS

+2
INITIATIVE

ARMOR
18
CLASS

DEFENSES

INSPIRATION

+2
PROFICIENCY BONUS

ABILITY SAVE DC

30 ft. (Walking)
SPEED

Max HP	Current HP	Temp HP
24		--

HIT POINTS

Total 3d8
HIT DICE

SUCCESSES ○○○
FAILURES ○○○
DEATH SAVES

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

=== WEAPONS ===
Simple Weapons

=== LANGUAGES ===
Abyssal, Celestial, Common, Draconic, Gith, Infernal

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

=== BONUS ACTIONS ===
Harness Divine Power • 1 / Long Rest
You can expend a use of your Channel Divinity to fuel your spells. As a bonus action, you regain one expended spell slot of up to level 1. You regain all expended uses when you finish a long rest.

=== SPECIAL ===
Channel Divinity • 1 / Short Rest
You can channel divine energy to fuel magical effects a number of times per short 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
Gangahr Sak	Cleric 3 [Knowledge Domain]	

RACE	BACKGROUND	EXPERIENCE POINTS
Githzerai	Sage	

=== CLERIC FEATURES ===

* Additional Cleric Spells • TCoE 30
Your Cleric has additional spells available to them, as designated in Tasha's Cauldron of Everything.

* 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.

| Knowledge Domain

* Blessings of Knowledge • PHB 59
You learn two additional languages and skills. Your proficiency bonus is doubled for any check you make with the chosen skills.

* Harness Divine Power • TCoE 30
You can expend a use of your Channel Divinity to fuel your spells. As a bonus action, you regain one expended spell slot of up to level 1. You can use this feature 1 times. You regain all expended uses when you finish a long rest.

| 1 / Long Rest • 1 Bonus 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: Knowledge of the Ages • PHB 59
As an action, you can use Channel Divinity to gain proficiency with any skill or tool for 10 minutes.

| 1 Action

=== GITHZERAI RACIAL TRAITS ===

* Githzerai Psionics • MToF 96
The Mage Hand is invisible when you cast the cantrip with this trait.

* Mental Discipline • MToF
You have advantage on saving throws against the charmed and frightened conditions.

FEATURES & TRAITS

CP	0
SP	0
EP	0
GP	5
PP	2

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

NAME	QTY	WEIGHT
Scale Mail	1	45 lb.
Shield	1	6 lb.
Dagger	1	1 lb.
Mace	1	4 lb.
Crossbow, Light	1	5 lb.
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.
Potion of Healing	1	0.5 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.
Emblem	1	--

ATTUNED MAGIC ITEMS	QTY	WEIGHT

EQUIPMENT

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D&D BEYOND

Gangahr Sak

CHARACTER NAME

Male	31	Medium	6' 1"	132
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Neutral	Oghma	Green	Black	None
ALIGNMENT	FAITH	SKIN	EYES	HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

I've read every book in the world's greatest libraries—or I like to boast that I have.
I'm willing to listen to every side of an argument before I make my own judgment.

PERSONALITY TRAITS

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

IDEALS

I work to preserve a library, university, scriptorium, or monastery.

BONDS

Most people scream and run when they see a demon. I stop and take notes on its anatomy.

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	Mage Hand	Githzerai Psionics	--	1A	30 ft.	V,S	1 minute	PHB 256	D: 1m, V/S
	=== 1st LEVEL ===	4 Slots OOOO							
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	Identify [R]	Cleric (Always Prepared)	--	1m	Touch	V,S,M	Instantaneous	PHB 252	V/S/M
P	Command	Cleric (Always Prepared)	WIS 13	1A	60 ft.	V	1 round	PHB 223	D: 1Rnd, V
O	Bane <C>	Cleric	CHA 13	1A	30 ft.	V,S,M	Concentration, up to 1 minute	PHB 216	D: 1m, V/S/M
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
O	Shield	Githzerai Psionics	--	1R	Self	V,S	1 round	PHB 275	1/LR, D: 1Rnd, V/S
	=== 2nd LEVEL ===	2 Slots OO							
O	Spiritual Weapon	Cleric	+5	1BA	60 ft.	V,S	1 minute	PHB 278	D: 1m, V/S
P	Augury [R]	Cleric (Always Prepared)	--	1m	Self	V,S,M	Instantaneous	PHB 215	V/S/M
P	Suggestion <C>	Cleric (Always Prepared)	WIS 13	1A	30 ft.	V,M	Concentration, up to 8 hours	PHB 279	D: 8h, V/M
O	Aid	Cleric	--	1A	30 ft.	V,S,M	8 hours	PHB 211	D: 8h, V/S/M
O	Blindness/Deafness	Cleric	CON 13	1A	30 ft.	V	1 minute	PHB 219	D: 1m, V
O	Calm Emotions <C>	Cleric	CHA 13	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	Enhance Ability <C>	Cleric	--	1A	Touch	V,S,M	Concentration, up to 1 hour	PHB 237	D: 1h, 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 13	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	Silence [R]<C>	Cleric	--	1A + 10m	120 ft./20 ft. Sphere	V,S	Concentration, up to 10 minutes	PHB 275	D: 10m, 20 ft. Sphere, 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 13	1A	60 ft./15 ft. Sphere	V,S	10 minutes	PHB 289	D: 10m, 15 ft. Sphere, V/S

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