Aaliyah d'Deneith

CHARACTER NAME

Cleric 8 [Life Domain]		
CLASS & LEVEL		PLAYER NAME
Mark of Sentinel Human	Acolyte	34,000
RACE	BACKGROUND	EXPERIENCE POINTS

STRENGTH +2 (15)
DEXTERITY +0 (10)
CONSTITUTION +2 (14)
INTELLIGENCE -1 (9)
WISDOM +4 (18)
CHARISMA +0 (10)

SAVING THROWS

- ○ +2 Strength
- ○ +0 Dexterity
- ○ +2 Constitution
- ○ -1 Intelligence
- ◉ +7 Wisdom
- ◉ +3 Charisma

Saving Throw Modifiers

Advantage made to maintain your concentration on a spell when you take damage

SKILLS

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

SENSES

- 17 PASSIVE WISDOM (PERCEPTION)
- 17 PASSIVE WISDOM (INSIGHT)
- 9 PASSIVE INTELLIGENCE (INVESTIGATION)

INITIATIVE +0

ARMOR CLASS 19

DEFENSES Immunities - Critical Hits

INSPIRATION

PROFICIENCY BONUS +3

ABILITY SAVE DC

SPEED 30 ft. (Walking)

HIT POINTS

Max HP	Current HP	Temp HP
80		--

HIT DICE Total 8d8

DEATH SAVES SUCCESSES ○○○ FAILURES ○○○

PROFICIENCIES & LANGUAGES

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

=== WEAPONS ===
Simple Weapons

=== LANGUAGES ===
Abyssal, Celestial, Common, Infernal

ACTIONS

=== 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

=== REACTIONS ===
Vigilant Guardian • 1 / Long Rest
When a creature you can see within 5 feet of you is hit by an attack roll, you can use your reaction to swap places with that creature, and you are hit by the attack instead. Once you use this trait, you can't do so again until you finish a long rest.

War Caster
You can use your reaction to make an opportunity attack to cast a spell that has a casting time of 1 action and targets only that creature.

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

WEAPON ATTACKS & CANTRIPS

NAME	HIT	DAMAGE/TYPE	NOTES
Crossbow, Light	+3	1d8 Piercing	Simple, Ammunition, Loading, Range, Two-Handed, Range (80/320)
Mace	+5	1d6+2 Bludgeoning	Simple
Sickle	+5	1d4+2 Slashing	Simple, Light
Yklwa	+5	1d8+2 Piercing	Simple, Thrown, Range (10/30)
Unarmed Strike	+5	3 Bludgeoning	

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Aaliyah d'Deneith

CHARACTER NAME

Cleric 8 [Life Domain]		
CLASS & LEVEL		PLAYER NAME
Mark of Sentinel Human	Acolyte	34,000
RACE	BACKGROUND	EXPERIENCE POINTS

=== 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.

| Life Domain

* Bonus Proficiency • PHB 60
You gain proficiency with heavy armor.

* Disciple of Life • PHB 60
Whenever you use a spell of 1st level or higher to restore HP, the creature regains additional HP equal to 2 + the spell's level.

* 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: Preserve Life • PHB 60
As an action, you can use Channel Divinity and present your holy symbol to restore up to 40 HP divided among any creatures within 30 ft. up to half a creature's HP max. You can't use this feature on an undead or a construct.

| 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.

* Blessed Healer • PHB 60
When you cast a spell of 1st level or higher that restores HP to a creature other than you, you regain HP equal to 2 + the spell's level.

* Divine Strike • PHB 60
Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 radiant damage.

=== MARK OF SENTINEL HUMAN RACIAL TRAITS ===

* Languages • BR 31
You can speak, read, and write Common and one extra language.

* Sentinel's Intuition • ERftLW 48
When you make a Wisdom (Insight) or Wisdom (Perception) check, you can roll a d4 and add the number rolled to the ability check.

* Guardian's Shield • ERftLW 48
You can cast the shield spell once with this trait, and you regain the ability to cast it after you finish a long rest. Wisdom is your spellcasting ability for this spell.

* Vigilant Guardian • ERftLW 48
When a creature you can see within 5 feet of you is hit by an attack roll, you can use your reaction to swap places with that creature, and you are hit by the attack instead. Once you use this trait, you can't do so again until you finish a long rest.

| 1 / Long Rest • 1 Reaction

* Spells of the Mark • ERftLW 48
If you have the Spellcasting or the Pact Magic class feature, the spells on the Mark of Sentinel Spells table are added to the spell list of your spellcasting class.

=== FEATS ===

* War Caster • PHB 170
You have advantage on CON saving throws that you make to maintain your concentration on a spell when you take damage. You can perform the somatic components of spells even when you have weapons or a shield in one or both hands. You can use your reaction to make an opportunity attack to cast a spell that has a casting time of 1 action and targets only that creature.

| 1 Reaction

FEATURES & TRAITS

CP	SP	EP	GP	PP
0	0	0	6	8

WEIGHT CARRIED 177.28 lb.
ENCUMBERED 225 lb.
PUSH/DRAG/LIFT 450 lb.

NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
Adamantine Splint	1	60 lb.	Chain (10 feet)	1	10 lb.
Shield	1	6 lb.	Clothes, Traveler's	1	4 lb.
Crossbow, Light	1	5 lb.	Flask or Tankard	1	1 lb.
Mace	1	4 lb.	Grappling Hook	1	4 lb.
Sickle	1	2 lb.	Hammer	1	3 lb.
Yklwa	1	2 lb.	Healer's Kit	1	3 lb.
Pole of Collapsing	1	--	Holy Water (flask)	1	1 lb.
Backpack	1	5 lb.	Lantern, Hooded	1	2 lb.
Ball Bearings (bag of 1,000)	1,000	2 lb.	Manacles	1	6 lb.
Bedroll	1	7 lb.	Mess Kit	1	1 lb.
Bell	1	--	Mirror, Steel	1	0.5 lb.
Blanket	1	3 lb.	ATTUNED MAGIC ITEMS	QTY	WEIGHT
Candle	10	--			
Case, Map or Scroll	1	1 lb.			
Chalk (1 piece)	10	--			

EQUIPMENT

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D&D BEYOND

Aaliyah d'Deneith	Cleric 8 [Life Domain]	
CHARACTER NAME	CLASS & LEVEL	PLAYER NAME
Mark of Sentinel Human	Acolyte	34,000
RACE	BACKGROUND	EXPERIENCE POINTS

ADDITIONAL FEATURES & TRAITS

NAME	QTY	WEIGHT
Oil (flask)	3	3 lb.
Piton	10	2.5 lb.
Pouch	1	1 lb.
Rations (1 day)	10	20 lb.
Alms Box	1	--
Block of Incense	2	--
Censer	1	--
Emblem	1	--
Rope, Silk (50 feet)	1	5 lb.
Sack	2	1 lb.
Small Knife	1	--
Stake (Wooden)	3	--
String	1	--
Tinderbox	1	1 lb.
Torch	5	5 lb.

NAME	QTY	WEIGHT
Vestments	1	--
Waterskin	1	5 lb.
Whetstone	1	1 lb.

ADDITIONAL EQUIPMENT

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Aaliyah d'Deneith

CHARACTER NAME

Female	26	Medium	5' 3"	159
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Lawful Good	The Sovereign H	Black	Brown	Black
ALIGNMENT	FAITH	SKIN	EYES	HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

I idolize a particular hero of my faith, and constantly refer to that person's deeds and example.
I see omens in every event and

PERSONALITY TRAITS

Faith. I trust that my deity will guide my actions. I have faith that if I work hard, things will go well. (Lawful)

IDEALS

I owe my life to the priest who took me in when my parents died.

BONDS

I put too much trust in those who wield power within my temple's hierarchy.

FLAWS

CHARACTER BACKSTORY

ADDITIONAL NOTES

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Cleric

SPELLCASTING CLASS

WIS	15	+7
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 15	1A	60 ft.	V,S	Instantaneous	PHB 272	V/S
O	Toll the Dead	Cleric	WIS 15	1A	60 ft.	V,S	Instantaneous	XGtE 169	V/S
O	Word of Radiance	Cleric	CON 15	1A	5 ft.	V,M	Instantaneous	XGtE 171	V/M
	=== 1st LEVEL ===	4 Slots OOOO							
O	Bane <C>	Cleric	CHA 15	1A	30 ft.	V,S,M	Concentration, up to 1 minute	PHB 216	D: 1m, V/S/M
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	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	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	Guiding Bolt	Cleric	+7	1A	120 ft.	V,S	1 round	PHB 248	D: 1Rnd, V/S
O	Command	Cleric	WIS 15	1A	60 ft.	V	1 round	PHB 223	D: 1Rnd, V
O	Ceremony [R]	Cleric	--	1h + 10m	Touch	V,S,M	Instantaneous	XGtE 151	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	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	Create or Destroy Water	Cleric	--	1A	30 ft./30 ft. Cube	V,S,M	Instantaneous	PHB 229	30 ft. Cube, V/S/M
O	Inflict Wounds	Cleric	+7	1A	Touch	V,S	Instantaneous	PHB 253	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	Sanctuary	Cleric	WIS 15	1BA	30 ft.	V,S,M	1 minute	PHB 272	D: 1m, V/S/M
P	Bless <C>	Cleric (Always Prepared)	--	1A	30 ft.	V,S,M	Concentration, up to 1 minute	PHB 219	D: 1m, V/S/M
P	Cure Wounds	Cleric (Always Prepared)	--	1A	Touch	V,S	Instantaneous	PHB 230	V/S
O	Shield	Guardian's Shield	--	1R	Self	V,S	1 round	PHB 275	1/LR, D: 1Rnd, V/S
	=== 2nd LEVEL ===	3 Slots OOO							
O	Augury [R]	Cleric	--	1m	Self	V,S,M	Instantaneous	PHB 215	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	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	Find Traps	Cleric	--	1A	120 ft.	V,S	Instantaneous	PHB 241	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	Continual Flame	Cleric	--	1A	Touch	V,S,M	Until dispelled	PHB 227	D: Until Dispelled, V/S/M
O	Blindness/Deafness	Cleric	CON 15	1A	30 ft.	V	1 minute	PHB 219	D: 1m, V
O	Hold Person <C>	Cleric	WIS 15	1A	60 ft.	V,S,M	Concentration, up to 1 minute	PHB 251	D: 1m, V/S/M
O	Prayer of Healing	Cleric	--	10m	30 ft.	V	Instantaneous	PHB 267	V
O	Aid	Cleric	--	1A	30 ft.	V,S,M	8 hours	PHB 211	D: 8h, V/S/M
O	Warding Bond	Cleric	--	1A	Touch	V,S,M	1 hour	PHB 287	D: 1h, V/S/M
O	Zone of Truth	Cleric	CHA 15	1A	60 ft./15 ft. Sphere	V,S	10 minutes	PHB 289	D: 10m, 15 ft. Sphere, V/S
O	Calm Emotions <C>	Cleric	CHA 15	1A	60 ft./20 ft. Sphere	V,S	Concentration, up to 1 minute	PHB 221	D: 1m, 20 ft. Sphere, V/S
O	Gentle Repose [R]	Cleric	--	1A + 10m	Touch	V,S,M	10 days	PHB 245	D: 10d, V/S/M
O	Protection from Poison	Cleric	--	1A	Touch	V,S	1 hour	PHB 270	D: 1h, V/S
P	Lesser Restoration	Cleric (Always Prepared)	--	1A	Touch	V,S	Instantaneous	PHB 255	V/S
P	Spiritual Weapon	Cleric (Always Prepared)	+7	1BA	60 ft.	V,S	1 minute	PHB 278	D: 1m, V/S
	=== 3rd LEVEL ===	3 Slots OOO							
O	Dispel Magic	Cleric	--	1A	120 ft.	V,S	Instantaneous	PHB 234	Special: (See Description)*, V/S
O	Spirit Guardians <C>	Cleric	WIS 15	1A	Self	V,S,M	Concentration, up to 10 minutes	PHB 278	D: 10m, V/S/M
O	Bestow Curse <C>	Cleric	WIS 15	1A	Touch	V,S	Concentration, up to 1 minute	PHB 218	D: 1m, 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	Create Food and Water	Cleric	--	1A	30 ft.	V,S	Instantaneous	PHB 229	V/S

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Cleric

SPELLCASTING CLASS

WIS	15	+7
SPELLCASTING ABILITY	SPELL SAVE DC	SPELL ATTACK BONUS

PREP	SPELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
O	Fast Friends <C>	Cleric	WIS 15	1A	30 ft.	V	Concentration, up to 1 hour	AI 75	D: 1h, V
O	Spirit Shroud (UA) <C>	Cleric	--	1BA	Self	V,S	Concentration, up to 1 minute	UA	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	Glyph of Warding	Cleric	DEX 15	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	Sending	Cleric	--	1A	Unlimited	V,S,M	1 round	PHB 274	D: 1Rnd, V/S/M
O	Animate Dead	Cleric	--	1m	10 ft.	V,S,M	Instantaneous	PHB 212	V/S/M
O	Tongues	Cleric	--	1A	Touch	V,M	1 hour	PHB 283	D: 1h, V/M
O	Speak with Dead	Cleric	--	1A	10 ft.	V,S,M	10 minutes	PHB 277	D: 10m, V/S/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	Motivational Speech	Cleric	--	1m	60 ft.	V	1 hour	AI 77	D: 1h, 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	Mass Healing Word	Cleric	--	1BA	60 ft.	V	Instantaneous	PHB 258	V
O	Remove Curse	Cleric	--	1A	Touch	V,S	Instantaneous	PHB 271	V/S
O	Incite Greed <C>	Cleric	WIS 15	1A	30 ft.	V,S,M	Concentration, up to 1 minute	AI 76	D: 1m, V/S/M
O	Magic Circle	Cleric	CHA 15	1m	10 ft./10 ft. Cylinder	V,S,M	1 hour	PHB 256	D: 1h, 10 ft. Cylinder, V/S/M
O	Life Transference	Cleric	--	1A	30 ft.	V,S	Instantaneous	XGtE 160	V/S
P	Beacon of Hope <C>	Cleric (Always Prepared)	--	1A	30 ft.	V,S	Concentration, up to 1 minute	PHB 217	D: 1m, V/S
P	Revivify	Cleric (Always Prepared)	--	1A	Touch	V,S,M	Instantaneous	PHB 272	V/S/M
	=== 4th LEVEL ===	2 Slots OO							
O	Stone Shape	Cleric	--	1A	Touch	V,S,M	Instantaneous	PHB 278	V/S/M
O	Banishment <C>	Cleric	CHA 15	1A	60 ft.	V,S,M	Concentration, up to 1 minute	PHB 217	D: 1m, V/S/M
O	Control Water <C>	Cleric	STR 15	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	Locate Creature <C>	Cleric	--	1A	Self	V,S,M	Concentration, up to 1 hour	PHB 256	D: 1h, V/S/M
O	Freedom of Movement	Cleric	--	1A	Touch	V,S,M	1 hour	PHB 244	D: 1h, V/S/M
P	Death Ward	Cleric (Always Prepared)	--	1A	Touch	V,S	8 hours	PHB 230	D: 8h, V/S
P	Guardian of Faith	Cleric (Always Prepared)	DEX 15	1A	30 ft.	V	8 hours	PHB 246	D: 8h, V

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