

# BEYOND

## Raewyn Liandarg

CHARACTER NAME

Cleric 6

CLASS & LEVEL

Dragonkin/Bregiri

SPECIES

SG

PLAYER NAME

(Milestone)

EXPERIENCE POINTS

STRENGTH

12

+1

DEXTERITY

10

+0

CONSTITUTION

11

+0

INTELLIGENCE

15

+2

WISDOM

17

+3

CHARISMA

10

+0

+1

Strength

+0

Dexterity

+0

Constitution

+2

Intelligence

+6

Wisdom

+3

Charisma

Saving Throw Modifiers

SAVING THROWS

+0

INITIATIVE

ARMOR

15

CLASS

Resistances - Lightning

DEFENSES

HEROIC INSPIRATION

+3

PROFICIENCY BONUS

ABILITY SAVE DC

30 ft. (Walking)

SPEED

Max HP

Current HP

Temp HP

33

HIT POINTS

Total

6d8

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVED

=== ARMOR ===

Light Armor, Medium Armor, Shields

=== WEAPONS ===

Simple Weapons

=== TOOLS ===

Dragonchess Set

=== LANGUAGES ===

Celestial, Common, Elvish, Orc

PROFICIENCIES & TRAINING

=== ACTIONS ===

Standard Actions

Attack, Magic, Dash, Disengage, Dodge, Help, Hide, Ready, Search, Utilize, Opportunity Attack, Grapple, Shove, Improvise, Two-Weapon Fighting, Interact with an Object, Study, Influence

Breath Weapon (Lightning) • 3 / Long Rest
   
 When you take the Attack action on your turn, you can replace one attack with a breath weapon that is a 15-ft. Cone or a 30-ft. Line that's 5 ft. wide (choose the shape each time). Each creature must make a DC 11 Dex. saving throw taking 2d10 Lightning damage on a failed save or half as much damage on a success.

Channel Divinity • 3 / Long Rest

=== BONUS ACTIONS ===

You can channel energy directly from the Outer Planes to fuel magical effects. When you use this class's Channel Divinity, you can choose which effect to create. You can use this class's Channel Divinity 3 times per Long Rest, but can regain one expended use after finishing a Short Rest.

=== SPECIAL ===

Blessed Healer

ACTIONS

13

PASSIVE PERCEPTION

13

PASSIVE INSIGHT

12

PASSIVE INVESTIGATION

Darkvision 60 ft.

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES
Mace	+4	1d6+1 Bludgeoning	Simple, Sap
Unarmed Strike	+4	2 Bludgeoning	

WEAPON ATTACKS & CANTRIPS

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## EXPERIENCE POINTS



## Raewyn Liandarg

CHARACTER NAME



Female	24	Medium	6'5"	215
<b>GENDER</b>	<b>AGE</b>	<b>SIZE</b>	<b>HEIGHT</b>	<b>WEIGHT</b>
Neutral Good	The Watchful Way	Blue	Bronze	None
<b>ALIGNMENT</b>	<b>FAITH</b>	<b>SKIN</b>	<b>EYES</b>	<b>HAIR</b>



Raewyn is a tall and lean, with blue scales and a line of horns across her head. Tail-like tendrils hang from the back of her head. She is calm and strong.

CHARACTER APPEARANCE

=== Allies ===

Temple of Yargan in Caralskeep, located in the forests near Bearden.

The 9th Legion of Wolda, stationed at Caralskeep.

The Sentinels of Bearden and of Caralskeep.

=== Organizations ===

Raewyn is a member of a small temple of Yargan, a fully sworn cleric and healer who serves near the front lines of the war against the Dead Lands. She is a respected member of the community, and even those not in the temple's ranks treat her as a hero.

ALLIES & ORGANIZATIONS

The common folk love me for my kindness and generosity and I am devoted to serving them.

Despite my noble birth, I do not place myself above other folk. We all have the same blood, and face the same struggles in life.

PERSONALITY TRAITS

Noble Obligation. It is my duty to protect and care for the people beneath me. (Good)

IDEALS

The common folk must be protected from the darkness of the world. I must fight for those who cannot defend themselves.

BONDS

I secretly believe that the nobility are ruining the world with their greed and hunger for power. They are all the same and I want no part of their way of life.

FLAWS

Raewyn was born to a noble family in Alatar, in a small village called Briarfen. Her village was destroyed by an incursion of undead from the Dead Lands, but the nobles who were in charge of surrounding areas did not send aid, and refused to take in refugees.

Raewyn left Alatar shortly after that and joined the Temple of Yargan in Caralskeep, hoping to help the world recover and defeat the forces of the Dead Lands.

CHARACTER BACKSTORY

Raewyn wears her chainmail armor with a simple tunic over top. A light cloak hangs over her shoulders, and a mace rests at her hip.

ADDITIONAL NOTES

# D&D BEYOND

Cleric

**SPELLCASTING CLASS**



WIS

**SPELLCASTING ABILITY**

14

**SPELL SAVE DC**

+6

**SPELL ATTACK BONUS**

PREP SPELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
=== CANTRIPS ===								
O Spare the Dying	Cleric Cleric	--	--	1A 15 ft.	V,S	Instantaneous	PHB-2024 318	V/S
O Resistance	Cleric Cleric	DEX 14	1A	Touch	V,S	Concentration, up to 1 minute	PHB-2024 312	D: 1m, V/S
O Sacred Flame	Divine Order	--	--	1A 60 ft.	V,S	Instantaneous	PHB-2024 313	V/S
O Mending				1m Touch	V,S,M	Instantaneous	PHB-2024 297	V/S/M
O Spare the Dying				1A 15 ft.	V,S	Instantaneous	PHB-2024 318	V/S
=== 1st LEVEL ===								
O Create or Destroy Water	Cleric Cleric Cleric Cleric	--		1A 30 ft./30 ft. Cube	V,S,M	Instantaneous	PHB-2024 258	30 ft. Cube, V/S/M
O Detect Evil and Good	Cleric Cleric (Always Prepared)	--		1A Self/30 ft. Sphere	V,S	Concentration, up to 10 minutes	PHB-2024 261	D: 10m, 30 ft. Sphere, V/S
O Detect Poison and Disease [R]	Prepared) Cleric (Always Prepared)	--		1A Self/30 ft. Sphere	V,S,M	Concentration, up to 10 minutes	PHB-2024 261	D: 10m, 30 ft. Sphere, V/S/M
O Purify Food and Drink [R]	Prepared) Cleric Cleric	--		1A 10 ft./5 ft. Sphere	V,S	Instantaneous	PHB-2024 310	5 ft. Sphere, V/S
O Protection from Evil and Good	Cleric Cleric Cleric Cleric	--		1A Touch 60 ft.	Concentration, up to 10 minutes	V,S,M	PHB-2024 309	D: 10m, V/S/M
O Shield of Faith	Cleric	--		1BA Touch 30 ft.	minutes	V,S,M	PHB-2024 316	D: 10m, V/S/M
P Cure Wounds		--		1A 30 ft. 60 ft. 30 ft.	Concentration, up to 10 minutes	V,S,M	PHB-2024 259	V/S D: 1m, V/S/M D: 1m,
P Bless		--		1A ft.	Concentration, up to 1 minute	V,S,M	PHB-2024 247	V/S/M V D: 1m, V/S/M D:
O Bane		CHA 14	1A	Self/30 ft. Sphere	minute	V,S,M	PHB-2024 245	10m, 30 ft. Sphere, V/S D:
O Command		WIS 14	1A		Concentration, up to 1 minute	V,S,M	PHB-2024 251	1Rnd, V/S V V/S
O Sanctuary		WIS 14	1BA		Concentration, up to 1 minute	V,S,M	PHB-2024 313	V/S V V V,S
O Detect Magic [R]		--		1A+10m		Concentration, up to 10 minutes	PHB-2024 262	
O Guiding Bolt		+6		1A 120 ft.	1 round		PHB-2024 282	
O Healing Word		--		1BA 60 ft.		Instantaneous	PHB-2024 284	
O Inflict Wounds		CON 14	1A	Touch		Instantaneous	PHB-2024 288	
=== 2nd LEVEL ===								
O Calm Emotions	Cleric (Always Prepared)	CHA 14	1A	60 ft./20 ft. Sphere	V,S	Concentration, up to 1 minute	PHB-2024 249	D: 1m, 20 ft. Sphere, V/S
O Prayer of Healing	Cleric (Always Prepared)	-- -- --	40m	30 ft. 30 ft. V		Instantaneous	PHB-2024 307	V
P Aid	Cleric Cleric Cleric Cleric	CON 14	1A	Touch	Self V,S,M	8 hours	PHB-2024 239	D: 8h, V/S/M
P Lesser Restoration	Cleric Cleric Cleric Cleric		1BA	120 ft. Touch	V,S	Instantaneous	PHB-2024 291	V/S
O Augury [R]	Cleric Cleric Cleric Cleric		11m	120 ft. Touch	V,S,M	Instantaneous	PHB-2024 244	V/S/M
O Find Traps	Cleric			1A Self	Instantaneous	V,S,M	PHB-2024 273	V/S
O Protection from Poison				1A 120 ft./20 ft. Sphere	1 day	V,S,M	PHB-2024 310	D: 1h, V/S
O Blindness/Deafness					Concentration, up to 10 minutes	V,S,M	PHB-2024 248	D: 1m, V
O Gentle Repose [R]		-- -- --	1A+60m		minutes		PHB-2024 278	D: 10d, V/S/M
O Locate Object							PHB-2024 293	D: 10m, V/S/M
O Silence [R]		WIS 14	1A	1A+10m			PHB-2024 293	D: 10m, 20 ft. Sphere, V/S
O Continual Flame		1A 1A	CHA 1A		V,S	Concentration, up to 10 minutes	PHB-2024 316	D: Until Dispelled, V/S/M
O Spiritual Weapon		14 1A	1BA	Touch 60 ft.	V,S,M	Until dispelled	PHB-2024 256	D: 1m, V/S
O Hold Person				60 ft. Touch	V,S	Concentration, up to 1 minute	PHB-2024 318	D: 1m, V/S/M
O Enhance Ability				Touch	V,S,M	Concentration, up to 1 minute	PHB-2024 286	D: 1h, V/S/M
O Warding Bond		--		60 ft./15 ft. Sphere	to 1 minute	V,S,M	PHB-2024 268	D: 1h, V/S/M
O Zone of Truth		--			Concentration, up to 1 hour	V,S,M	PHB-2024 340	D: 10m, 15 ft. Sphere, V/S
=== 3rd LEVEL ===								
O Spirit Guardians	Cleric (Always Prepared)	WIS 14	1A	Self/15 ft. Emanation	V,S,M	Concentration, up to 10 minutes	PHB-2024 318	D: 10m, 15 ft. Emanation, V/S/M
O Remove Curse Mass	Cleric (Always Prepared)	-- -- --	1A	Touch	V,S	Instantaneous	PHB-2024 312	V/S
P Healing Word	Cleric Cleric	WIS 14	1BA	60 ft.	V	Instantaneous	PHB-2024 296	V
P Revivify Fast Friends		WIS 14	1A	Touch	V,S,M	Instantaneous	PHB-2024 312	V/S/M
O Incite Greed				1A 30 ft.	V	Concentration, up to 1 hour	AI 75	D: 1h, V
O				1A 30 ft.	V,S,M	Concentration, up to 1 minute	AI 76	D: 1m, V/S/M

## SPELLS

Cleric

**SPELLCASTING  
CLASS**



WIS

**SPELLCASTING  
ABILITY**

14

**SPELL SAVE DC**

+6

**SPELL ATTACK  
BONUS**

## PREP SPELL NAME

## SOURCE

## SAVE/ATK TIME RANGE

## COMP DURATION

## PAGE REF

## NOTES

<input type="radio"/> Motivational Speech	Cleric	-- 1m 60 ft.	V 1 hour	AI 77	D: 1h, V V/S/M D: 1h, V/S D: 1m, V/S
<input type="radio"/> Animate Dead	Cleric	-- 1m 10 ft.	V,S,M Instantaneous	PHB-2024 240	D: 1m, V/S D: Until Dispelled or
<input type="radio"/> Protection from Energy	Cleric	-- 1A Touch	V,S Concentration, upto 1 hour	PHB-2024 309	Triggered, V/S/M D: 10m, V/S/M
<input type="radio"/> Beacon of Hope	Cleric	-- 1A 30 ft.	V,S Concentration, up to 1 minute	PHB-2024 245	V/S/M D: 1h, 10 ft. Cylinder, V/S/M D:
<input type="radio"/> Bestow Curse	Cleric	WIS 14 1A Touch	V,S Concentration, up to 1 minute	PHB-2024 246	8h, V/S D: 10m, V/S/M V/S D: 1h, 60
<input type="radio"/> Glyph of Warding	Cleric	DEX 14 1h Touch	V,S,M Until dispelled or triggered	PHB-2024 279	ft. Sphere, V/S
<input type="radio"/> Clairvoyance	Cleric	-- CHA 10 1 mile	V,S,M	PHB-2024 250	Special: (See Description)*, V/S
<input type="radio"/> Sending	Cleric	1m 1A Unlimited	Concentration, up to 10 minutes	PHB-2024 314	
<input type="radio"/> Magic Circle	Cleric	10 ft./10 ft. Cylinder	V,S,M	PHB-2024 293	
<input type="radio"/> Meld into Stone [R]	Cleric	-- 1A + 10m Touch 10 ft.	Instantaneous	PHB-2024 296	
<input type="radio"/> Speak with Dead	Cleric	-- 1A 1A 30 ft.	V,S,M 10 minutes	PHB-2024 318	
<input type="radio"/> Create Food and Water	Cleric	-- 1A 1A 60 ft./60 ft. Sphere	V,S Instantaneous	PHB-2024 258	
<input type="radio"/> Daylight	Cleric	-- 1A	V,S 1 hour	PHB-2024 260	
<input type="radio"/> Dispel Magic	Cleric	-- 1A + 10m 120 ft.	V,S Instantaneous	PHB-2024 265	
<input type="radio"/> Tongues	Cleric	-- Touch	V,M 1 hour	PHB-2024 334	D: 1h, V/M
<input type="radio"/> Water Walk [R]	Cleric	-- 30 ft.	V,S,M 1 hour	PHB-2024 340	D: 1h, V/S/M

## SPELLS











