

Kristen Applebees

Ally Beardsley as Kristen Applebees

SEASON 1



RACE
Human

CLASS
Cleric (Life Domain)

LEVEL
8

BACKGROUND
—

STR +2	DEX -3	CON —	INT —	WIS —	CHA +3
ARMOR CLASS 18	HIT POINTS 70	LEVEL 8	PROFICIENCY —		

End of season 1 — contains spoilers. Only what is said in play or shown on stat cards; *italic* = derived from spoken rolls; — = never stated. Source: Fantasy High wiki (fan project), every value links to its moment on the site.

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FULL SHEET

Skills

- Acrobatics -3
- Athletics +2
- Insight +7
- Religion +2
- Stealth -3

Saving throws

- Charisma +6
- Dexterity -3

Features

- **Disciple of Life** — Life domain adds healing: Brennan adds "an additional two" to her Cure Wounds (1d8 plus 6). E2 00:31:13
- **Inspiring Speech** — Her speech and prayer give everyone five temporary hit points. E3 01:46:02, E3 01:48:41
- **Disciple of Life** — Brennan rules it is spell level plus 2 (3 for a first-level Healing Word). E4 00:58:39
- **Channel Divinity: Preserve Life** — Heals creatures below half hit points; 10 hit points spread among them. E4 00:56:52, E4 00:58:11
- **Channel Divinity: Turn Undead** — Used reading from her bible against the vampires; Brennan: "Oh, your Turn Undead action." E6 00:35:27
- **Inspiring Speech** — Brennan: temporary hit points equal to level plus Charisma modifier; 7 at this point. E7 01:16:33, E7 01:16:43
- **Destroy Undead** — "I have Turn Undead and Destroy Undead." Happens automatically with Turn Undead. E10 00:22:05
- **Blessed Healer** — She also regains hit points when healing others ("You also get six hit points because of Blessed Healer."). E12 01:07:21, E12 00:47:40
- **Inspiring Speech** — Ally: everyone adds 11 hit points. E15 01:12:31
- **Channel Divinity: Preserve Life** — Brennan: heals up to half; "I think it's five times level, so you can heal up to 40". E16 00:36:32
- **Channel Divinity, two uses** — "I get two Channel Divinities." Uses Preserve Life a second time. E16 01:01:07
- **Human Determination** — Takes advantage on a Dexterity save after the roll: "I get Human Determination, I can do one advantage?" E16 01:03:05

Spells

- **Light** — Cast on Adaine's orb. E1 01:21:03
- **Bless** — Cast on three creatures. E2 00:21:12
- **Spare the Dying** — "I have as many Spare the Dying as I need." E2 00:26:11
- **Cure Wounds** — 1d8 + 6 with the life domain; Adaine regains 7. E2 00:31:08, E2 00:31:13
- **Thaumaturgy** — Brennan rules the Prayer Chain vision falls under her Thaumaturgy. E3 00:45:59
- **Bane** — On Johnny and two greasers; Charisma save, DC 14. E4 00:15:38
- **Healing Word** — Bonus-action heal; cast on Fabian. E4 00:56:45, E4 00:58:05
- **Detect Evil and Good** — Cast on the palimpsest; detects neither alignment. E5 00:08:51
- **Spiritual Weapon** — Takes the shape of a giant holy corn. E6 00:15:58, E6 00:16:04
- **Hold Person** — Asks whether she can use it on the golem. E8 00:38:37
- **Hold Person** — Cast on Ragh; DC 16. E10 00:52:35
- **Revivify** — Revives Ragh with her last third-level slot. E10 01:16:29, E10 01:18:21
- **Augury** — Cast with moonstones about her home life. E11 01:03:31
- **Spirit Guardians** — Phantasmal academic religious authors. E12 00:11:58, E12 00:15:36
- **Mass Healing Word** — Cast as a third-level spell: 1d4 + 10 with Disciple of Life. E12 00:47:21, E12 00:47:40
- **Guardian of Faith** — Cast at a point in the arcade; lasts eight hours. E13 01:52:26, E13 01:52:36

- **Beacon of Hope** — Cast on Fabian and Adaine. E14 00:40:55
- **Banishment** — Fourth-level, Charisma save; cast on Penelope, who saves. E16 00:16:15, E16 00:17:01
- **Bless** — With the teddy bear she can Bless six people; she blesses everyone. E17 00:25:21
- **Spiritual Weapon** — Now a big, floating, block-letter yes with an exclamation point. E17 00:24:36
- **Revivify** — Aguefort asks her to Revivify Kalvaxus; she agrees she can, planning Hold Person afterwards. E17 00:53:43, E17 00:54:24
- **Spirit Guardians** — Cast at fourth level inside Kalvaxus. E17 00:39:12

Items

- **Leather Bible** — Engraved with her name; always holding it. Ragh throws it into creamed corn, Adaine fishes it out. E1 00:10:34, E1 01:48:23
- **Staff** — "I'm holding a large staff." E2 00:09:46
- **Halo** — Glows with holy light when attacks miss her. E2 00:29:50
- **Staff** — Her holy staff: melee attack +4 (13 plus 4, 17), damage d6 + 2. E4 00:39:45, E4 00:39:58
- **Prayer bracelet** — "remember to pray and the fire is inside you" E7 00:40:09
- **Prayer bracelet** — lost — given to Coach Daybreak. E7 00:40:05
- **On the Subject of World Religions** — Locker gift; giant encyclopedic tome. E9 01:19:14
- **A Theory of the Divine** — Book the hospital librarian hands her. E9 01:31:39
- **On the Subject of World Religions** — Brennan: gives advantage on Religion and Nature checks. E11 00:40:30
- **Moonstones** — Used to cast Augury. E11 01:03:43
- **Military dog tags** — Worn around her neck; she hangs the stopwatch on them. E12 01:48:39
- **Aguefort's stopwatch** — Taken from Gorgug and hung on her dog tags. E12 01:48:39
- **Gem** — lost — given to Rodolfo the Uber driver. E15 01:21:15
- **Family car** — Takes her parents' car after saving them. E15 01:39:12
- **Teddy Bear of Helpfulness** — Holds concentration on a spell; she has it ("I wish you had this teddy bear"). E16 00:33:43
- **Aguefort's stopwatch** — A chronomancy watch: freezes time, and she picks 12 hours. E17 00:13:01, E17 00:17:25
- **Teddy Bear of Helpfulness** — Lets her Bless six people; she blesses everyone. E17 00:25:21