

Kristen Applebees

Ally Beardsley as Kristen Applebees

SEASON 2



RACE
Human

CLASS
Cleric (Twilight Domain)

LEVEL
9

BACKGROUND
—

STR
+2

DEX
-3

CON
+2

INT
+2

WIS
+5

CHA
+3

ARMOR CLASS
20

HIT POINTS
80

LEVEL
9

PROFICIENCY
—

End of season 2 — 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.

Kristen Applebees

FULL SHEET

Skills

- Medicine +9

Saving throws

- Wisdom +8

Features

- **Channel Divinity: Destroy Undead** — Slams her staff down and casts it through Channel Divinity. S2E2b 00:07:41
- **Human Determination** — Uses it to reroll with advantage on a Wisdom saving throw. S2E4 02:14:36
- **Inspiring Speech** — Asks for her speech to count as an inspiring speech giving the party temporary hit points. S2E4 02:08:58
- **Inspiring Speech** — Gives another speech; the table adds level plus Charisma and she gets 11 temporary hit points. S2E9 01:41:35, S2E9 01:42:09
- **Inspiring Speech** — Everyone gets 16 temporary hit points. S2E12 02:03:07
- **Lost cleric magic** — Sol: "You are cut off!"; she has no more spells. S2E19 00:45:34
- **Twilight Domain** — Brennan: "Your spells return, Kristen is a Twilight Domain cleric." S2E19 02:17:39
- **Twilight aura abilities** — Ally: new aura abilities to heal and protect people if they stack together. S2E19 02:33:44
- **Channel Divinity: Turn Undead** — Uses it on the last of the elders; the Wisdom DC is 17. S2E20 01:48:18, S2E20 01:49:56
- **Vigilant Blessing** — Cast on herself, with a bonus action Step of the Brave to fly. S2E20 00:27:18
- **Steps of the Brave** — Bonus action, silvery starlight ribbon that lets her fly; she renews it each turn. S2E20 00:27:18, S2E20 01:18:23
- **Twilight Sanctuary** — Cast together with Mass Healing Word. S2E20 02:51:45

Spells

- **Bless** — Cast on three allies. S2E2a 01:08:26
- **Bane** — Casts it on Gilear. S2E2b 01:01:51
- **Banishment** — Tries it on a creature instead of attacking. S2E2b 00:18:23
- **Sanctuary** — Cast on Gilear; a bonus action. S2E3a 00:44:57, S2E3a 00:46:19
- **Revivify** — Casts it, burning a diamond. S2E3a 01:12:49
- **Spare the Dying** — Runs to Gilear and casts it. S2E3b 00:19:44
- **Spirit Guardians** — Cast at fourth level, exempting the party. S2E3b 00:31:03
- **Lesser Restoration** — Cures poison. S2E3b 00:37:47
- **Remove Curse** — Has it prepared. S2E4 00:19:32
- **Glyph of Warding** — Exploding runes on a bag of gems. S2E4 01:45:51
- **Light** — Cast on her tie-dye shirt so it glows. S2E5 00:58:12
- **Clairvoyance** — Sends an orb into the forest. S2E5 00:51:34
- **Warding Bond** — Cast on Gilear. S2E5 01:59:36
- **Detect Evil and Good** — Casts Detect Good and Evil from the door to see what is going on over there. S2E5 02:29:37, S2E5 02:29:42
- **Protection from Evil and Good** — Cast on Riz. S2E6 00:07:30
- **Zone of Truth** — Casts it while talking to a guard; learns it lasts ten minutes rather than needing ten minutes. S2E6 00:14:17, S2E6 00:14:40
- **Prayer of Healing** — Ten-minute casting for the party. S2E6 01:29:10
- **Resistance** — Cast on Fabian. S2E7 02:01:04
- **Detect Evil and Good** — Cast in Kei Lumennura. S2E9 00:33:47
- **Blindness** — Cast on Kir. S2E10 01:05:45
- **Mass Healing Word** — Cast on herself; she gets another 12. S2E10 01:35:59

- **Cure Wounds** — On unconscious Aelwyn. S2E11 00:38:35
- **Hallow** — Has learned it: she can cast it on the van, permanently, and it takes 24 hours to cast. S2E11 00:57:57, S2E11 00:59:06
- **Hallow** — Casts it on the van. S2E11 01:57:34
- **Guidance** — Cast secretly on Fig. S2E12 01:22:53
- **Dimension Door** — Takes herself away from Daybreak. S2E15 02:07:00
- **Destructive Wave** — Slams her staff down; 15 thunder and 13 radiant, 28 to everyone. S2E15 01:13:57, S2E15 01:15:37
- **Mass Healing Word** — Cast as a bonus action right after the Dimension Door. S2E15 02:07:22
- **Shield of Faith** — Holds up a spell card she takes for Shield; Brennan: "I think that's Shield of Faith, which is a different spell." S2E15 01:33:28
- **Greater Restoration** — Cast on Riz. S2E16 02:31:26
- **Deafness** — Casts Deafness on herself. S2E17 00:41:37
- **Greater Invisibility** — Casts it on herself. S2E19 02:18:50
- **Raise Dead** — Casts it on herself. S2E19 02:29:48
- **Dispel Magic** — Cast through the Staff of Doubt. S2E20 01:15:09
- **Aura of Life** — Considers casting it: 30 feet, zero-HP creatures go to 1. S2E20 01:47:09
- **Toll the Dead** — Says she has wanted to cast it and casts it on whoever is left. S2E20 02:50:59

Items

- **Staff** — A staff that she slams down to cast Destroy Undead through Channel Divinity. S2E2b 00:07:41
- **Gems in a bag** — Takes the gems out of a velvet pouch (to go in a sock) and casts Glyph of Warding with exploding runes on the pouch, calling it a fake bag; she keeps it in her jacket. S2E4 01:45:51, S2E4 01:46:27
- **Tie-dye shirt** — Glows when she casts Light on it. S2E5 00:58:12
- **Teddy bear** — Holds her concentration on a spell. S2E10 01:06:02
- **Book of World Religions** — Reads it during combat. S2E10 01:05:16
- **Crystal** — Used to take a photo of the mural. S2E13 00:51:04
- **Riz's tie** — Worn over her tie-dye shirt. S2E17 01:45:55
- **Staff of Doubt** — Her staff becomes a silvery elongated question mark with starlight within. S2E19 00:47:43
- **Staff of Doubt: Dispel Magic** — Five charges for a higher-level Dispel Magic (check 22 against DC 15). S2E20 01:15:09, S2E20 01:15:48
- **IDK shirt** — A star-blasted tie-dye shirt with the letters IDK. S2E20 03:54:00
- **Moon Haven flag** — She makes Tracker a flag with many stars. S2E20 04:53:22