D&D BEYOND

Aurelia Brightblade

CHARACTER NAME

Barbarian 16
CLASS & LEVEL

PLAYER NAME

Aasimar
RACE

Acolyte
BACKGROUND

EXPERIENCE POINTS

STRENGTH	+5 (20)
DEXTERITY	+0 (10)
CONSTITUTION	+4 (19)
INTELLIGENCE	-1 (8)
WISDOM	+1 (12)
CHARISMA	+1 (13)

⊙	+11	Strength
○	+1	Dexterity
⊙	+10	Constitution
○	+0	Intelligence
○	+2	Wisdom
○	+2	Charisma

Saving Throw Modifiers

+1 Bonus on saves Advantage on DEX against effects that you can see while not

SAVING THROWS

○	+0	Acrobatics	DEX
○	+1	Animal Handling	WIS
○	-1	Arcana	INT
Ⓟ	+10	Athletics	STR
○	+1	Deception	CHA
○	-1	History	INT
Ⓟ	+6	Insight	WIS
○	+1	Intimidation	CHA
○	-1	Investigation	INT
○	+1	Medicine	WIS
○	-1	Nature	INT
○	+1	Perception	WIS
○	+1	Performance	CHA
○	+1	Persuasion	CHA
Ⓟ	+4	Religion	INT
○	+0	Sleight of Hand	DEX
○	+0	Stealth	DEX
Ⓟ	+6	Survival	WIS
○	___	_____	
○	___	_____	
○	___	_____	

SKILLS

+0
INITIATIVE

ARMOR
16
CLASS

Resistances - Necrotic, Radiant

DEFENSES

INSPIRATION

+5
PROFICIENCY BONUS

ABILITY SAVE DC

40 ft. (Walking)

SPEED

Max HP	Current HP	Temp HP
181		--

HIT POINTS

Total 16d12
HIT DICE

SUCCESSES ○○○
FAILURES ○○○
DEATH SAVES

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

=== WEAPONS ===
Martial Weapons, Simple Weapons

=== LANGUAGES ===
Celestial, Common, Primordial, Sylvan

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

Healing Hands • 1 / Long Rest
As an action, you can touch a creature and heal it for 5d4 hit points.

=== BONUS ACTIONS ===
Celestial Revelation • 1 / Long Rest
Once per long rest, you can use a bonus action to transform using your revelation which lasts for one minute or until you end it as a bonus action.

Celestial Revelation (Radiant Soul)
While transformed, you have a flying speed equal to your walking speed. In addition, once on each of your turns, you can deal an extra 5 radiant damage to one target when you deal damage to it with an attack or spell.

Great Weapon Master Attack
On your turn, when you score a critical hit with a melee weapon or reduce a creature to 0 HP with one, you can make one melee weapon attack as a bonus action.

Rage • 5 / Long Rest
As a bonus action enter a rage for up to 1 minute

ACTIONS

11	PASSIVE WISDOM (PERCEPTION)
16	PASSIVE WISDOM (INSIGHT)
9	PASSIVE INTELLIGENCE (INVESTIGATION)

Darkvision 60 ft.

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES
Dagger, +1	+11	1d4+6 Piercing	Simple, Finesse, Light, Thrown, Range (20/60)
Greatsword, +1	+11	2d6+6 Slashing	Martial, Heavy, Two-Handed
Javelin, +1	+11	1d6+6 Piercing	Simple, Thrown, Range (30/120)
Unarmed Strike	+10	6 Bludgeoning	

WEAPON ATTACKS & CANTRIPS

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Aasimar	Acolyte	
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=== BARBARIAN FEATURES ===

* Hit Points • PHB 47

* Proficiencies • PHB 47

* Rage • PHB 48
As a bonus action enter a rage for up to 1 minute (10 rounds).

You gain advantage on STR checks and saving throws (not attacks), +4 melee damage with STR weapons, resistance to bludgeoning, piercing, slashing damage. You can't cast or concentrate on spells while raging.

Your rage ends early if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then. You can also end your rage as a bonus action.

| 5 / Long Rest • 1 Bonus Action

* Unarmored Defense • PHB 48
While not wearing armor, your AC equals 10 + DEX modifier + CON modifier + any shield bonus.

* Reckless Attack • PHB 48
When you make your first attack on your turn, you can decide to attack recklessly, giving you advantage on melee weapon attack rolls using STR during this turn, but attack rolls against you have advantage until your next turn.

* Danger Sense • PHB 48
You have advantage on DEX saving throws against effects that you can see while not blinded, deafened, or incapacitated.

* Primal Path • PHB 48

| Path of the Zealot

* Divine Fury • XGtE 11
While you're raging, the first creature you hit on each of your turns with a weapon attack takes 1d6 + 8 necrotic or radiant damage.

| Radiant • XGtE
The extra damage you deal with Divine Fury is radiant.

| Divine Fury: Special

* Warrior of the Gods • XGtE 11
If a spell to restore your life is cast on you, the caster doesn't need material components for that spell.

* Ability Score Improvement • PHB 49

* Extra Attack • PHB 49
You can attack twice, instead of once, whenever you take the Attack action on your turn.

* Fast Movement • PHB 49
Your speed increases by 10 ft. while you aren't wearing heavy armor.

* Fanatical Focus • XGtE 11
If you fail a saving throw while you're raging, you can reroll it, and you must use the new roll. You can use this ability only once per rage.

| Fanatical Focus Reroll: No Action

* Feral Instinct • PHB 49
You have advantage on initiative rolls. Also, if you are surprised at the beginning of combat but not incapacitated, you can act normally on your first turn if you enter a rage before doing anything else.

* Brutal Critical • PHB 49
You can roll two additional weapon damage dice when determining the extra damage for a critical hit with a melee attack.

* Zealous Presence • XGtE 11
Once per long rest as a bonus action, you unleash a battle cry and up to 10 other creatures of your choice within 60 feet of you that can hear you gain advantage on attack rolls and saving throws until the start of your next turn.

| 1 / Long Rest • 1 Bonus Action

* Relentless Rage • PHB 49
If you drop to 0 hit points while you're raging and don't die, you can make a DC 10 CON saving throw. If you succeed, you drop to 1 hit point instead.

The DC increase by 5 each time you use this after the first, resetting to 10 after a short or long rest.

|

* Rage beyond Death • XGtE 11
While you're raging, having 0 hit points doesn't knock you unconscious. If you would die during your rage, you can't until your rage ends.

* Persistent Rage • PHB 49
Your rage ends early only if you fall unconscious or if you choose to end it.

=== AASIMAR RACIAL TRAITS ===

* Ability Score Increases • MotM 5
When determining your character's ability scores, increase one score by 2 and increase a different score by 1, or increase three different scores by 1.

| Increase two scores (+2 / +1) •
Increase one of these scores by 2 and a different score by 1.

FEATURES & TRAITS

CP	0
SP	0
EP	0
GP	30
PP	60

WEIGHT CARRIED	114.8 lb.
ENCUMBERED	300 lb.
PUSH/DRAG/LIFT	600 lb.

NAME	QTY	WEIGHT
Amulet of Health	1	--
Breastplate, +1	1	20 lb.
Bag of Holding	1	15 lb.
Boots of Striding and Springing	1	--
Cloak of Protection	1	--
Decanter of Endless Water	1	2 lb.
Potion of Healing (Greater)	4	2 lb.
Dagger, +1	1	1 lb.
Greatsword, +1	1	6 lb.
Javelin, +1	4	8 lb.
Backpack	1	5 lb.
Clothes, Common	1	3 lb.
Pouch	1	1 lb.
Rope, Silk (50 feet)	1	5 lb.
Amulet	1	1 lb.

NAME	QTY	WEIGHT
Vestments	1	--
Bedroll	1	7 lb.
Mess Kit	1	1 lb.
Rations (1 day)	10	20 lb.
Tinderbox	1	1 lb.
Torch	10	10 lb.
Waterskin	1	5 lb.

ATTUNED MAGIC ITEMS	QTY	WEIGHT
Amulet of Health	1	--
Boots of Striding and Springing	1	--
Cloak of Protection	1	--

EQUIPMENT

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Aurelia Brightblade

CHARACTER NAME

Barbarian 16

CLASS & LEVEL

PLAYER NAME

Aasimar

RACE

Acolyte

BACKGROUND

EXPERIENCE POINTS

* Languages • MotM 5
Your character can speak, read, and write Common and one other language that you and your DM agree is appropriate for the character.

* Creature Type • MotM 7
You are a Humanoid.

* Size • MotM 7
You are Medium or Small. You choose the size when you select this race.

* Speed • MotM 7
Your walking speed is 30 ft.

* Celestial Resistance • MotM 7
You have resistance to necrotic damage and radiant damage.

* Darkvision • MotM 7
You can see in dim light within 60 ft. of you as if it were bright light and in darkness as if it were dim light. You discern colors in that darkness only as shades of gray.

* Healing Hands • MotM 7
As an action, you can touch a creature and heal it for 5d4 hit points.

| 1 / Long Rest • 1 Action

* Light Bearer • MotM 7
You learn the light cantrip. Charisma is your spellcasting ability for it.

* Celestial Revelation • MotM 7
You choose between one of three revelation options: Necrotic Shroud, Radiant Consumption, or Radiant Soul.

Once per long rest, you can use a bonus action to transform using your revelation which lasts for one minute or until you end it as a bonus action.

| Radiant Soul •
While transformed:
- You have a flying speed equal to your walking speed.
- Once on each of your turns, you can deal an extra 5 radiant damage to one target when you deal damage to it with an attack or spell.

| Celestial Revelation (Radiant Soul): 1 Bonus Action

| 1 / Long Rest • 1 Bonus Action

=== FEATS ===

* Great Weapon Master • PHB 167
On your turn, when you score a critical hit with a melee weapon or reduce a creature to 0 HP with one, you can make one melee weapon attack as a bonus action. Before you make a melee attack with a heavy weapon that you are proficient with, you can choose to take a -5 penalty to the attack roll to add +10 to the attack's damage.

| Great Weapon Master Attack: 1 Bonus Action

* Sentinel • PHB 169
When you hit a creature with an opportunity attack, the creature's speed becomes 0 for the rest of the turn. Creatures provoke opportunity attacks from you even if they take the Disengage action. When a creature within 5 ft. of you makes an attack against a target other than you, you can use your reaction to make a melee weapon attack against the attacking creature.

| Sentinel Attack: 1 Reaction

ADDITIONAL FEATURES & TRAITS

NAME	QTY	WEIGHT	NAME	QTY	WEIGHT

ADDITIONAL EQUIPMENT

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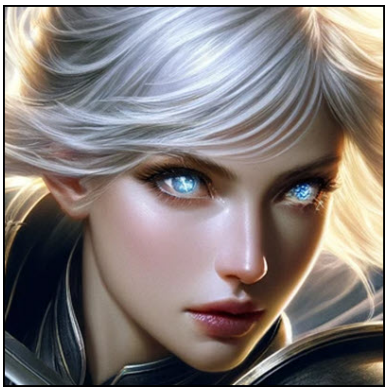
Aurelia Brightblade

CHARACTER NAME

Female	28	Medium	6' 4"	235
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Lawful Good	Torm	Pale	Azure Blue	Platinum blond
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 am tolerant (or intolerant) of other

PERSONALITY TRAITS

Change. We must help bring about the changes the gods are constantly working in the world. (Chaotic)

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

Aurelia Brightblade's tale begins in the serene village of Solara, nestled in the embrace of the majestic Celestial Mountains. Her birth was an event of wonder, marked by a celestial phenomenon as a comet adorned the night sky, a harbinger of her divine destiny. Aurelia's early years were filled with the simple joys of rural life, her laughter echoing through the fields as her golden hair danced in the sunlight. Her parents, devout farmers, nurtured her with love and instilled in her the virtues of hard work and compassion.

However, Aurelia's idyllic childhood was abruptly shattered when a mysterious and deadly plague ravaged Solara. The disease spread like wildfire, leaving sorrow and death in its wake. Among its countless victims were Aurelia's parents, whose loss left a void in her young heart. In the aftermath of this tragedy, a traveling priest of Torm, the god of courage and self-sacrifice, arrived in the devastated village. Moved by Aurelia's plight and recognizing the divine spark within her, he took her under his care and brought her to the temple of Torm in Lumina, a bustling city known for its devout worship and vibrant community.

Within the sacred walls of the temple, Aurelia embarked on a spiritual journey, delving into the teachings of Torm and embracing the principles of bravery, loyalty, and righteousness. She was captivated by the stories of Torm's champions, especially Seraphina Lightshield, a legendary figure whose deeds of heroism and sacrifice became a source of inspiration for Aurelia. As she grew, her celestial heritage began to manifest more prominently, with visions of angelic beings guiding her and reinforcing her belief in her divine purpose.

Aurelia's training was rigorous, pushing her physical and mental limits as she learned to harness her divine rage and channel it into her combat skills. She became adept with the greatsword, which she wielded with grace and precision, earning the respect of her peers and mentors. Despite her prowess, Aurelia remained humble, always seeking to learn and improve.

As she ventured beyond the temple, Aurelia encountered the harsh realities of the world. She witnessed the suffering of the innocent and the tyranny of the wicked, which ignited a fiery passion within her to stand against injustice. She became a beacon of hope for those in need, her acts of valor resonating across the land and drawing the attention of other adventurers who shared her ideals.

With her companions by her side, she traveled to distant lands, seeking out new challenges and opportunities to make a difference in the world. Along the way, she encountered ancient ruins, mysterious artifacts, and legendary creatures, each one adding to the tapestry of her legend.

One such adventure took Aurelia to the kingdom of Eldoria, where she was tasked with uncovering the truth behind a series of mysterious disappearances. As she delved into the dark underbelly of the kingdom, Aurelia discovered a sinister plot by a cabal of necromancers to raise an army of undead. With swift and decisive action, she thwarted their plans, earning the gratitude of the kingdom's rulers and the admiration of its people.

But Aurelia's adventures were not always so dire. In the city of Brightwater, she participated in a grand tournament of champions, testing her skills against the finest warriors in the land. Though she did not emerge victorious, Aurelia gained valuable experience and forged friendships that would last a lifetime.

As Aurelia's fame spread, so too did her influence. She became a symbol of hope and inspiration to those who knew her name, a shining beacon of light in a world threatened by darkness. Her deeds were celebrated in song and story, and bards across the land sang of her courage and valor.

But despite her growing fame, Aurelia remained humble and true to her beliefs. She knew that the world was vast and filled with countless challenges, and she was determined to face them all with the same bravery and resolve that had brought her this far. And so, with Brightblade in hand and the light of Torm guiding her, Aurelia set out once more into the unknown, ready to continue her journey as the Lightbringer, the champion of Torm, and the protector of all that was good and just in the world.

CHARACTER BACKSTORY

ADDITIONAL NOTES

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SPELLCASTING CLASS

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

PREP	SPELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
	=== CANTRIPS ===	(At Will)							
P	Light	Light Bearer (Always Prepared)	DEX 14	1A	Touch/20 ft. Sphere	V,M	1 hour	PHB 255	D: 1h, 20 ft. Sphere, V/M

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