D&D BEYOND

Erevan Brightstar

CHARACTER NAME

Wizard 19
CLASS & LEVEL

PLAYER NAME

Aasimar
RACE

Sage
BACKGROUND

EXPERIENCE POINTS

STRENGTH	-1	8
DEXTERITY	+2	14
CONSTITUTION	+4	19
INTELLIGENCE	+5	20
WISDOM	+1	12
CHARISMA	-1	8

-1	Strength	
+2	Dexterity	
+10	Constitution	
+11	Intelligence	
+7	Wisdom	
-1	Charisma	

Saving Throw Modifiers

Advantage against spells
Advantage made to maintain vour

SAVING THROWS

+2	Acrobatics	DEX
+1	Animal Handling	WIS
P +11	Arcana	INT
-1	Athletics	STR
-1	Deception	CHA
P +11	History	INT
+1	Insight	WIS
-1	Intimidation	CHA
P +11	Investigation	INT
+1	Medicine	WIS
+5	Nature	INT
+1	Perception	WIS
-1	Performance	CHA
-1	Persuasion	CHA
P +11	Religion	INT
+2	Sleight of Hand	DEX
+2	Stealth	DEX
+1	Survival	WIS

SKILLS

+2
INITIATIVE

ARMOR
19
CLASS

Resistances - Necrotic, Radiant, All
DEFENSES

INSPIRATION

+6
PROFICIENCY BONUS

ABILITY SAVE DC

30 ft. (Walking)
SPEED

Max HP: 154
Current HP:
Temp HP: --
HIT POINTS

Total: 19d6
HIT DICE

SUCCESSES
FAILURES
DEATH SAVES

=== WEAPONS ===
Crossbow, Light, Dagger, Dart, Quarterstaff, Sling

=== LANGUAGES ===
Celestial, Common, Draconic, Elvish

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 6d4 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 6 radiant damage to one target when you deal damage to it with an attack or spell.

=== REACTIONS ===
Projected Ward
When a creature that you can see within 30 ft. of you takes damage, you can use your reaction to cause your Arcane Ward to absorb that damage. If this damage reduces the ward to 0 hit points, the warded creature takes any remaining damage.

ACTIONS

11	PASSIVE WISDOM (PERCEPTION)
11	PASSIVE WISDOM (INSIGHT)
21	PASSIVE INTELLIGENCE (INVESTIGATION)

Darkvision 60 ft.

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES
Dagger	+8	1d4+2 Piercing	Simple, Finesse, Light, Thrown, Range (20/60)
Ray of Frost	+13	4d8 Cold	V/S
Unarmed Strike	+5	0 Bludgeoning	

WEAPON ATTACKS & CANTRIPS

TM & © 2018 Wizards of the Coast LLC. ©2018 D&D Beyond | All Rights Reserved. Permission is granted to photo copy this document for personal use.

D&D BEYOND

Erevan Brightstar

CHARACTER NAME

Wizard 19		
CLASS & LEVEL		PLAYER NAME
Aasimar	Sage	
RACE	BACKGROUND	EXPERIENCE POINTS

=== WIZARD FEATURES ===

* Hit Points • PHB 113

* Proficiencies • PHB 113

* Spellcasting • PHB 114
You can cast prepared wizard spells using INT as your spellcasting modifier (Spell DC 19, Spell Attack +11) and wizard spells in your spellbook as rituals if they have the ritual tag. You can use an arcane focus as a spellcasting focus.

* Arcane Recovery • PHB 115
Once per day when you finish a short rest, you can choose expended spell slots to recover - up to a combined level of 10, and none of the slots can be 6th level or higher.

| 1 / Long Rest • Special

* Arcane Tradition • PHB 115

| School of Abjuration

* Abjuration Savant • PHB 115
The gold and time you must spend to copy an abjuration spell into your spellbook is halved.

* Arcane Ward • PHB 115
Once per long rest, when you cast an abjuration spell of 1st level or higher, you can create a magical ward on yourself that lasts until you finish a long rest. The ward has 43 max HP, and takes damage instead of you until it reaches 0 HP. Whenever you cast an abjuration spell of 1st level or higher, the ward regains HP equal to twice the level of the spell.

| 1 / Long Rest • Special

| Arcane Ward - Hit Points: 43 / Other • Special

* Ability Score Improvement • PHB 115

* Projected Ward • PHB 115
When a creature that you can see within 30 ft. of you takes damage, you can use your reaction to cause your Arcane Ward to absorb that damage. If this damage reduces the ward to 0 hit points, the warded creature takes any remaining damage.

| 1 Reaction

* Improved Abjuration • PHB 115
When you cast an abjuration spell that requires you to make an ability check as a part of casting that spell, you add your proficiency bonus to that ability check.

* Spell Resistance • PHB 116
You have advantage on saving throws against spells and resistance against the damage of spells.

* Spell Mastery • PHB 115
You can cast chosen 1st level and 2nd level spells at their lowest level without expending a spell slot when you have them prepared. If you want to cast either spell at a higher level, you must expend a spell slot as normal.

=== 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.

* 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 6d4 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

FEATURES & TRAITS

CP	0
SP	0
EP	0
GP	75
PP	70
WEIGHT CARRIED	87.9 lb.
ENCUMBERED	120 lb.
PUSH/DRAG/LIFT	240 lb.

NAME	QTY	WEIGHT
Amulet of Health	1	--
Bag of Holding	1	15 lb.
Bracers of Defense	1	--
Ring of Protection	1	--
Ring of Spell Storing	1	--
Potion of Healing (Superior)	2	1 lb.
Wand of the War Mage, +2	1	--
Heward's Handy Haversack	1	5 lb.
Barrier Tattoo (Rare)	1	--
Dagger	1	1 lb.
Clothes, Traveler's	1	4 lb.
Component Pouch	1	2 lb.
Pouch	1	1 lb.
Pouch	1	1 lb.
Robes	1	4 lb.

NAME	QTY	WEIGHT
Rope of Climbing	1	3 lb.
Tinderbox	1	1 lb.
Torch	8	8 lb.
Little Bag of Sand	1	--
Enduring Spellbook	1	--
Book	1	5 lb.
Ink (1 ounce bottle)	1	--
Ink Pen	1	--
Parchment (one sheet)	10	--
Bedroll	1	7 lb.
Case, Map or Scroll	1	1 lb.

ATTUNED MAGIC ITEMS	QTY	WEIGHT
Bracers of Defense	1	--
Wand of the War Mage, +2	1	--
Barrier Tattoo (Rare)	1	--

EQUIPMENT

TM & © 2018 Wizards of the Coast LLC. ©2018 D&D Beyond | All Rights Reserved. Permission is granted to photo copy this document for personal use.

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 6 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 ===

* 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

* Resilient ? PHB 168
Increase the chosen ability score by 1 and you gain proficiency in saving throws using the chosen ability.

| Constitution ?
Increase your CON score by 1 and you gain proficiency in CON saving throws.

ADDITIONAL FEATURES & TRAITS

NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
Mess Kit	1	1 lb.			
Rations (1 day)	10	20 lb.			
Waterskin	1	5 lb.			
Small Knife	1	--			
Charcoal, Incense, and Herbs (10 gp)	3	--			
Gold Dust (25 gp)	4	--			
Rare Chalks and Inks (50 gp)	2	--			
Ointment for the Eyes (25 gp)	4	--			
Diamond, Emerald, Ruby, and Sapphire Dust (5,000 gp)	1	--			
Forked, Metal Rod (250 gp)	1	--			
Pearl	1	--			

ADDITIONAL EQUIPMENT

TM & © 2018 Wizards of the Coast LLC. ©2018 D&D Beyond | All Rights Reserved. Permission is granted to photo copy this document for personal use.

Erevan Brightstar

CHARACTER NAME

Male	35	Medium	5' 10"	160
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Neutral Good	Mystra	Pale	Bright blue	Silver-white
ALIGNMENT	FAITH	SKIN	EYES	HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

I'm willing to listen to every side of an argument before I make my own judgment.
I'm used to helping out those who

PERSONALITY TRAITS

No Limits. Nothing should fetter the infinite possibility inherent in all existence. (Chaotic)

IDEALS

It is my duty to protect my students.

BONDS

I am easily distracted by the promise of information.

FLAWS

Erevan Brightstar's story begins in the tranquil celestial realm of Elysium, where he was born to a pair of guardian angels tasked with protecting the balance between the celestial and mortal worlds. Erevan grew up surrounded by the divine light and ethereal beauty of his celestial home, nurtured by the wisdom and kindness of his parents.

As he came of age, Erevan's parents decided that it was time for him to experience life among mortals to better understand the delicate balance he would one day be called upon to protect. With a heavy heart but a curious spirit, Erevan descended to the Material Plane, taking on the form of a medium-sized human to blend in with the inhabitants of a small, peaceful village.

Erevan quickly adapted to his new life, using his innate celestial abilities to aid the villagers in their daily lives. He became particularly close to an elderly sage named Alaric, who recognized Erevan's thirst for knowledge and took him under his wing. Under Alaric's guidance, Erevan delved into the study of abjuration magic, drawn to its protective and defensive nature.

For several years, Erevan lived a fulfilling life among the villagers, honing his magical skills and forming deep bonds with the people. However, his idyllic existence was shattered when a dark sorcerer named Malakar, seeking to harness the power of celestial beings, attacked the village. Malakar's forces overwhelmed the villagers, and in the chaos, Erevan's true nature was revealed as he unleashed his celestial powers to defend his friends.

Despite his efforts, Erevan was unable to save everyone. Alaric, the sage who had become like a father to him, was gravely wounded and died in Erevan's arms, whispering words of pride and urging him to continue his studies and protect the balance between the worlds. Devastated by the loss and fueled by a newfound resolve, Erevan vowed to avenge Alaric and put an end to Malakar's reign of terror.

Erevan spent the next few years traveling the land, seeking knowledge and allies to help him in his quest. He became known as Erevan Brightstar, a name that reflected both his celestial heritage and the light he brought to those in need. His journey led him to the ancient libraries of the great cities, the hidden groves of the druids, and the hallowed halls of the temples, where he studied tirelessly, mastering the art of abjuration and honing his skills in combat.

Along the way, Erevan encountered others who had suffered at the hands of Malakar and his minions. He formed a bond with a group of like-minded adventurers, each with their own reasons for seeking justice. Together, they embarked on a series of quests to thwart Malakar's plans, slowly unraveling the sorcerer's dark schemes and weakening his grip on the land.

Erevan's journey was not without its trials. He faced countless dangers, from treacherous dungeons filled with traps and monsters to the moral dilemmas that tested his celestial principles. He struggled with the duality of his nature, often feeling torn between the serene detachment of his celestial heritage and the fiery passion of his human emotions.

Despite the challenges, Erevan remained steadfast in his commitment to protect the innocent and preserve the balance between the celestial and mortal realms. His resolve was put to the ultimate test when he and his companions finally confronted Malakar in his dark fortress.

The battle was fierce, with both sides unleashing their full might. Erevan found himself face-to-face with Malakar, the sorcerer's eyes burning with hatred and dark power. In that moment, Erevan realized that Malakar was not just his nemesis but a reflection of the darkness that could consume him if he ever lost sight of his ideals.

With a surge of celestial energy, Erevan unleashed a powerful abjuration spell, creating a barrier of divine light that shielded his allies and weakened Malakar. The tide of the battle turned, and with a combined effort, Erevan and his companions defeated the dark sorcerer, ending his reign of terror.

In the aftermath, Erevan stood among the ruins of Malakar's fortress, a sense of bittersweet victory washing over him. He had avenged Alaric and fulfilled his vow, but the cost had been high. As he gazed up at the stars, he felt a deep connection to both the celestial realm of his birth and the mortal world he had come to love.

Erevan knew that his journey was far from over. There were still countless threats to the balance he was sworn to protect, and he was determined to continue his quest, armed with the knowledge and experience he had gained. With his companions by his side, Erevan Brightstar set out into the world once more, ready to face whatever challenges lay ahead in his ongoing adventure.

CHARACTER BACKSTORY

ADDITIONAL NOTES

TM & © 2018 Wizards of the Coast LLC. ©2018 D&D Beyond | All Rights Reserved. Permission is granted to photo copy this document for personal use.

D&D BEYOND

Wizard	INT	19	+13
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)							
O	Mage Hand	Wizard	--	1A	30 ft.	V,S	1 minute	PHB 256	D: 1m, V/S
O	Minor Illusion	Wizard	--	1A	30 ft./5 ft. Cube	S,M	1 minute	PHB 260	D: 1m, 5 ft. Cube, S/M
O	Prestidigitation	Wizard	--	1A	10 ft.	V,S	1 hour	PHB 267	D: 1h, V/S
O	Frostbite	Wizard	CON 19	1A	60 ft.	V,S	Instantaneous	EE 156	V/S
O	Ray of Frost	Wizard	+13	1A	60 ft.	V,S	Instantaneous	PHB 271	V/S
P	Light	Light Bearer (Always Prepared)	DEX 13	1A	Touch/20 ft. Sphere	V,M	1 hour	PHB 255	D: 1h, 20 ft. Sphere, V/M
	=== 1st LEVEL ===	4 Slots OOOO							
O	Shield	Wizard	--	1R	Self	V,S	1 round	PHB 275	D: 1Rnd, V/S
O	Mage Armor	Wizard	--	1A	Touch	V,S,M	8 hours	PHB 256	D: 8h, V/S/M
O	Detect Magic [R]<C>	Wizard	--	1A	Self/30 ft. Sphere	V,S	Concentration, up to 10 minutes	PHB 231	D: 10m, 30 ft. Sphere, V/S
O	Identify [R]	Wizard	--	11m	Touch	V,S,M	Instantaneous	PHB 252	V/S/M
O	Magic Missile	Wizard	--	1A	120 ft.	V,S	Instantaneous	PHB 257	V/S
O	Sleep	Wizard	--	1A	90 ft./20 ft. Sphere	V,S,M	1 minute	PHB 276	D: 1m, 20 ft. Sphere, V/S/M
O	Comprehend Languages [R]	Wizard	--	1A + 10m	Self	V,S,M	1 hour	PHB 224	D: 1h, V/S/M
O	Find Familiar [R]	Wizard	--	1h + 10m	10 ft.	V,S,M	Instantaneous	PHB 240	V/S/M
O	Mage Armor	Spell Mastery	--	1A	Touch	V,S,M	8 hours	PHB 256	D: 8h, V/S/M
	=== 2nd LEVEL ===	3 Slots OOO							
O	Arcane Lock	Wizard	--	1A	Touch	V,S,M	Until dispelled	PHB 215	D: Until Dispelled, V/S/M
O	Mirror Image	Wizard	--	1A	Self	V,S	1 minute	PHB 260	D: 1m, V/S
O	Levitate <C>	Wizard	CON 19	1A	60 ft.	V,S,M	Concentration, up to 10 minutes	PHB 255	D: 10m, V/S/M
O	Misty Step	Wizard	--	1BA	Self	V	Instantaneous	PHB 260	V
O	Misty Step	Spell Mastery	--	1BA	Self	V	Instantaneous	PHB 260	V
	=== 3rd LEVEL ===	3 Slots OOO							
O	Counterspell	Wizard	--	1R	60 ft.	S	Instantaneous	PHB 228	Special: (See Description)*, S
O	Dispel Magic	Wizard	--	1A	120 ft.	V,S	Instantaneous	PHB 234	Special: (See Description)*, V/S
O	Fireball	Wizard	DEX 19	1A	150 ft./20 ft. Sphere	V,S,M	Instantaneous	PHB 241	20 ft. Sphere, V/S/M
O	Hypnotic Pattern <C>	Wizard	WIS 19	1A	120 ft./30 ft. Cube	S,M	Concentration, up to 1 minute	PHB 252	D: 1m, 30 ft. Cube, S/M
	=== 4th LEVEL ===	3 Slots OOO							
O	Banishment <C>	Wizard	CHA 19	1A	60 ft.	V,S,M	Concentration, up to 1 minute	PHB 217	D: 1m, V/S/M
O	Greater Invisibility <C>	Wizard	--	1A	Touch	V,S	Concentration, up to 1 minute	PHB 246	D: 1m, V/S
O	Dimension Door	Wizard	--	1A	500 ft.	V	Instantaneous	PHB 233	V
O	Wall of Fire <C>	Wizard	DEX 19	1A	120 ft.	V,S,M	Concentration, up to 1 minute	PHB 285	D: 1m, V/S/M
	=== 5th LEVEL ===	3 Slots OOO							
O	Teleportation Circle	Wizard	--	1m	10 ft.	V,M	1 round	PHB 282	D: 1Rnd, V/M
O	Wall of Force <C>	Wizard	--	1A	120 ft.	V,S,M	Concentration, up to 10 minutes	PHB 285	D: 10m, V/S/M
O	Cone of Cold	Wizard	CON 19	1A	Self/60 ft. Cone	V,S,M	Instantaneous	PHB 224	60 ft. Cone, V/S/M
O	Hold Monster <C>	Wizard	WIS 19	1A	90 ft.	V,S,M	Concentration, up to 1 minute	PHB 251	D: 1m, V/S/M
	=== 6th LEVEL ===	2 Slots OO							
O	Globe of Invulnerability <C>	Wizard	--	1A	Self/10 ft. Sphere	V,S,M	Concentration, up to 1 minute	PHB 245	Special: (See Description)*, D: 1m, 10 ft. Sphere, V/S/M
O	Mass Suggestion	Wizard	WIS 19	1A	60 ft.	V,M	24 hours	PHB 258	Ext. D: (See Description)*, D: 24h, V/M
O	Chain Lightning	Wizard	DEX 19	1A	150 ft.	V,S,M	Instantaneous	PHB 221	V/S/M
O	True Seeing	Wizard	--	1A	Touch	V,S,M	1 hour	PHB 284	D: 1h, V/S/M

TM & © 2018 Wizards of the Coast LLC. ©2018 D&D Beyond | All Rights Reserved. Permission is granted to photo copy this document for personal use.

Wizard

SPELLCASTING CLASS

INT	19	+13
SPELLCASTING ABILITY	SPELL SAVE DC	SPELL ATTACK BONUS

PREP	SPELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
	=== 7th LEVEL ===	1 Slots O							
O	Reverse Gravity <C>	Wizard	DEX 19	1A	100 ft./50 ft. Cylinder	V,S,M	Concentration, up to 1 minute	PHB 272	D: 1m, 50 ft. Cylinder, V/S/M
O	Teleport	Wizard	--	1A	10 ft.	V	Instantaneous	PHB 281	V
O	Plane Shift	Wizard	CHA 19	1A	Touch	V,S,M	Instantaneous	PHB 266	V/S/M
O	Sequester	Wizard	--	1A	Touch	V,S,M	Until dispelled	PHB 274	D: Until Dispelled, V/S/M
O	Simulacrum	Wizard	--	12h	Touch	V,S,M	Until dispelled	PHB 276	D: Until Dispelled, V/S/M
	=== 8th LEVEL ===	1 Slots O							
O	Maze <C>	Wizard	--	1A	60 ft.	V,S	Concentration, up to 10 minutes	PHB 258	D: 10m, V/S
O	Mind Blank	Wizard	--	1A	Touch	V,S	24 hours	PHB 259	D: 24h, V/S
O	Antimagic Field <C>	Wizard	--	1A	Self/10 ft. Sphere	V,S,M	Concentration, up to 1 hour	PHB 213	D: 1h, 10 ft. Sphere, V/S/M
O	Demiplane	Wizard	--	1A	60 ft.	S	1 hour	PHB 231	D: 1h, S
	=== 9th LEVEL ===	1 Slots O							
O	Foresight	Wizard	--	1m	Touch	V,S,M	8 hours	PHB 244	D: 8h, V/S/M
O	Imprisonment	Wizard	WIS 19	1m	30 ft.	V,S,M	Until dispelled	PHB 252	D: Until Dispelled, V/S/M
O	Time Stop	Wizard	--	1A	Self	V	Instantaneous	PHB 283	V
O	Wish	Wizard	--	1A	Self	V	Instantaneous	PHB 288	V
O	Meteor Swarm	Wizard	DEX 19	1A	1 mile	V,S	Instantaneous	PHB 259	V/S

TM & © 2018 Wizards of the Coast LLC. ©2018 D&D Beyond | All Rights Reserved. Permission is granted to photo copy this document for personal use.