Lysithea Dawnbringer

CHARACTER NAME

Sorcerer 17		
CLASS & LEVEL		PLAYER NAME
Aasimar	Acolyte	
RACE	BACKGROUND	EXPERIENCE POINTS

STRENGTH	-1 (8)
DEXTERITY	+2 (14)
CONSTITUTION	+4 (19)
INTELLIGENCE	+0 (10)
WISDOM	+0 (10)
CHARISMA	+5 (20)

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

Saving Throw Modifiers

Advantage made to maintain your concentration on a spell when you take damage

SAVING THROWS

○	+2	Acrobatics	DEX
○	+0	Animal Handling	WIS
Ⓟ	+6	Arcana	INT
○	-1	Athletics	STR
○	+5	Deception	CHA
○	+0	History	INT
Ⓟ	+6	Insight	WIS
○	+5	Intimidation	CHA
○	+0	Investigation	INT
○	+0	Medicine	WIS
○	+0	Nature	INT
○	+0	Perception	WIS
○	+5	Performance	CHA
Ⓟ	+11	Persuasion	CHA
Ⓟ	+6	Religion	INT
○	+2	Sleight of Hand	DEX
○	+2	Stealth	DEX
○	+0	Survival	WIS
○	___	_____	
○	___	_____	
○	___	_____	

SKILLS

+2

INITIATIVE

ARMOR

17

CLASS

Resistances - Necrotic, Radiant

DEFENSES

INSPIRATION

+6

PROFICIENCY BONUS

ABILITY SAVE DC

30 ft. (Walking), 30 ft. (Flying)

SPEED

Max HP	Current HP	Temp HP
138		--

HIT POINTS

Total 17d6

HIT DICE

SUCCESSES ○○○

FAILURES ○○○

DEATH SAVES

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

=== LANGUAGES ===
Celestial, Common, Elvish, 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 6d4 hit points.

Sorcery Points • 17 / Long Rest
You have limiteduse - No limited use data available sorcery points that you regain when you finish a long rest.

=== 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.

Convert Sorcery Points
You can use your sorcery points to gain additional spell slots or sacrifice spell slots to gain additional

ACTIONS

10	PASSIVE WISDOM (PERCEPTION)
16	PASSIVE WISDOM (INSIGHT)
10	PASSIVE INTELLIGENCE (INVESTIGATION)

Darkvision 60 ft.

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES
Crossbow, Light, +1	+9	1d8+3 Piercing	Simple, Ammunition, Loading, Range, Two-Handed, Range (80/320)
Dagger, +2	+10	1d4+4 Piercing	Simple, Finesse, Light, Thrown, Range (20/60)
Eldritch Blast	+13	1d10 Force	Count: 4, V/S
Unarmed Strike	+5	0 Bludgeoning	

WEAPON ATTACKS & CANTRIPS

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D&D BEYOND

Lysithea Dawnbringer

CHARACTER NAME

Sorcerer 17		
CLASS & LEVEL		PLAYER NAME
Aasimar	Acolyte	
RACE	BACKGROUND	EXPERIENCE POINTS

=== SORCERER FEATURES ===

* Hit Points • PHB 100

* Proficiencies • PHB 100

* Spellcasting • PHB 101
You can cast known sorcerer spells using CHA as your spellcasting modifier (Spell DC 19, Spell Attack +11). You can use an arcane focus as a spellcasting focus.

* Sorcerous Origin • PHB 101

| Divine Soul

* Divine Magic • XGtE 50
You can learn or replace a sorcerer cantrip or a sorcerer spell of 1st level or higher from the cleric spell list or the sorcerer spell list. You also learn an additional spell based on your chosen affinity.

| Good • XGtE

* Favored by the Gods • XGtE 50
Once per short rest, if you fail a saving throw or miss with an attack roll, you can roll 2d4 and add it to the total, possibly changing the outcome.

| 1 / Short Rest • Special

* Font of Magic • PHB 101
You have 17 sorcery points that you regain when you finish a long rest. You can use your sorcery points to gain additional spell slots or sacrifice spell slots to gain additional sorcery points as a bonus action.

| Sorcery Points: 17 / Long Rest • 1 Action

| Convert Sorcery Points: 1 Bonus Action

* Metamagic • PHB 101
You gain the ability to twist spells to suit your needs.

| Empowered Spell • PHB
When you roll damage for a spell, you can spend 1 sorcery point to reroll up to 5 of the dice. You must use the new rolls and you can use this option even if you've already used another Metamagic option.

| Metamagic - Empowered Spell: Special

| Quickened Spell • PHB
When you cast a spell that has a casting time of 1 action, you can spend 2 sorcery points to change the casting time to 1 bonus action for this casting.

| Metamagic - Quickened Spell: Special

| Subtle Spell • PHB
When you cast a spell, you can spend 1 sorcery point to cast it without any S or V components.

| Metamagic - Subtle Spell: Special

| Twinned Spell • PHB
You can spend sorcery points equal to a spell's level (1 for a cantrip) to target a second creature in range with the same spell, as long as the spell at the level it's being cast is incapable of targeting more than one creature.

| Metamagic - Twinned Spell: Special

* Ability Score Improvement • PHB 102

* Empowered Healing • XGtE 50
While you aren't incapacitated, whenever you or an ally within 5 ft. rolls dice to determine the number of HP a spell restores, you can spend 1 sorcery point to reroll any number of those dice once.

| Special

* Otherworldly Wings • XGtE 50
As a bonus action, you can manifest wings that give you a flying speed of 30 ft. until you're incapacitated, you die, or you dismiss them as a bonus action.

| 1 Bonus Action

=== 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.

FEATURES & TRAITS

CP	0
SP	0
EP	0
GP	76
PP	50

WEIGHT CARRIED
93.02 lb.
ENCUMBERED
120 lb.
PUSH/DRAG/LIFT
240 lb.

NAME	QTY	WEIGHT
Amulet of Health	1	--
Bag of Holding	1	15 lb.
Portable Hole	1	--
Ring of Protection	1	--
Ring of Spell Storing	1	--
Winged Boots	1	--
Potion of Healing (Superior)	2	1 lb.
Dagger, +2	1	1 lb.
Barrier Tattoo (Rare)	1	--
Bloodwell Vial, +2	1	--
Crossbow, Light, +1	1	5 lb.
Crossbow Bolts	20	1.5 lb.
Backpack	1	5 lb.
Case, Crossbow Bolt	1	1 lb.
Clothes, Traveler's	1	4 lb.

NAME	QTY	WEIGHT
Component Pouch	1	2 lb.
Amulet	1	1 lb.
Vestments	1	--
Bedroll	1	7 lb.
Mess Kit	1	1 lb.
Rations (1 day)	10	20 lb.
Rope, Hempen (50 feet)	1	10 lb.
Tinderbox	1	1 lb.
Torch	10	10 lb.
Waterskin	1	5 lb.
Diamonds (300 gp)	1	--

ATTUNED MAGIC ITEMS	QTY	WEIGHT
Amulet of Health	1	--
Barrier Tattoo (Rare)	1	--
Bloodwell Vial, +2	1	--

EQUIPMENT

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Lysithea Dawnbringer

CHARACTER NAME

Sorcerer 17

CLASS & LEVEL

PLAYER NAME

Aasimar

RACE

Acolyte

BACKGROUND

EXPERIENCE POINTS

* 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 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

* Spell Sniper ? PHB 170
When you cast a spell that requires you to make an attack roll, the spell ' s range is doubled. Your ranged spell attacks ignore half cover and three-quarters cover. You learn one cantrip that requires an attack roll from a chosen spell list. Your spellcasting ability for this cantrip depends on the spell list you chose from.

| Charisma - Bard, Sorcerer, Warlock ?
Your spellcasting ability for this cantrip is Charisma.

ADDITIONAL FEATURES & TRAITS

NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
Diamond Dust (100 gp)	3	--			

ADDITIONAL EQUIPMENT

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Lysithea Dawnbringer

CHARACTER NAME

Female	27	Small	4' 9"	110
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Lawful Good	Lathander, the M	Pale	Deep blue with t	Silver-white
ALIGNMENT	FAITH	SKIN	EYES	HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

Nothing can shake my optimistic attitude.
I quote (or misquote) sacred texts and proverbs in almost every

PERSONALITY TRAITS

Faith. I trust that my deity will guide my actions. I have faith that if I work hard, things will go well. (Lawful)

IDEALS

Everything I do is for the common people.

BONDS

I put too much trust in those who wield power within my temple's hierarchy.

FLAWS

In the serene valley of Elysian Fields, where the celestial realm kissed the earthly plane, Lysithea Dawnbringer was born under the auspices of a rare celestial event. Her parents, devout followers of Lathander, the Morninglord, were overjoyed at the arrival of their blessed child. With silver-white hair that shimmered like moonlight and deep blue eyes flecked with gold, Lysithea was the embodiment of divine grace. As a small-sized Aasimar, she carried an aura of otherworldly charm, her presence soothing to those around her.

Raised in the Temple of the Rising Sun, Lysithea's early years were filled with the teachings of Lathander, the warmth of the sun's rays, and the harmonious melodies of celestial hymns. Her affinity for the divine was evident, as she effortlessly absorbed the sacred texts and showed a natural talent for channeling divine magic. The temple elders saw great potential in her and believed she was destined for a higher purpose.

However, not all was serene in the Elysian Fields. A dark shadow loomed in the form of a sorcerer named Malakar Voidheart, a former acolyte of the temple who had turned to the dark arts. Envious of Lysithea's natural gifts and divine favor, Malakar sought to undermine her at every turn. His heart, corrupted by dark magic, grew cold and vengeful.

The turning point came on Lysithea's sixteenth birthday, during the Festival of the Dawn. As the community gathered to celebrate the renewal of light, Malakar unleashed a devastating attack on the temple, using forbidden magic to summon a horde of shadowy creatures. The temple was engulfed in chaos, and in the ensuing battle, Lysithea's parents were tragically killed while defending their home and faith.

Heartbroken but resolute, Lysithea tapped into her divine soul, unleashing a radiant burst of energy that banished the shadows and forced Malakar to retreat. The loss of her parents was a profound tragedy that shaped her path. She vowed to protect the innocent and fight against the darkness that had claimed the lives of her loved ones.

In the aftermath, Lysithea's resolve only grew stronger. She dedicated herself to mastering her sorcerous abilities, seeking to honor her parents' memory and fulfill her destiny as a beacon of hope. Her studies expanded beyond the temple's teachings, delving into the arcane and the mysteries of the celestial realm. She became known as a Divine Soul Sorcerer, a title that reflected her unique connection to the divine.

As Lysithea's powers grew, so did her reputation. She became a guardian of the Elysian Fields, using her abilities to heal the sick, protect the weak, and inspire those around her. Her optimistic attitude and unwavering faith were a source of comfort and strength to many.

Yet, the shadow of Malakar Voidheart lingered. The sorcerer, now consumed by his quest for power and revenge, became Lysithea's nemesis. He sought to acquire ancient artifacts and forbidden knowledge that would grant him the power to control the forces of darkness and challenge the gods themselves.

Lysithea knew that Malakar's ambitions posed a grave threat to the world. She realized that her destiny lay beyond the Elysian Fields, in the wider world where her divine gifts could be used to thwart the plans of her nemesis and protect the balance between light and darkness.

With a heavy heart, Lysithea bid farewell to her temple and the community that had raised her. She set out on a journey that would take her across lands filled with wonders and perils, seeking allies and knowledge that would aid her in her quest to stop Malakar Voidheart.

Her adventures led her to ancient ruins, enchanted forests, and bustling cities. She encountered other adventurers, some of whom became trusted companions, sharing her vision of a world free from Malakar's malevolence. Each step of the way, Lysithea's divine soul sorcery grew stronger, a testament to her unwavering faith and the favor of Lathander.

As she stands on the threshold of her first level adventuring career, Lysithea Dawnbringer is a beacon of hope in a world threatened by darkness. With her optimistic spirit, divine magic, and a heart dedicated to the common people, she is ready to face the challenges ahead, guided by the belief that with faith and hard work, things will go well. The journey of Lysithea Dawnbringer, the small-sized Aasimar Divine Soul Sorcerer, is only just beginning.

CHARACTER BACKSTORY

ADDITIONAL NOTES

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Sorcerer

SPELLCASTING CLASS

CHA	21	+13
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	Sacred Flame	Sorcerer	DEX 21	1A	60 ft.	V,S	Instantaneous	PHB 272	V/S
O	Mage Hand	Sorcerer	--	1A	30 ft.	V,S	1 minute	PHB 256	D: 1m, V/S
O	Guidance <C>	Sorcerer	--	1A	Touch	V,S	Concentration, up to 1 minute	PHB 248	D: 1m, V/S
O	Prestidigitation	Sorcerer	--	1A	10 ft.	V,S	1 hour	PHB 267	D: 1h, V/S
O	Thaumaturgy	Sorcerer	--	1A	30 ft.	V	1 minute	PHB 282	D: 1m, V
O	Message	Sorcerer	--	1A	120 ft.	V,S,M	1 round	PHB 259	D: 1Rnd, V/S/M
O	Eldritch Blast	Spell Sniper	+13	1A	240 ft.	V,S	Instantaneous	PHB 237	Count: 4, V/S
P	Light	Light Bearer (Always Prepared)	DEX 21	1A	Touch/20 ft. Sphere	V,M	1 hour	PHB 255	D: 1h, 20 ft. Sphere, V/M
	=== 1st LEVEL ===	4 Slots OOOO							
O	Burning Hands	Sorcerer	DEX 21	1A	Self/15 ft. Cone	V,S	Instantaneous	PHB 220	15 ft. Cone, V/S
O	Shield	Sorcerer	--	1R	Self	V,S	1 round	PHB 275	D: 1Rnd, V/S
O	Sleep	Sorcerer	--	1A	90 ft./20 ft. Sphere	V,S,M	1 minute	PHB 276	D: 1m, 20 ft. Sphere, V/S/M
O	Cure Wounds	Divine Magic	--	1A	Touch	V,S	Instantaneous	PHB 230	V/S
	=== 2nd LEVEL ===	3 Slots OOO							
O	Spiritual Weapon	Sorcerer	+13	1BA	120 ft.	V,S	1 minute	PHB 278	D: 1m, V/S
O	Lesser Restoration	Sorcerer	--	1A	Touch	V,S	Instantaneous	PHB 255	V/S
	=== 3rd LEVEL ===	3 Slots OOO							
O	Revivify	Sorcerer	--	1A	Touch	V,S,M	Instantaneous	PHB 272	V/S/M
O	Daylight	Sorcerer	--	1A	60 ft./60 ft. Sphere	V,S	1 hour	PHB 230	D: 1h, 60 ft. Sphere, V/S
	=== 4th LEVEL ===	3 Slots OOO							
O	Guardian of Faith	Sorcerer	DEX 21	1A	30 ft.	V	8 hours	PHB 246	D: 8h, V
O	Banishment <C>	Sorcerer	CHA 21	1A	60 ft.	V,S,M	Concentration, up to 1 minute	PHB 217	D: 1m, V/S/M
	=== 5th LEVEL ===	2 Slots OO							
O	Greater Restoration	Sorcerer	--	1A	Touch	V,S,M	Instantaneous	PHB 246	V/S/M
O	Holy Weapon <C>	Sorcerer	CON 21	1BA	Touch	V,S	Concentration, up to 1 hour	XGtE 157	D: 1h, V/S
	=== 6th LEVEL ===	1 Slots O							
O	Heal	Sorcerer	--	1A	60 ft.	V,S	Instantaneous	PHB 250	V/S
	=== 7th LEVEL ===	1 Slots O							
O	Regenerate	Sorcerer	--	1m	Touch	V,S,M	1 hour	PHB 271	D: 1h, V/S/M
	=== 8th LEVEL ===	1 Slots O							
O	Sunburst	Sorcerer	CON 21	1A	150 ft./60 ft. Sphere	V,S,M	Instantaneous	PHB 279	60 ft. Sphere, V/S/M
	=== 9th LEVEL ===	1 Slots O							
O	Mass Heal	Sorcerer	--	1A	60 ft.	V,S	Instantaneous	PHB 258	V/S

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