D&D BEYOND

Seraphina Lightbrew

CHARACTER NAME

Artificer 4	
CLASS & LEVEL	PLAYER NAME
Aasimar	Guild Artisan / Guild Merc
RACE	BACKGROUND / EXPERIENCE POINTS

STRENGTH	-1 (8)
DEXTERITY	+1 (12)
CONSTITUTION	+3 (16)
INTELLIGENCE	+4 (18)
WISDOM	+0 (10)
CHARISMA	+1 (13)

SAVING THROWS

○	-1	Strength
○	+1	Dexterity
⊙	+5	Constitution
⊙	+6	Intelligence
○	+0	Wisdom
○	+1	Charisma

Saving Throw Modifiers

SKILLS

○	+1	Acrobatics	DEX
○	+0	Animal Handling	WIS
Ⓟ	+6	Arcana	INT
○	-1	Athletics	STR
○	+1	Deception	CHA
○	+4	History	INT
Ⓟ	+2	Insight	WIS
○	+1	Intimidation	CHA
Ⓟ	+6	Investigation	INT
○	+0	Medicine	WIS
○	+4	Nature	INT
○	+0	Perception	WIS
○	+1	Performance	CHA
Ⓟ	+3	Persuasion	CHA
○	+4	Religion	INT
○	+1	Sleight of Hand	DEX
○	+1	Stealth	DEX
○	+0	Survival	WIS
○			
○			
○			

INITIATIVE: +1

ARMOR CLASS: 13

Resistances - Necrotic, Radiant

DEFENSES

INSPIRATION

PROFICIENCY BONUS: +2

ABILITY SAVE DC

30 ft. (Walking)

SPEED

Max HP	Current HP	Temp HP
35		--

HIT POINTS

Total 4d8

HIT DICE

SUCCESSES ○○○

FAILURES ○○○

DEATH SAVES

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

=== WEAPONS ===
Firearms, Simple Weapons

=== TOOLS ===
Alchemist's Supplies, Brewer's Supplies, Cook's Utensils, Thieves' Tools, Tinker's Tools

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

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 2d4 hit points.

Magical Tinkering • 4 / Other
Imbue a Tiny nonmagical object with a magical property of your choice: 5ft. radius light, up to 6 second long recorded message, emits odor or nonverbal sound, static visual effect including up to 25 words of text. You can affect a maximum of 4 objects at a time.

=== 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 2 radiant damage to one target when you deal damage to it with an attack or spell.

ACTIONS

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

Darkvision 60 ft.

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES
Crossbow, light	+4	1d8+2 Piercing	Infusion: Repeating Shot, Simple, Ammunition, Loading, Range, Two-Handed, Range (80/320)
Dagger	+3	1d4+1 Piercing	Simple, Finesse, Light, Thrown, Range (20/60)
Unarmed Strike	+1	0 Bludgeoning	

WEAPON ATTACKS & CANTRIPS

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Aasimar	Guild Artisan / Guild Merc
RACE	BACKGROUND / EXPERIENCE POINTS

=== ARTIFICER FEATURES ===

* Hit Points • TCoE 10

* Proficiencies • TCoE 10

* Magical Tinkering • TCoE 11
Imbue a Tiny nonmagical object with a magical property of your choice: 5ft. radius light, up to 6 second long recorded message, emits odor or nonverbal sound, static visual effect including up to 25 words of text. You can affect a maximum of 4 objects at a time.

| 4 / Other • 1 Action

* Spellcasting • TCoE 11
You can cast prepared artificer spells using INT as your spellcasting modifier (Spell DC 14, Spell Attack +6) and prepared artificer spells as rituals if they have the ritual tag. You must have a spellcasting focus — specifically thieves' tools or some kind of artisan's tool — in hand when you cast any spell with this feature.

* Infuse Item • TCoE 12
Whenever you finish a long rest, you can touch up to 2 nonmagical objects, imbuing each of them with one of your artificer infusions, turning it into a magic item. You can attune yourself to the item the instant you infuse it, or you can forgo attunement so that someone else can attune to the item.

Your infusion remains in an item indefinitely, but when you die, the infusion vanishes after 4 days. The infusion also vanishes if you give up your knowledge of the infusion or you exceed your maximum number of infusions.

| 2 / Other • Special

* Artificer Infusions • TCoE 12
You have invented numerous magical infusions that rapidly create magic items. Each infusion tells you the type of item that can receive it and if the resulting magic item requires attunement.
Some infusions specify a minimum artificer level, and unless an infusion's description says otherwise, you can't learn it more than once.

* Artificer Specialist • TCoE 13
The type of specialist are:

| Alchemist

* The Right Tool for the Job • TCoE 13
With thieves' tools or artisan's tools in hand, you can magically create one set of artisan's tools in an unoccupied space within 5 feet of you. This creation requires 1 hour of uninterrupted work, which can coincide with a short or long rest. Though the product of magic, the tools are nonmagical, and they vanish when you use this feature again.

| 1 Hour

* Tool Proficiency • TCoE 14
You gain proficiency with alchemist's supplies. If you already have this proficiency, you gain proficiency with one other type of artisan's tools of your choice.

* Alchemist Spells • TCoE 14
You always have certain spells prepared after you reach particular levels in this class, as shown in the Alchemist Spells table.

* Experimental Elixir • TCoE 14
Whenever you finish a long rest, you can magically produce up to 1 experimental elixir(s), each in an empty flask you touch. Roll for each elixir's effect separately. Each elixir requires its own flask.

* Ability Score Improvement • TCoE 13

=== 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 2d4 hit points.

| 1 / Long Rest • 1 Action

FEATURES & TRAITS

CP	10
SP	14
EP	7
GP	20
PP	0

WEIGHT CARRIED	101.52 lb.
ENCUMBERED	120 lb.
PUSH/DRAG/LIFT	240 lb.

NAME	QTY	WEIGHT
Leather	1	10 lb.
Dagger	1	1 lb.
Crossbow, light	1	5 lb.
Crossbow Bolts	20	1.5 lb.
Backpack	1	5 lb.
Case, Crossbow Bolt	1	1 lb.
Clothes, Common	1	3 lb.
Pouch	1	1 lb.
Alchemist's Supplies	1	8 lb.
Tinker's Tools	1	10 lb.
Thieves' Tools	1	1 lb.
Bedroll	1	7 lb.
Mess Kit	1	1 lb.
Rations (1 day)	10	20 lb.
Rope, Hempen (50 feet)	1	10 lb.

NAME	QTY	WEIGHT
Tinderbox	1	1 lb.
Torch	10	10 lb.
Waterskin	1	5 lb.

ATTUNED MAGIC ITEMS	QTY	WEIGHT

EQUIPMENT

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Seraphina Lightbrew

CHARACTER NAME

Artificer 4

CLASS & LEVEL

PLAYER NAME

Aasimar

RACE

Guild Artisan / Guild Merc

BACKGROUND

EXPERIENCE POINTS

* 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 2 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

ADDITIONAL FEATURES & TRAITS

NAME	QTY	WEIGHT	NAME	QTY	WEIGHT

ADDITIONAL EQUIPMENT

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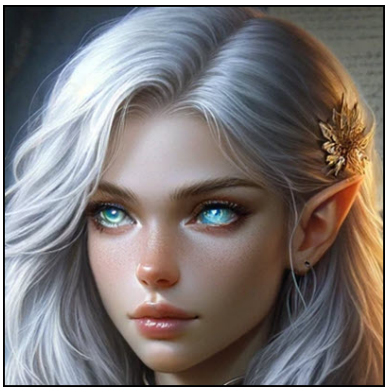
Seraphina Lightbrew

CHARACTER NAME

Female	35	Small	3' 6"	45
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Neutral Good	Gond	Pale	Bright blue	Silvery-white
ALIGNMENT	FAITH	SKIN	EYES	HAIR



CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

I always want to know how things work and what makes people tick.
I'm full of witty aphorisms and have a proverb for every occasion.

PERSONALITY TRAITS

Generosity. My talents were given to me so that I could use them to benefit the world. (Good)

IDEALS

I will get revenge on the evil forces that destroyed my place of business and ruined my livelihood.

BONDS

I'm never satisfied with what I have—I always want more.

FLAWS

Seraphina Lightbrew's story begins in the tranquil town of Eldoria, nestled in the heart of a lush valley. Born to a family of modest means, her early years were filled with the simple joys of childhood. However, Seraphina was no ordinary child. From a young age, she exhibited an innate connection to the celestial realm, a gift from her Aasimar heritage. Her eyes shimmered with a golden light, and her presence brought a sense of calm to those around her.

As Seraphina grew, so did her curiosity about the world and her place in it. She spent countless hours in the town's library, poring over ancient texts and alchemical treatises. Her fascination with alchemy was not just academic; she felt a deep, personal connection to the art of transformation and creation. It was as if the celestial spark within her resonated with the alchemical process of turning base materials into something greater.

Her talents did not go unnoticed. The local alchemist, a wise and kindly old gnome named Tiberius, took Seraphina under his wing. Under his tutelage, she honed her skills, mastering the delicate balance of ingredients and the precise timing required for successful alchemy. Tiberius also taught her the importance of using her abilities for the greater good, a lesson that resonated deeply with her Aasimar nature.

As Seraphina's expertise grew, so did her reputation. People came from far and wide to seek her remedies and potions. She found joy in helping others, and her celestial heritage allowed her to heal wounds and ailments with a touch, a gift she used sparingly but effectively.

However, Seraphina's peaceful life took a dramatic turn when a mysterious illness struck Eldoria. The disease spread rapidly, and the town's healers were powerless to stop it. Desperate for a cure, Seraphina turned to her alchemy, working tirelessly in her laboratory. After many sleepless nights, she finally developed a potion that halted the disease's progress.

The town hailed her as a hero, but Seraphina felt no pride in her accomplishment. The experience had exposed her to the harsh realities of the world outside her peaceful valley. She realized that her gifts could make a real difference, not just in Eldoria but in the wider world.

With a heavy heart, she bid farewell to her family and Tiberius, setting out on a journey to learn more about her celestial heritage and to use her alchemy to help those in need. Her travels took her to distant lands, where she encountered creatures and cultures she had only read about in books. She faced challenges that tested her skills and her spirit, but she met each one with courage and determination.

One of her most significant encounters was with a group of adventurers who were on a quest to stop a dark cult from summoning a powerful demon. Seraphina's knowledge of alchemy proved invaluable, and she played a crucial role in thwarting the cult's plans. The experience taught her the importance of teamwork and the strength that comes from diverse skills and perspectives.

As she continued her journey, Seraphina's understanding of her celestial heritage deepened. She learned to harness the radiant energy within her, using it to enhance her alchemical creations and to protect herself and her allies in battle. Her wings, once a mere shimmer, now unfurled in their full glory, a manifestation of her divine nature.

Despite the dangers she faced, Seraphina never lost sight of her goal: to use her gifts to bring light to the darkest corners of the world. She became a beacon of hope to those she helped, her name synonymous with healing and compassion.

Seraphina's journey is far from over. She knows that there are still many mysteries to uncover and countless people in need of her aid. But she faces the future with confidence, secure in the knowledge that she is walking the path that was meant for her, guided by the celestial spark that burns brightly within her soul.

CHARACTER BACKSTORY

ADDITIONAL NOTES

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Artificer

SPELLCASTING CLASS

INT	14	+6
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	Guidance <C>	Artificer	--	1A	Touch	V,S	Concentration, up to 1 minute	PHB 248	D: 1m, V/S
O	Mending	Artificer	--	1m	Touch	V,S,M	Instantaneous	PHB 259	V/S/M
P	Light	Light Bearer (Always Prepared)	DEX 11	1A	Touch/20 ft. Sphere	V,M	1 hour	PHB 255	D: 1h, 20 ft. Sphere, V/M
	=== 1st LEVEL ===	3 Slots OOO							
O	Cure Wounds	Artificer	--	1A	Touch	V,S	Instantaneous	PHB 230	V/S
O	Detect Magic [R]<C>	Artificer	--	1A	Self/30 ft. Sphere	V,S	Concentration, up to 10 minutes	PHB 231	D: 10m, 30 ft. Sphere, V/S
O	Faerie Fire <C>	Artificer	DEX 14	1A	60 ft./20 ft. Cube	V	Concentration, up to 1 minute	PHB 239	D: 1m, 20 ft. Cube, V
O	Identify [R]	Artificer	--	1m	Touch	V,S,M	Instantaneous	PHB 252	V/S/M
O	Absorb Elements	Artificer	--	1R	Self	S	1 round	EE 150	D: 1Rnd, S
O	Expeditious Retreat <C>	Artificer	--	1BA	Self	V,S	Concentration, up to 10 minutes	PHB 238	D: 10m, V/S
P	Healing Word	Artificer (Always Prepared)	--	1BA	60 ft.	V	Instantaneous	PHB 250	V
P	Ray of Sickness	Artificer (Always Prepared)	CON 14 / +6	1A	60 ft.	V,S	Instantaneous	PHB 271	V/S
O	Alarm [R]	Artificer	--	11m	30 ft.	V,S,M	8 hours	PHB 211	D: 8h, V/S/M
O	Disguise Self	Artificer	--	1A	Self	V,S	1 hour	PHB 233	D: 1h, V/S
O	False Life	Artificer	--	1A	Self	V,S,M	1 hour	PHB 239	D: 1h, V/S/M
O	Feather Fall	Artificer	--	1R	60 ft.	V,M	1 minute	PHB 239	D: 1m, V/M
O	Grease	Artificer	DEX 14	1A	60 ft./10 ft. Square	V,S,M	1 minute	PHB 246	D: 1m, 10 ft. Square, V/S/M
O	Jump	Artificer	--	1A	Touch	V,S,M	1 minute	PHB 254	D: 1m, V/S/M
O	Longstrider	Artificer	--	1A	Touch	V,S,M	1 hour	PHB 256	D: 1h, V/S/M
O	Purify Food and Drink [R]	Artificer	--	1A + 10m	10 ft./5 ft. Sphere	V,S	Instantaneous	PHB 270	5 ft. Sphere, V/S
O	Sanctuary	Artificer	WIS 14	1BA	30 ft.	V,S,M	1 minute	PHB 272	D: 1m, V/S/M
O	Catapult	Artificer	DEX 14	1A	60 ft.	S	Instantaneous	EE 150	S
O	Snare	Artificer	DEX 14	1m	Touch	S,M	8 hours	XGtE 165	D: 8h, S/M
O	Tasha's Caustic Brew <C>	Artificer	DEX 14	1A	Self/30 ft. Line	V,S,M	Concentration, up to 1 minute	TCoE 115	D: 1m, 30 ft. Line, V/S/M

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