D&D BEYOND

Aurelian Brightshield

CHARACTER NAME

Paladin 15		
CLASS & LEVEL		PLAYER NAME
Aasimar	Acolyte	
RACE	BACKGROUND	EXPERIENCE POINTS

STRENGTH	+5 (20)
DEXTERITY	+0 (10)
CONSTITUTION	+4 (19)
INTELLIGENCE	-1 (8)
WISDOM	+1 (12)
CHARISMA	+3 (16)

○	+9	Strength
○	+4	Dexterity
○	+8	Constitution
○	+3	Intelligence
⊙	+10	Wisdom
⊙	+12	Charisma

Saving Throw Modifiers

+3 Bonus on saves
+1 Bonus on

SAVING THROWS

○	+0	Acrobatics	DEX
○	+1	Animal Handling	WIS
○	-1	Arcana	INT
Ⓟ	+10	Athletics	STR
○	+3	Deception	CHA
○	-1	History	INT
Ⓟ	+6	Insight	WIS
○	+3	Intimidation	CHA
○	-1	Investigation	INT
○	+1	Medicine	WIS
○	-1	Nature	INT
○	+1	Perception	WIS
○	+3	Performance	CHA
Ⓟ	+8	Persuasion	CHA
Ⓟ	+4	Religion	INT
○	+0	Sleight of Hand	DEX
○	+0	Stealth	DEX
○	+1	Survival	WIS
○	___	_____	
○	___	_____	
○	___	_____	

SKILLS

+0
INITIATIVE

ARMOR
21
CLASS

Resistances - Necrotic, Radiant
Immunities - Charmed, Disease, Frightened

DEFENSES

INSPIRATION

+5
PROFICIENCY BONUS

ABILITY SAVE DC

30 ft. (Walking)

SPEED

Max HP	Current HP	Temp HP
154		--

HIT POINTS

Total 15d10
HIT DICE

SUCCESSES ○○○
FAILURES ○○○
DEATH SAVES

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

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

=== 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

Channel Divinity • 1 / Short Rest
Your oath allows you to channel divine energy to fuel magical effects. When you use your Channel Divinity, you choose which option to use. You must then finish a short or long rest to use your Channel Divinity again. Some Channel Divinity effects require saving throws (DC 16).

Cleansing Touch • 3 / Long Rest
You can use your action to end one spell on yourself or on one willing creature that you touch 3 times per long rest.

Divine Sense • 4 / Long Rest
As an action, you can detect good and evil. Until the end of your next turn, you can sense anything affected by the hallow spell or know the location of any celestial, fiend, undead within 60 ft. that is not behind total cover. You can use this feature 4 times per long rest.

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

ACTIONS

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

Darkvision 60 ft.

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES
Javelin	+10	1d6+5 Piercing	Simple, Thrown, Range (30/120)
Longsword, +2	+12	1d8+7 Slashing	Martial, Versatile
Unarmed Strike	+10	6 Bludgeoning	

WEAPON ATTACKS & CANTRIPS

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D&D BEYOND

Aurelian Brightshield

CHARACTER NAME

Paladin 15		
CLASS & LEVEL		PLAYER NAME
Aasimar	Acolyte	
RACE	BACKGROUND	EXPERIENCE POINTS

=== PALADIN FEATURES ===

* Hit Points • PHB 84

* Proficiencies • PHB 84

* Divine Sense • PHB 84
As an action, you can detect good and evil. Until the end of your next turn, you can sense anything affected by the hallow spell or know the location of any celestial, fiend, undead within 60 ft. that is not behind total cover. You can use this feature 4 times per long rest.

| 4 / Long Rest • 1 Action

* Lay on Hands • PHB 84
You have a pool of healing power that can restore 75 HP per long rest. As an action, you can touch a creature to restore any number of HP remaining in the pool, or 5 HP to either cure a disease or neutralize a poison affecting the creature.

| Lay on Hands Pool: 75 / Long Rest • 1 Action

* Fighting Style • PHB 84
You adopt a style of fighting as your specialty.

| Defense • PHB
While you are wearing armor, you gain a +1 bonus to AC.

* Spellcasting • PHB 84
You can cast prepared paladin spells using CHA as your spellcasting modifier (Spell DC 16, Spell Attack +8). You can use a holy symbol as a spellcasting focus.

* Divine Smite • PHB 85
When you hit with a melee weapon attack, you can expend one spell slot to deal 2d8 extra radiant damage to the target plus 1d8 for each spell level higher than 1st (max 5d8) and plus 1d8 against undead or fiends (max 6d8 total).

| Special

* Divine Health • PHB 85
You are immune to disease.

* Sacred Oath • PHB 85

| Oath of Devotion

| Channel Divinity: 1 / Short Rest • 1 Action

* Channel Divinity • PHB 86
You gain two Channel Divinity options:

Sacred Weapon - As an action you can imbue a weapon with positive energy. For 1 minute, the weapon is considered magical, you add +3 to attack rolls, it emits bright light for 20 ft. and dim light for 20 ft beyond that. You can end the effect as part of any other action, if you are no longer holding the weapon, or if you fall unconscious.

Turn the Unholy - As an action, you can censure fiends and undead. Each fiend or undead that can see or hear you within 30 ft. must make a WIS saving throw (DC 16). On failure, it is turned for 1 minute or until it takes damage.

| Channel Divinity: Sacred Weapon: 1 Action

| Channel Divinity: Turn the Unholy: 1 Action

* Oath Spells • PHB 86
You gain oath spells based on your level that are always prepared and don't count against your daily number of prepared spells.

* Ability Score Improvement • PHB 85

* Extra Attack • PHB 85
You can attack twice, instead of once, whenever you take the Attack action on your turn.

| 1 Action

* Aura of Protection • PHB 85
While you are conscious, you grant all friendly creatures (including you) within 10 ft. a +3 bonus to all saving throws.

* Aura of Devotion • PHB 86
While you are conscious, friendly creatures (including you) within 10 ft. can't be charmed.

* Aura of Courage • PHB 85
While you are conscious, you and friendly creatures within 10 ft. can't be frightened.

* Improved Divine Smite • PHB 85
Whenever you hit with a melee weapon attack, the target takes an extra 1d8 radiant damage.

| Special

* Cleansing Touch • PHB 85
You can use your action to end one spell on yourself or on one willing creature that you touch 3 times per long rest.

| 3 / Long Rest • 1 Action

* Purity of Spirit • PHB 86
You are always under the effects of a protection from evil and good spell.

=== AASIMAR RACIAL TRAITS ===

FEATURES & TRAITS

CP	0
SP	0
EP	0
GP	0
PP	30

WEIGHT CARRIED	159.6 lb.
ENCUMBERED	300 lb.
PUSH/DRAG/LIFT	600 lb.

NAME	QTY	WEIGHT
Amulet of Health	1	--
Bag of Holding	1	15 lb.
Boots of Striding and Springing	1	--
Cloak of Protection	1	--
Shield, +1	1	6 lb.
Potion of Healing (Greater)	2	1 lb.
Longsword, +2	1	3 lb.
Chain Mail	1	55 lb.
Javelin	5	10 lb.
Backpack	1	5 lb.
Clothes, Traveler's	1	4 lb.
Healer's Kit	1	3 lb.
Holy Water (flask)	1	1 lb.
Pouch	1	1 lb.
Amulet	1	1 lb.

NAME	QTY	WEIGHT
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	--
Boots of Striding and Springing	1	--
Cloak of Protection	1	--

EQUIPMENT

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Aurelian Brightshield

CHARACTER NAME

Paladin 15

CLASS & LEVEL

PLAYER NAME

Aasimar

RACE

Acolyte

BACKGROUND

EXPERIENCE POINTS

* 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 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 ===

* 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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Aurelian Brightshield

CHARACTER NAME

Male	28	Medium	6' 0"	180
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Lawful Good	Lathander, the M	Bronze	Radiant blue	Golden
ALIGNMENT	FAITH	SKIN	EYES	HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

I can find common ground between the fiercest enemies, empathizing with them and always working toward peace.

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

I owe my life to the priest who took me in when my parents died.

BONDS

Once I pick a goal, I become obsessed with it to the detriment of everything else in my life.

FLAWS

Aurelian Brightshield was born under a radiant star, a sign that marked him as an Aasimar, a being touched by the divine. His parents, devout followers of the god of dawn, Lathander, saw their son's celestial heritage as a blessing. They named him Aurelian, meaning "golden," for his hair shone like the sun's first light.

In his early years, Aurelian's life was filled with the warmth of his loving family and the teachings of his faith. He grew up in a small, peaceful village where everyone knew each other, and his parents were well-respected members of the community. However, his idyllic childhood was shattered when a band of ruthless marauders attacked the village. The raiders left a trail of destruction in their wake, and among the casualties were Aurelian's parents. The young Aasimar, only a child at the time, was saved by a priest of Lathander, Father Eldrin, who took him in and raised him within the safety of the temple.

Under Father Eldrin's guidance, Aurelian learned about the tenets of his faith and the ways of the Paladin. He trained rigorously, both physically and spiritually, aspiring to become a beacon of hope and a defender of the innocent. His resolve was fueled by the memory of his parents and the desire to prevent others from suffering the same fate. As he grew older, Aurelian's natural charisma and ability to empathize with others made him a beloved figure in the temple and the surrounding community.

Despite his positive impact, Aurelian was haunted by the tragedy of his past. He vowed to find the marauders responsible for the destruction of his village and bring them to justice. His search led him to discover that the attack was not random but orchestrated by a sinister cult devoted to Shar, the goddess of darkness and loss. The cult's leader, a ruthless and powerful sorcerer named Malakar, became Aurelian's nemesis. Malakar's goal was to spread despair and extinguish the light of hope wherever it shone, directly opposing everything Aurelian stood for.

Aurelian's determination to stop Malakar and his followers grew stronger with each passing day. He knew that his journey would be fraught with danger, but his faith in Lathander and his desire to protect the innocent drove him forward. He trained even harder, honing his skills in combat and diplomacy, and studying the ways of his enemies to better understand how to defeat them.

As he neared the end of his training, a vision from Lathander came to Aurelian in a dream. He saw a great darkness spreading across the land, threatening to engulf everything in its path. At the center of this darkness was Malakar, wielding a shadowy power that seemed unstoppable. But in the vision, Aurelian stood against him, a shining beacon of light that pierced through the darkness. When he awoke, Aurelian knew that his time had come. He had to leave the temple and embark on his quest to stop Malakar and the cult of Shar.

Father Eldrin, seeing the determination in Aurelian's eyes, blessed him and equipped him for his journey. He presented Aurelian with a set of chain mail, a longsword, and a shield, all adorned with the symbols of Lathander. With a heavy heart but unwavering resolve, Aurelian bid farewell to his mentor and the temple that had been his home.

Aurelian's first steps into the world as a Paladin were filled with challenges. He traveled across the land, helping those in need and combating the forces of darkness wherever he found them. Along the way, he gathered allies, including a band of fellow adventurers who shared his goals. Each victory against the cult's minions brought him closer to Malakar, and with each encounter, Aurelian's resolve grew stronger.

However, his journey was not without its trials. Aurelian faced moments of doubt and despair, especially when confronted with the harsh realities of the world outside the temple. He struggled with the knowledge that he could not save everyone and that some battles would end in loss. But in those moments, he found strength in his faith and the memories of his parents, who had always believed in the power of hope and the dawn of a new day.

As Aurelian's adventures continued, he became a symbol of hope to those he helped, earning the title "Brightshield" for his unwavering spirit and his ability to protect others from the darkness. His reputation as a Paladin of Lathander spread far and wide, and with each passing day, he drew closer to his ultimate goal: confronting Malakar and putting an end to the cult's reign of terror.

Now, at the dawn of his adventuring career, Aurelian stands ready to face whatever challenges lie ahead. With his golden hair shining in the sun, his radiant blue eyes filled with determination, and his armor gleaming with the light of his faith, he is a true embodiment of an Aasimar Paladin devoted to the cause of good. He knows that the path ahead is fraught with danger, and that the confrontation with Malakar will be the greatest test of his strength and faith. But Aurelian is resolute, guided by the light of Lathander and the memory of his parents, he steps forward into his destiny, ready to bring hope where there is despair, and light where there is darkness.

With every step, Aurelian's legend grows, and though he is but one Paladin in a vast world of heroes and villains, his journey is a testament to the power of faith and the unyielding spirit of those who stand for the light. In the hearts of those he saves, and in the songs sung about him, Aurelian Brightshield will be remembered as a beacon of hope, a defender of the innocent, and a shining example of what it means to be a Paladin.

CHARACTER BACKSTORY

ADDITIONAL NOTES

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D&D BEYOND

Paladin

SPELLCASTING CLASS

CHA	16	+8
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 16	1A	Touch/20 ft. Sphere	V,M	1 hour	PHB 255	D: 1h, 20 ft. Sphere, V/M
	=== 1st LEVEL ===	4 Slots OOOO							
O	Bless <C>	Paladin	--	1A	30 ft.	V,S,M	Concentration, up to 1 minute	PHB 219	D: 1m, V/S/M
O	Cure Wounds	Paladin	--	1A	Touch	V,S	Instantaneous	PHB 230	V/S
O	Divine Favor <C>	Paladin	--	1BA	Self	V,S	Concentration, up to 1 minute	PHB 234	D: 1m, V/S
O	Shield of Faith <C>	Paladin	--	1BA	60 ft.	V,S,M	Concentration, up to 10 minutes	PHB 275	D: 10m, V/S/M
O	Compelled Duel <C>	Paladin	WIS 16	1BA	30 ft.	V	Concentration, up to 1 minute	PHB 224	D: 1m, V
P	Protection from Evil and Good <C>	Paladin (Always Prepared)	--	1A	Touch	V,S,M	Concentration, up to 10 minutes	PHB 270	D: 10m, V/S/M
P	Sanctuary	Paladin (Always Prepared)	WIS 16	1BA	30 ft.	V,S,M	1 minute	PHB 272	D: 1m, V/S/M
O	Command	Paladin	WIS 16	1A	60 ft.	V	1 round	PHB 223	D: 1Rnd, V
O	Detect Evil and Good <C>	Paladin	--	1A	Self/30 ft. Sphere	V,S	Concentration, up to 10 minutes	PHB 231	D: 10m, 30 ft. Sphere, V/S
O	Detect Magic <C>	Paladin	--	1A	Self/30 ft. Sphere	V,S	Concentration, up to 10 minutes	PHB 231	D: 10m, 30 ft. Sphere, V/S
O	Detect Poison and Disease <C>	Paladin	--	1A	Self/30 ft. Sphere	V,S,M	Concentration, up to 10 minutes	PHB 231	D: 10m, 30 ft. Sphere, V/S/M
O	Heroism <C>	Paladin	--	1A	Touch	V,S	Concentration, up to 1 minute	PHB 250	D: 1m, V/S
O	Purify Food and Drink	Paladin	--	1A	10 ft./5 ft. Sphere	V,S	Instantaneous	PHB 270	5 ft. Sphere, V/S
O	Searing Smite <C>	Paladin	CON 16	1BA	Self	V	Concentration, up to 1 minute	PHB 274	D: 1m, V
O	Thunderous Smite <C>	Paladin	STR 16	1BA	Self	V	Concentration, up to 1 minute	PHB 282	D: 1m, V
O	Wrathful Smite <C>	Paladin	WIS 16	1BA	Self	V	Concentration, up to 1 minute	PHB 289	D: 1m, V
O	Ceremony	Paladin	--	1h	Touch	V,S,M	Instantaneous	XGtE 151	V/S/M
	=== 2nd LEVEL ===	3 Slots OOO							
O	Find Steed	Paladin	--	10m	30 ft.	V,S	Instantaneous	PHB 240	V/S
O	Aid	Paladin	--	1A	30 ft.	V,S,M	8 hours	PHB 211	D: 8h, V/S/M
P	Lesser Restoration	Paladin (Always Prepared)	--	1A	Touch	V,S	Instantaneous	PHB 255	V/S
P	Zone of Truth	Paladin (Always Prepared)	CHA 16	1A	60 ft./15 ft. Sphere	V,S	10 minutes	PHB 289	D: 10m, 15 ft. Sphere, V/S
O	Locate Object <C>	Paladin	--	1A	Self	V,S,M	Concentration, up to 10 minutes	PHB 256	D: 10m, V/S/M
O	Magic Weapon <C>	Paladin	--	1BA	Touch	V,S	Concentration, up to 1 hour	PHB 257	D: 1h, V/S
O	Protection from Poison	Paladin	--	1A	Touch	V,S	1 hour	PHB 270	D: 1h, V/S
O	Branding Smite <C>	Paladin	--	1BA	Self	V	Concentration, up to 1 minute	PHB 219	D: 1m, V
	=== 3rd LEVEL ===	3 Slots OOO							
O	Aura of Vitality <C>	Paladin	--	1A	Self/30 ft. Sphere	V	Concentration, up to 1 minute	PHB 216	D: 1m, 30 ft. Sphere, V
O	Revivify	Paladin	--	1A	Touch	V,S,M	Instantaneous	PHB 272	V/S/M
P	Beacon of Hope <C>	Paladin (Always Prepared)	--	1A	30 ft.	V,S	Concentration, up to 1 minute	PHB 217	D: 1m, V/S
P	Dispel Magic	Paladin (Always Prepared)	--	1A	120 ft.	V,S	Instantaneous	PHB 234	Special: (See Description)*, V/S
O	Create Food and Water	Paladin	--	1A	30 ft.	V,S	Instantaneous	PHB 229	V/S
O	Daylight	Paladin	--	1A	60 ft./60 ft. Sphere	V,S	1 hour	PHB 230	D: 1h, 60 ft. Sphere, V/S
O	Magic Circle	Paladin	CHA 16	1m	10 ft./10 ft. Cylinder	V,S,M	1 hour	PHB 256	D: 1h, 10 ft. Cylinder, V/S/M
O	Remove Curse	Paladin	--	1A	Touch	V,S	Instantaneous	PHB 271	V/S
O	Blinding Smite <C>	Paladin	CON 16	1BA	Self	V	Concentration, up to 1 minute	PHB 219	D: 1m, V
O	Crusader's Mantle <C>	Paladin	--	1A	Self/30 ft. Sphere	V	Concentration, up to 1 minute	PHB 230	D: 1m, 30 ft. Sphere, V
O	Elemental Weapon <C>	Paladin	--	1A	Touch	V,S	Concentration, up to 1 hour	PHB 237	Special: *, D: 1h, V/S
O	Spirit Shroud <C>	Paladin	--	1BA	Self	V,S	Concentration, up to 1 minute	TCoE 108	D: 1m, V/S
	=== 4th LEVEL ===	2 Slots OO							
O	Aura of Life <C>	Paladin	--	1A	Self/30 ft. Sphere	V	Concentration, up to 10 minutes	PHB 216	D: 10m, 30 ft. Sphere, V
P	Freedom of Movement	Paladin (Always Prepared)	--	1A	Touch	V,S,M	1 hour	PHB 244	D: 1h, V/S/M
P	Guardian of Faith	Paladin (Always Prepared)	DEX 16	1A	30 ft.	V	8 hours	PHB 246	D: 8h, V

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Paladin

SPELLCASTING CLASS

CHA	16	+8
SPELLCASTING ABILITY	SPELL SAVE DC	SPELL ATTACK BONUS

PREP	SPELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
O	Banishment <C>	Paladin	CHA 16	1A	60 ft.	V,S,M	Concentration, up to 1 minute	PHB 217	D: 1m, V/S/M
O	Death Ward	Paladin	--	1A	Touch	V,S	8 hours	PHB 230	D: 8h, V/S
O	Locate Creature <C>	Paladin	--	1A	Self	V,S,M	Concentration, up to 1 hour	PHB 256	D: 1h, V/S/M
O	Aura of Purity <C>	Paladin	--	1A	Self/30 ft. Sphere	V	Concentration, up to 10 minutes	PHB 216	D: 10m, 30 ft. Sphere, V
O	Staggering Smite <C>	Paladin	WIS 16	1BA	Self	V	Concentration, up to 1 minute	PHB 278	D: 1m, V
O	Find Greater Steed	Paladin	--	10m	30 ft.	V,S	Instantaneous	XGtE 156	V/S

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