D&D BEYOND

Caelum Brightsoul

CHARACTER NAME

Monk 2
CLASS & LEVEL

PLAYER NAME

Aasimar
RACE

Acolyte
BACKGROUND

EXPERIENCE POINTS

STRENGTH	-1	8
DEXTERITY	+3	17
CONSTITUTION	+2	14
INTELLIGENCE	-1	8
WISDOM	+3	16
CHARISMA	+0	10

⊙	+1	Strength
⊙	+5	Dexterity
○	+2	Constitution
○	-1	Intelligence
○	+3	Wisdom
○	+0	Charisma

Saving Throw Modifiers

SAVING THROWS

Ⓟ	+5	Acrobatics	DEX
○	+3	Animal Handling	WIS
○	-1	Arcana	INT
○	-1	Athletics	STR
○	+0	Deception	CHA
○	-1	History	INT
Ⓟ	+5	Insight	WIS
○	+0	Intimidation	CHA
○	-1	Investigation	INT
○	+3	Medicine	WIS
○	-1	Nature	INT
○	+3	Perception	WIS
○	+0	Performance	CHA
○	+0	Persuasion	CHA
Ⓟ	+1	Religion	INT
○	+3	Sleight of Hand	DEX
Ⓟ	+5	Stealth	DEX
○	+3	Survival	WIS
○			
○			
○			

SKILLS

+3
INITIATIVE

ARMOR
16
CLASS

Resistances - Necrotic, Radiant
DEFENSES

INSPIRATION

+2
PROFICIENCY BONUS

ABILITY SAVE DC

40 ft. (Walking)
SPEED

Max HP	Current HP	Temp HP
17		--

HIT POINTS

Total 2d8
HIT DICE

SUCCESSES ○○○
FAILURES ○○○
DEATH SAVES

=== WEAPONS ===
Shortsword, Simple Weapons

=== TOOLS ===
Lyre

=== 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 2d4 hit points.

=== BONUS ACTIONS ===
Flurry of Blows
After you take the Attack action on your turn, you can spend 1 ki point to make two unarmed strikes as a bonus action.

Patient Defense
You can spend 1 ki point to take the Dodge action as a bonus action on your turn.

Step of the Wind
You can spend 1 ki point to take the Disengage or Dash action as a bonus action on your turn, and your jump distance is doubled for the turn.

Unarmed Strike
When you use the Attack action with an unarmed strike or a monk weapon on your turn, you can make one unarmed strike as a bonus action.

=== SPECIAL ===

ACTIONS

13	PASSIVE WISDOM (PERCEPTION)
15	PASSIVE WISDOM (INSIGHT)
9	PASSIVE INTELLIGENCE (INVESTIGATION)

Darkvision 60 ft.

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES
Dart	+5	1d4+3 Piercing	Simple, Finesse, Thrown, Range (20/60)
Unarmed Strike	+5	1d4+3 Bludgeoning	
Unarmed Strike	+5	1d4+3 Bludgeoning	
Flurry of Blows	+5	1d4+3 Bludgeoning	

WEAPON ATTACKS & CANTRIPS

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Aasimar	Acolyte	
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=== MONK FEATURES ===

* Hit Points • PHB 77

* Proficiencies • PHB 77

* Unarmored Defense • PHB 78
While not wearing armor and not using a shield, your AC equals 10 + DEX modifier + WIS modifier.

* Martial Arts • PHB 78
While you are unarmed or wielding only monk weapons and you aren't wearing armor or wielding a shield, you can use DEX instead of STR for the attack and damage rolls, you can roll your Martial Arts damage die in place of the normal damage, and when you use the Attack action on your turn, you can make one unarmed strike as a bonus action.

| Unarmed Strike: 1 Bonus Action

* Ki • PHB 78
You can spend Ki Points to fuel ki features. You have 2 points per short rest and your Ki save DC is 13.

Flurry of Blows - After you take the Attack action on your turn, you can spend 1 ki point to make two unarmed strikes as a bonus action.

Patient Defense - You can spend 1 ki point to take the Dodge action as a bonus action on your turn.

Step of the Wind - You can spend 1 ki point to take the Disengage or Dash action as a bonus action on your turn, and your jump distance is doubled for the turn.

| Ki Points: 2 / Short Rest • Special

| Flurry of Blows: 1 Bonus Action

| Patient Defense: 1 Bonus Action

| Step of the Wind: 1 Bonus Action

* Unarmored Movement • PHB 78
Your speed increases by 10 feet while you are not wearing armor or wielding a shield.

=== 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

* 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.

FEATURES & TRAITS

CP	10
SP	14
EP	1
GP	2
PP	0

NAME	QTY	WEIGHT
Dart	10	2.5 lb.
Backpack	1	5 lb.
Clothes, Common	1	3 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.

NAME	QTY	WEIGHT

ATTUNED MAGIC ITEMS	QTY	WEIGHT

WEIGHT CARRIED	66.04 lb.
ENCUMBERED	120 lb.
PUSH/DRAG/LIFT	240 lb.

EQUIPMENT

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Caelum Brightsoul

CHARACTER NAME

Male	28	Medium	6' 0"	170
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Neutral Good	Lathander, the M	Pale	Bright blue	Silvery-white
ALIGNMENT	FAITH	SKIN	EYES	HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

I've spent so long in the temple that I have little practical experience dealing with people in the outside world.

PERSONALITY TRAITS

Aspiration. I seek to prove myself worthy of my god's favor by matching my actions against his or her

IDEALS

I will do anything to protect the temple where I served.

BONDS

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

FLAWS

Caelum Brightsoul's story begins in the serene temple of Lathander, nestled in the rolling hills of a land where the sun's rays are said to touch first each morning. Born to a devout human mother and an unknown celestial father, Caelum's early years were marked by the radiance of his heritage, evident in his shimmering silver-white hair and bright blue eyes that glowed softly in the dark.

Raised by the temple's priests, Caelum's childhood was steeped in the teachings of Lathander, the god of dawn, renewal, and creativity. He excelled in his studies, his mind as agile as his body, and he showed an early affinity for the divine energies that flowed through him. But it wasn't just the scriptures and the rituals that captured his young heart; it was the music. The gentle strumming of the lyre, the instrument he came to love and master, became his way of expressing his devotion and connecting with the divine.

As he grew, so did his skills in martial arts, a discipline encouraged by the temple to promote physical and spiritual balance. The monks who trained him saw potential in his graceful movements and quick reflexes, and they guided him on the path of the Sun Soul, teaching him to channel his inner light into radiant strikes.

But Caelum's idyllic life was not to last. A tragedy struck when the temple was invaded by a group of shadowy cultists, followers of Shar, the goddess of darkness and loss. They sought to extinguish the light of Lathander's followers and corrupt the sacred grounds. In the ensuing battle, Caelum fought bravely, his radiant sun bolts cutting through the darkness, but he could not save everyone. His mentor, a wise and kind-hearted monk named Elandor, was killed before his eyes, a sight that would haunt him for years to come.

Devastated by the loss and the desecration of the temple, Caelum vowed to protect his home and seek justice for Elandor. He intensified his training, pushing himself to the limits of his abilities, his lyre playing now tinged with a sorrowful note. But his quest for vengeance was not without its dangers. During a confrontation with the cultists, Caelum was marked by a dark curse, a constant reminder of his failure and a source of torment.

As he neared adulthood, Caelum's desire for retribution grew stronger. He knew that the cultists were but a part of a larger network, and he yearned to root out the evil that threatened the balance of light and darkness. However, his superiors at the temple, fearing for his safety and the purity of his soul, urged him to let go of his vendetta and focus on his spiritual journey.

Torn between his vows and his thirst for justice, Caelum made a fateful decision. He would leave the temple, venturing into the outside world for the first time to track down the cultists and their leader, a mysterious figure known only as the Shadow Weaver. His departure was met with mixed emotions; some saw it as a betrayal, while others understood it as a necessary step in his growth.

The outside world was a shock to Caelum. Accustomed to the tranquility of the temple and the company of the elite, he struggled to adapt to the rough and tumble life of an adventurer. Inns and taverns, with their boisterous crowds and simple fare, grated on him, but they also provided him with valuable information and allies.

In his travels, Caelum encountered a diverse group of companions, each with their own stories and skills. Together, they faced numerous challenges, from bandit ambushes to treacherous terrain, all the while following the trail of the Shadow Weaver. Caelum's prowess in combat and his radiant abilities earned him respect, but it was his unwavering determination and sense of justice that truly defined him.

The journey was not without its hardships. Caelum's obsession with his quest often led him to take risks, putting both himself and his companions in danger. His single-mindedness strained their relationships at times, but it also drove them forward, towards their common goal.

Finally, after months of searching, Caelum and his party confronted the Shadow Weaver in a hidden temple dedicated to Shar. The battle was fierce, with darkness and light clashing in a symphony of power. In the end, Caelum stood victorious, the Shadow Weaver defeated and the threat to his temple neutralized.

But victory came at a cost. The curse placed on him by the cultists flared with a vengeance, leaving him weakened and scarred. As he looked around at the aftermath of the battle, Caelum realized that his journey was far from over. The world was full of darkness, and he was but one beacon of light.

With a heavy heart but a renewed sense of purpose, Caelum decided to continue adventuring, using his abilities to protect the innocent and fight against the encroaching shadows. His name, Caelum Brightsoul, became a symbol of hope for those who suffered under the yoke of evil, and a reminder that even in the darkest of times, the light of dawn will always prevail.

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 10	1A	Touch/20 ft. Sphere	V,M	1 hour	PHB 255	D: 1h, 20 ft. Sphere, V/M

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