D&D BEYOND

# Mireya Stormcaller

CHARACTER NAME

Fighter 4
CLASS & LEVEL

PLAYER NAME

Aasimar
RACE

Acolyte
BACKGROUND

EXPERIENCE POINTS

| | |
|---|---|
| STRENGTH | +4 (18) |
| DEXTERITY | +0 (10) |
| CONSTITUTION | +2 (14) |
| INTELLIGENCE | +2 (14) |
| WISDOM | +0 (10) |
| CHARISMA | +1 (12) |

| | | |
|---|---|---|
| ⊙ | +6 | Strength |
| ○ | +0 | Dexterity |
| ⊙ | +4 | Constitution |
| ○ | +2 | Intelligence |
| ○ | +0 | Wisdom |
| ○ | +1 | Charisma |

Saving Throw Modifiers

SAVING THROWS

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

SKILLS

+0
INITIATIVE

ARMOR
18
CLASS

Resistances - Necrotic, Radiant
DEFENSES

INSPIRATION

+2
PROFICIENCY BONUS

ABILITY SAVE DC

30 ft. (Walking)
SPEED

Max HP: 36
Current HP:
Temp HP: --
HIT POINTS

Total: 4d10
HIT DICE

SUCCESSES ○○○
FAILURES ○○○
DEATH SAVES

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

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

=== 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 2d4 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.

Second Wind • 1 / Short Rest
Once per short rest, you can use a bonus action to regain 1d10 + 4 HP.

=== SPECIAL ===
Action Surge • 1 / Short Rest
You can take one additional action on your turn. This can be used 1 times per short rest.

Weapon Bond
You can perform a 1 hour ritual to create a magical bond between yourself and one weapon. Once completed, you can't be disarmed of the weapon unless you are incapacitated, and you can summon it as a bonus action to your hand (if it's on the same

ACTIONS

| | |
|---|---|
| 12 | PASSIVE WISDOM (PERCEPTION) |
| 12 | PASSIVE WISDOM (INSIGHT) |
| 12 | PASSIVE INTELLIGENCE (INVESTIGATION) |

Darkvision 60 ft.

SENSES

| NAME | HIT | DAMAGE/TYPE | NOTES |
|---|---|---|---|
| Handaxe | +6 | 1d6+6 Slashing | Simple, Light, Thrown, Range (20/60), Booming Blade: Thunder, 1d8 Thunder |
| Handaxe | +6 | 1d6+6 Slashing | Simple, Light, Thrown, Range (20/60), Booming Blade: Thunder, 1d8 Thunder |
| Longsword | +6 | 1d8+6 Slashing | Martial, Versatile, Booming Blade: Thunder, 1d8 Thunder |
| Fire Bolt | +4 | 1d10 Fire | V/S |
| Unarmed Strike | +6 | 5 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.

# Mireya Stormcaller

CHARACTER NAME

| | | |
|---|---|---|
| Fighter 4 | | |
| CLASS & LEVEL | | PLAYER NAME |
| Aasimar | Acolyte | |
| RACE | BACKGROUND | EXPERIENCE POINTS |

=== FIGHTER FEATURES ===

* Hit Points • PHB 71

* Proficiencies • PHB 71

* Fighting Style • PHB 72
You adopt a fighting style specialty.

| Dueling • PHB
When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

* Second Wind • PHB 72
Once per short rest, you can use a bonus action to regain 1d10 + 4 HP.

| 1 / Short Rest • 1 Bonus Action

* Action Surge • PHB 72
You can take one additional action on your turn. This can be used 1 times per short rest.

| 1 / Short Rest • Special

* Martial Archetype • PHB 72

| Eldritch Knight

* Spellcasting • PHB 75
You can cast known wizard spells using INT as your spellcasting modifier (Spell DC 12, Spell Attack +4).

* Weapon Bond • PHB 75
You can perform a 1 hour ritual to create a magical bond between yourself and one weapon. Once completed, you can't be disarmed of the weapon unless you are incapacitated, and you can summon it as a bonus action to your hand (if it's on the same plane of existence). You can have up to two bonded weapons.

| Special

* Ability Score Improvement • PHB 72

=== 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 three scores (+1 / +1 / +1) •
Increase three different scores 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.

| 1 / Long Rest • 1 Bonus Action

**FEATURES & TRAITS**

| | |
|---|---|
| CP | 10 |
| SP | 14 |
| EP | 5 |
| GP | 10 |
| PP | 0 |

| NAME | QTY | WEIGHT |
|---|---|---|
| Shield | 1 | 6 lb. |
| Chain Mail | 1 | 55 lb. |
| Longsword | 1 | 3 lb. |
| Handaxe | 1 | 2 lb. |
| Handaxe | 1 | 2 lb. |
| Backpack | 1 | 5 lb. |
| Clothes, Traveler's | 1 | 4 lb. |
| Potion of Healing | 1 | 0.5 lb. |
| Rope, Silk (50 feet) | 1 | 5 lb. |
| Amulet | 1 | 1 lb. |
| Vestments | 1 | -- |
| Bedroll | 1 | 7 lb. |
| Mess Kit | 1 | 1 lb. |
| Rations (1 day) | 10 | 20 lb. |
| Tinderbox | 1 | 1 lb. |

| NAME | QTY | WEIGHT |
|---|---|---|
| Torch | 10 | 10 lb. |
| Waterskin | 1 | 5 lb. |

| ATTUNED MAGIC ITEMS | QTY | WEIGHT |
|---|---|---|

| | |
|---|---|
| WEIGHT CARRIED | 128.28 lb. |
| ENCUMBERED | 270 lb. |
| PUSH/DRAG/LIFT | 540 lb. |

**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.

# Mireya Stormcaller

CHARACTER NAME

| | | | | |
|---|---|---|---|---|
| Female | 27 | Medium | 5' 9" | 165 |
| GENDER | AGE | SIZE | HEIGHT | WEIGHT |
| Lawful Good | Torm | Olive | Hazel | Dark Brown |
| ALIGNMENT | FAITH | SKIN | EYES | HAIR |

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

I've enjoyed fine food, drink, and high society among my temple's elite. Rough living grates on me. I quote (or misquote) sacred texts

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 seek to preserve a sacred text that my enemies consider heretical and seek to destroy.

BONDS

I judge others harshly, and myself even more severely.

FLAWS

Mireya Stormcaller was born under the auspices of a celestial event, her arrival heralded by a sudden, fierce storm that illuminated the night sky with crackling lightning and resounding thunder. The daughter of a proud lineage of warriors and mystics, she was raised in a small village nestled in the rolling hills of a distant land, where the traditions of her ancestors were passed down through generations.

From a young age, Mireya exhibited an innate connection to the divine, her olive skin often glowing with a soft, ethereal light during moments of intense emotion or prayer. Her parents, recognizing the signs of her celestial heritage, nurtured her talents, guiding her in the ways of combat and the mysteries of the arcane. Under their tutelage, she learned to wield both sword and spell with equal proficiency, her natural agility and strength making her a formidable opponent in battle.

As Mireya grew, so too did her curiosity about the world beyond her village. She spent countless hours poring over ancient texts and sacred scrolls in the temple's library, learning about the gods and the history of her people. Her favorite stories were those of the Aasimar, celestial beings who walked among mortals, using their divine gifts to protect and guide them. She felt a deep connection to these tales, and a longing to follow in their footsteps stirred within her heart.

The turning point in Mireya's life came when her village was attacked by a marauding band of orcs, led by a fearsome warlock seeking to harness the power of a sacred relic hidden within the temple. Mireya, barely sixteen, fought bravely alongside her fellow villagers, her sword alight with celestial energy as she struck down her foes. But it was her quick thinking and knowledge of the arcane that ultimately turned the tide of battle, as she used a powerful spell to banish the warlock to another plane of existence.

CHARACTER BACKSTORY

In the aftermath of the attack, Mireya's parents revealed the truth of her heritage: she was not just a descendant of warriors but also of the Aasimar, blessed with celestial blood by the god Torm himself. The relic the orcs had sought was a sacred text containing the prophecies of her people, and Mireya was destined to protect it from those who would use its power for evil.

With this newfound knowledge, Mireya's sense of purpose was solidified. She took up the mantle of her ancestors, dedicating herself to the service of Torm and the protection of her people. She trained tirelessly, honing her skills in combat and magic, and studying the sacred text to unlock its secrets.

As she came of age, Mireya left her village to travel the world, seeking to fulfill her destiny as a champion of the divine. Her journey was not without its challenges, as she faced both the darkness within her own soul and the evils that plagued the land. She struggled with the harsh judgment she often passed on others and herself, a flaw that sometimes clouded her judgment and led her to act impulsively.

But through her trials, Mireya grew in wisdom and strength. She learned to temper her judgment with compassion and to trust in the guidance of her deity. Her faith became her beacon, guiding her actions and giving her the courage to face the darkness.

Mireya's adventures led her to cross paths with other heroes, each with their own stories and struggles. Together, they faced formidable foes and uncovered ancient mysteries, forging bonds of friendship and camaraderie that would last a lifetime.

One of her most significant challenges came when a powerful necromancer sought to unleash an army of the undead upon the world, using dark magic to corrupt the sacred text Mireya had sworn to protect. In the epic battle that ensued, Mireya's resolve was tested as never before. She fought with every ounce of her strength, calling upon the divine power of Torm to purify the text and vanquish the necromancer.

In the aftermath of the battle, Mireya emerged as a true hero, her name known far and wide as a symbol of hope and courage. But for her, the journey was far from over. She knew that as long as darkness threatened the world, her fight would continue. And so, with her sword at her side and the light of Torm guiding her path, Mireya Stormcaller ventured forth, ready to face whatever challenges lay ahead, her spirit unbroken and her faith unwavering.

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.

Fighter

SPELLCASTING CLASS

| INT | 12 | +4 |
|---|---|---|
| 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 | Booming Blade | Fighter | +4 | 1A | Self/5 ft. Sphere | S,M | 1 round | SCAG 142 | D: 1Rnd, 5 ft. Sphere, S/M |
| O | Fire Bolt | Fighter | +4 | 1A | 120 ft. | V,S | Instantaneous | PHB 242 | V/S |
| 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 | Absorb Elements | Fighter | -- | 1R | Self | S | 1 round | EE 150 | D: 1Rnd, S |
| O | Magic Missile | Fighter | -- | 1A | 120 ft. | V,S | Instantaneous | PHB 257 | V/S |
| O | Shield | Fighter | -- | 1R | Self | V,S | 1 round | PHB 275 | D: 1Rnd, V/S |
| O | Expeditious Retreat <C> | Fighter | -- | 1BA | Self | V,S | Concentration, up to 10 minutes | PHB 238 | D: 10m, 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.