

# D&D BEYOND

Thavalath Lighttoath

CHARACTER NAME

Barbarian 3  
CLASS & LEVEL

Fire Genasi  
RACE

Astral Drifter  
BACKGROUND

MichaelMenard  
PLAYER NAME

(Milestone)

EXPERIENCE POINTS

STRENGTH

+3

16

DEXTERITY

-1

9

CONSTITUTION

+2

14

INTELLIGENCE

-2

7

WISDOM

+1

12

CHARISMA

-2

7

- ☐ +5 Strength
- ☐ -1 Dexterity
- ☐ +4 Constitution
- ☐ -2 Intelligence
- ☐ +1 Wisdom
- ☐ -2 Charisma

Saving Throw Modifiers

Advantage on DEX  
against effects that you  
can see while not  
blinded, deafened, or  
SAVING THROWS

- ☐ -1 Acrobatics DEX
- ☐ +1 Animal Handling WIS
- ☐ -2 Arcana INT
- ☒ +5 Athletics STR
- ☐ -2 Deception CHA
- ☐ -2 History INT
- ☒ +3 Insight WIS
- ☐ -2 Intimidation CHA
- ☐ -2 Investigation INT
- ☐ +1 Medicine WIS
- ☐ -2 Nature INT
- ☒ +3 Perception WIS
- ☐ -2 Performance CHA
- ☐ -2 Persuasion CHA
- ☒ +0 Religion INT
- ☐ -1 Sleight of Hand DEX
- ☐ -1 Stealth DEX
- ☐ +1 Survival WIS
- ☐ \_\_\_\_\_
- ☐ \_\_\_\_\_
- ☐ \_\_\_\_\_

SKILLS

-1

INITIATIVE

ARMOR

13

CLASS

Resistances - Fire

DEFENSES

INSPIRATION

+2

PROFICIENCY BONUS

ABILITY SAVE DC

30 ft. (Walking)

SPEED

Max HP

Current HP

Temp HP

32

--

HIT POINTS

Total 3d12

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

=== ARMOR ===

Light Armor, Medium Armor, Shields

=== WEAPONS ===

Martial Weapons, Simple Weapons

=== LANGUAGES ===

Celestial, Common, Deep Speech, 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

=== BONUS ACTIONS ===

Rage • 3 / Long Rest

As a bonus action enter a rage for up to 1 minute (10 rounds).

You gain advantage on STR checks and saving throws (not attacks), +2 melee damage with STR weapons, resistance to bludgeoning, piercing, slashing damage. You can't cast or concentrate on

spells while raging.

Your rage ends early if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then. You can also end your rage as a bonus action.

=== SPECIAL ===

Divine Fury

While you're raging, the first creature you hit on each of your turns with a weapon attack takes <strong>1d6 +</strong>1 radiant damage.

ACTIONS

13

PASSIVE WISDOM (PERCEPTION)

13

PASSIVE WISDOM (INSIGHT)

8

PASSIVE INTELLIGENCE (INVESTIGATION)

Darkvision 60 ft.

SENSES

NAME

HIT

DAMAGE/TYPE

NOTES

Battleaxe

+5

1d8+3 Slashing

Martial, Versatile

Produce Flame

+3

1d8 Fire

D: 10m, V/S

Unarmed Strike

+5

4 Bludgeoning

WEAPON ATTACKS & CANTRIPS



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EXPERIENCE POINTS

### === BARBARIAN FEATURES ===

\* Hit Points • PHB 47

\* Proficiencies • PHB 47

\* Rage • PHB 48

As a bonus action enter a rage for up to 1 minute (10 rounds).

You gain advantage on STR checks and saving throws (not attacks), +2 melee damage with STR weapons, resistance to bludgeoning, piercing, slashing damage. You can't cast or concentrate on spells while raging.

Your rage ends early if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then. You can also end your rage as a bonus action.

1 3 / Long Rest • 1 Bonus Action

\* Unarmored Defense • PHB 48

While not wearing armor, your AC equals 10 + DEX modifier + CON modifier + any shield bonus.

\* Reckless Attack • PHB 48

When you make your first attack on your turn, you can decide to attack recklessly, giving you advantage on melee weapon attack rolls using STR during this turn, but attack rolls against you have advantage until your next turn.

\* Danger Sense • PHB 48

You have advantage on DEX saving throws against effects that you can see while not blinded, deafened, or incapacitated.

\* Primal Path • PHB 48

1 Path of the Zealot

\* Divine Fury • XGtE 11

While you're raging, the first creature you hit on each of your turns with a weapon attack takes 1d6 + 1 necrotic or radiant damage.

1 Radiant • XGtE

The extra damage you deal with Divine Fury is radiant.

1 Divine Fury: Special

\* Warrior of the Gods • XGtE 11

If a spell to restore your life is cast on you, the caster doesn't need material components for that spell.

### === FIRE GENASI 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.

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 17

You are a Humanoid.

\* Size • MotM 17

You choose between Medium or Small when you select this race.

\* Speed • MotM 17

Your walking speed is 30 ft.

\* Darkvision • MotM 17

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, only discerning colors in that darkness as shades of gray.

\* Fire Resistance • MotM 17

You have resistance to fire damage.

\* Reach to the Blaze • MotM 17

You learn <em>produce flame</em>. At 3rd level you can cast <em>burning hands</em>, and at 5th level you can cast <em>flame blade</em>, without requiring material components. Once you cast either spell, you can't cast that spell again until you finish a long rest. You can also cast these spells using any spell slots you have of the appropriate level.

Your spellcasting modifier is either Intelligence, Wisdom, or Charisma (choose when you select this race).

1 Wisdom •  
Wisdom is your spellcasting ability for these spells when you cast them with this trait.

### === FEATS ===

\* Magic Initiate (Cleric) • PHB

You learn two cantrips of your choice from the cleric spell list. You learn one 1st-level spell from that same list and can cast it at its lowest level once per long rest.

### FEATURES & TRAITS

	NAME	QTY	WEIGHT	NAME	QTY	WEIGHT	
CP	0	Candle of the Deep	1	--	Tinderbox	1	1 lb.
		Shield	1	6 lb.	Torch	10	10 lb.
SP	0	Javelin	4	8 lb.	Waterskin	1	5 lb.
		Battleaxe	1	4 lb.			
EP	0	Greataxe	1	7 lb.			
		Ink (1 ounce bottle)	1	--			
GF	10	Ink Pen	1	--			
		Backpack	1	5 lb.			
PP	0	Candle	55	--			
		Clothes, Traveler's	1	4 lb.			
	WEIGHT CARRIED						
	89.200000000000003 lb.						
		Pouch	1	1 lb.			
	ENCUMBERED						
	0 lb.	Bedroll	1	7 lb.	ATTUNED MAGIC ITEMS	QTY	WEIGHT
		Mess Kit	1	1 lb.			
	PUSH/DRAW/LIFT						
	0 lb.	Rations (1 day)	10	20 lb.			
		Rope, Hempen (50 feet)	1	10 lb.			

WEIGHT CARRIED

89.200000000000003 lb.

ENCUMBERED

0 lb.

PUSH/DRAW/LIFT

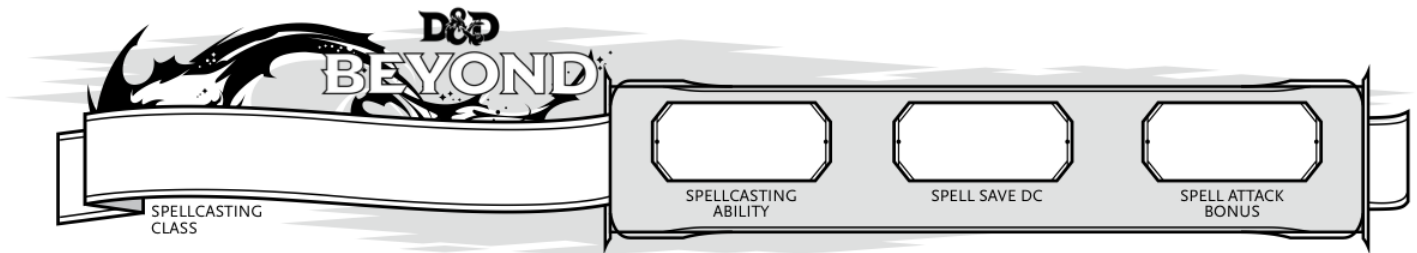
0 lb.

ATTUNED MAGIC ITEMS

QTY

WEIGHT

### EQUIPMENT



PREP SPELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
=== CANTRIPS ===	(At Will)							
<input type="radio"/> Guidance <C>	Magic Initiate (Cleric)	--	1A	Touch	V,S	Concentration, up to 1 minute	PHB 248	D: 1m, V/S
<input type="radio"/> Word of Radiance	Magic Initiate (Cleric)	CON 11	1A	5 ft.	V,M	Instantaneous	XGtE 171	V/M
<input type="radio"/> Produce Flame	Reach to the Blaze	+3	1A	Self	V,S	10 minutes	PHB 269	D: 10m, V/S
=== 1st LEVEL ===								
<input type="radio"/> Bless <C>	Magic Initiate (Cleric)	--	1A	30 ft.	V,S,M	Concentration, up to 1 minute	PHB 219	1/LR, D: 1m, V/S/M
<input type="radio"/> Burning Hands	Reach to the Blaze	DEX 11	1A	Self/15 ft. Cone	V,S	Instantaneous	PHB 220	1/LR, 15 ft. Cone, V/S
<input type="radio"/> Burning Hands	Reach to the Blaze	DEX 11	1A	Self/15 ft. Cone	V,S	Instantaneous	PHB 220	15 ft. Cone, V/S

## SPELLS