D&D BEYOND

Surina Brightscale	Bard 2
CHARACTER NAME	CLASS & LEVEL
	PLAYER NAME
	Gem Dragonborn
	RACE
	Far Traveler
	BACKGROUND
	EXPERIENCE POINTS

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

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

Saving Throw Modifiers

SAVING THROWS

Ⓗ	+4	Acrobatics	DEX
Ⓗ	+1	Animal Handling	WIS
Ⓟ	+1	Arcana	INT
Ⓗ	+1	Athletics	STR
Ⓗ	+4	Deception	CHA
Ⓗ	+0	History	INT
Ⓟ	+2	Insight	WIS
Ⓗ	+4	Intimidation	CHA
Ⓗ	+0	Investigation	INT
Ⓗ	+1	Medicine	WIS
Ⓗ	+0	Nature	INT
Ⓟ	+2	Perception	WIS
Ⓗ	+4	Performance	CHA
Ⓟ	+5	Persuasion	CHA
Ⓟ	+1	Religion	INT
Ⓗ	+4	Sleight of Hand	DEX
Ⓗ	+4	Stealth	DEX
Ⓗ	+1	Survival	WIS
○			
○			
○			

SKILLS

+4 INITIATIVE

ARMOR 15 CLASS

Resistances - Thunder

DEFENSES

INSPIRATION

+2 PROFICIENCY BONUS

ABILITY SAVE DC

30 ft. (Walking)

SPEED

Max HP	Current HP	Temp HP
17		--

HIT POINTS

Total 2d8

HIT DICE

SUCCESSES ○○○

FAILURES ○○○

DEATH SAVES

=== ARMOR ===
Light Armor

=== WEAPONS ===
Crossbow, Hand, Longsword, Rapier, Shortsword, Simple Weapons

=== TOOLS ===
Drum, Flute, Lute, Viol

=== LANGUAGES ===
Celestial, Common, Draconic, Telepathy

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

Breath Weapon (Thunder) • 2 / Long Rest
When you take the Attack action on your turn, you can replace one attack with a 15 ft. cone breath weapon. Each creature must make a DEX save (DC 12) taking 1d10 thunder damage on a fail or half as much on a success.

=== BONUS ACTIONS ===

Bardic Inspiration • 3 / Long Rest
As a bonus action, a creature (other than yourself) within 60 ft. that can hear you gains an inspiration die (1d6). For 10 minutes, the creature can add it to one ability check, attack roll, or saving throw. This can be added after seeing the roll, but before knowing the outcome.

ACTIONS

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

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES
Crossbow, Light	+5	1d8+3 Piercing	Simple, Ammunition, Loading, Range, Two-Handed, Range (80/320)
Dagger	+5	1d4+3 Piercing	Simple, Finesse, Light, Thrown, Range (20/60)
Rapier	+5	1d8+3 Piercing	Martial, Finesse
Unarmed Strike	+2	1 Bludgeoning	

WEAPON ATTACKS & CANTRIPS

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D&D BEYOND

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	RACE	BACKGROUND
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=== BARD FEATURES ===

* Hit Points • PHB 52

* Proficiencies • PHB 52

* Spellcasting • PHB 52
You can cast known bard spells using CHA as your spellcasting modifier (Spell DC 13, Spell Attack +5) and known bard spells as rituals if they have the ritual tag. You can use a musical instrument as a spellcasting focus.

* Bardic Inspiration • PHB 53
As a bonus action, a creature (other than you) within 60 ft. that can hear you gains an inspiration die (1d6). For 10 minutes, the creature can add it to one ability check, attack roll, or saving throw. This can be added after seeing the roll, but before knowing the outcome.

| 3 / Long Rest • 1 Bonus Action

* Jack of All Trades • PHB 54
You can add half your proficiency bonus, rounded down (+1), to any ability check you make that doesn't already include it.

* Song of Rest • PHB 54
If you or any friendly creatures who can hear your performance regain hit points at the end of the short rest by spending one or more Hit Dice, each of those creatures regains an extra 1d6 hit points.

=== GEM DRAGONBORN RACIAL TRAITS ===

* Ability Score Increases • FToD 9
When determining your character's ability scores, increase one of those scores by 2 and increase a different score by 1, or increase three different scores by 1. Follow this rule regardless of the method you use to determine the scores, such as rolling or point buy.

| Increase two scores (+2 / +1) •
Increase one of these scores by 2 and a different score by 1.

* Languages • FToD 9
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 • FToD 11
You are a Humanoid.

* Size • FToD 11
You are Medium.

* Speed • FToD 11
Your walking speed is 30 feet.

* Gem Ancestry • FToD 11
You have a gem dragon ancestor, granting you a special magical affinity. Choose one kind of dragon from the Gem Ancestry table. This determines the damage type for your other traits, as shown in the table.

| Gem Ancestry (Sapphire) •
You have a Sapphire dragon ancestor.

* Breath Weapon • FToD 11
When you take the Attack action on your turn, you can replace one of your attacks with an exhalation of magical energy. You can use your Breath Weapon 2 times per long rest.

| Breath Weapon (Thunder) •
When you take the Attack action on your turn, you can replace one attack with a 15 ft. cone breath weapon. Each creature must make a DEX save (DC 12) taking 1d10 thunder damage on a fail or half as much on a success.

| 2 / Long Rest • 1 Action

* Draconic Resistance • FToD 11
You have resistance to the damage type associated with your Gem Ancestry.

| Draconic Resistance (Thunder) •
You have resistance to thunder damage.

* Psionic Mind • FToD 11
You can send telepathic messages to any creature you see within 30 ft. of you. You don't need to share any languages with the creature but it must be able to understand at least one language to comprehend these messages.

| No Action

* Gem Flight • FToD 11
You can use a bonus action to manifest spectral wings for 1 minute. For the duration, you gain a flying speed equal to your walking speed and can hover. Once you use this trait, you can't do so again until you finish a long rest.

FEATURES & TRAITS

CP 0	NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
	Studded Leather	1	13 lb.	Rope, Silk (50 feet)	1	5 lb.
	Dagger	1	1 lb.	Soap	1	--
SP 0	Crossbow, Light	1	5 lb.	Waterskin	1	5 lb.
	Rapier	1	2 lb.	Whetstone	1	1 lb.
EP 0	Crossbow Bolts	20	1.5 lb.	Flute	1	1 lb.
	Backpack	1	5 lb.	Lute	1	2 lb.
GP 0	Blanket	1	3 lb.	Viol	1	1 lb.
	Candle	5	--	Hand Drum	0	--
PP 0	Case, Crossbow Bolt	1	1 lb.			
WEIGHT CARRIED	Clothes, Costume	1	4 lb.			
67.5 lb.	Clothes, Traveler's	1	4 lb.			
ENCUMBERED	Flask or Tankard	1	1 lb.	ATTUNED MAGIC ITEMS	QTY	WEIGHT
150 lb.	Mess Kit	1	1 lb.			
PUSH/DRAG/LIFT	Pouch	1	1 lb.			
300 lb.	Rations (1 day)	5	10 lb.			

EQUIPMENT

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Surina Brightscale

CHARACTER NAME

Female	23	Medium	6' 7"	227
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Lawful Neutral	Azuth	Blue Crystal Sc	Gold	None
ALIGNMENT	FAITH	SKIN	EYES	HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

I begin or end my day with small traditional rituals that are unfamiliar to those around me. Sarcasm and insults are my weapons of choice.

PERSONALITY TRAITS

Inquisitive. Everything is new, but I have a thirst to learn. (Neutral)

IDEALS

The gods of my people are a comfort to me so far from home.

BONDS

I have a weakness for the new intoxicants and other pleasures of this land.

FLAWS

Surina Brightscale's journey began in a remote and mystical land, far beyond the reach of the common folk of Faerûn. Born into a proud clan of Sapphire Gem Dragonborn, her life was steeped in the traditions and honor of her people. The Brightscale clan, known for their brilliant blue crystal scales and affinity for the mind's powers, were revered as wise and formidable beings.

From a young age, Surina exhibited a keen intellect and a natural aptitude for psionics, a gift from her Sapphire Gem ancestry. Her early years were filled with rigorous training in the arts of the mind, as well as the study of ancient draconic lore. She was particularly fascinated by the teachings of Azuth, the god of wizards and the embodiment of spellcraft and knowledge, whose faith she fervently followed.

As she grew, Surina's curiosity about the world beyond her clan's territory grew stronger. She yearned to explore distant lands, to learn from other cultures, and to discover the secrets that lay hidden in the vast expanse of Faerûn. Her desire for knowledge was insatiable, and she spent countless hours poring over maps and ancient texts, dreaming of the adventures that awaited her.

Despite her aspirations, Surina was bound by the traditions of her clan. Her role and duties within the Brightscale clan were clearly defined, and she was expected to uphold the honor of her family above all else. However, the call of the unknown was too strong to ignore, and with the reluctant blessing of her elders, Surina set out on her journey, leaving behind the comfort and safety of her home.

Her travels took her to many wondrous places, from the bustling cities of the Sword Coast to the mysterious depths of the Underdark. Along the way, she encountered a myriad of creatures and cultures, each adding to her ever-growing knowledge and understanding of the world. Her psionic abilities proved to be invaluable, allowing her to communicate with beings who spoke unfamiliar languages and to defend herself against the dangers that lurked in the shadows.

Surina's journey was not without its challenges. As a Sapphire Gem Dragonborn, her appearance often drew curious stares and sometimes fear or mistrust from those who were unfamiliar with her kind. But her calm demeanor and insightful nature won her many friends and allies, and she learned to use her foreignness to her advantage, gaining access to places and information that would have been otherwise out of reach.

One of the most defining moments in Surina's travels came when she stumbled upon a hidden temple dedicated to Azuth. Within its ancient walls, she found a trove of arcane knowledge and a group of devoted scholars who shared her passion for learning. It was here that Surina delved deeper into the mysteries of magic, honing her skills and expanding her understanding of the arcane.

But Surina's thirst for knowledge was not purely academic. She was driven by a deeper purpose—a desire to use her abilities to make a positive impact on the world. She saw the power of the mind as a tool for enlightenment and understanding, and she sought to bridge the gaps between different cultures and races through communication and empathy.

As her reputation grew, Surina was sought out by those in need of her unique skills. She became a mediator in conflicts, a translator of ancient texts, and a guide for those seeking to navigate the complexities of intercultural relations. Her journey had transformed her from a curious wanderer into a respected figure, known for her wisdom and her commitment to fostering harmony and understanding.

Despite her achievements, Surina never lost her sense of wonder and her love for exploration. She continued to travel, always seeking new knowledge and new challenges. Her journey was a testament to the power of curiosity and the unending quest for understanding—a journey that, in many ways, was only just beginning.

CHARACTER BACKSTORY

ADDITIONAL NOTES

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Bard

SPELLCASTING CLASS

CHA	13	+5
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	Vicious Mockery	Bard	WIS 13	1A	60 ft.	V	Instantaneous	PHB 285	V
O	Prestidigitation	Bard	--	1A	10 ft.	V,S	1 hour	PHB 267	D: 1h, V/S
	=== 1st LEVEL ===	3 Slots OOO							
O	Dissonant Whispers	Bard	WIS 13	1A	60 ft.	V	Instantaneous	PHB 234	V
O	Heroism <C>	Bard	--	1A	Touch	V,S	Concentration, up to 1 minute	PHB 250	D: 1m, V/S
O	Detect Magic [R]<C>	Bard	--	1A	Self/30 ft. Sphere	V,S	Concentration, up to 10 minutes	PHB 231	D: 10m, 30 ft. Sphere, V/S
O	Healing Word	Bard	--	1BA	60 ft.	V	Instantaneous	PHB 250	V
O	Feather Fall	Bard	--	1R	60 ft.	V,M	1 minute	PHB 239	D: 1m, V/M

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