D&D BEYOND

Zephyr Songfeather

CHARACTER NAME

Bard 5
CLASS & LEVEL

PLAYER NAME

Aarakocra
RACE

Sage
BACKGROUND

EXPERIENCE POINTS

STRENGTH	-1 (8)
DEXTERITY	+3 (16)
CONSTITUTION	+1 (13)
INTELLIGENCE	+0 (10)
WISDOM	+1 (12)
CHARISMA	+4 (18)

○	+0	Strength
⊙	+7	Dexterity
○	+2	Constitution
○	+1	Intelligence
○	+2	Wisdom
⊙	+8	Charisma

Saving Throw Modifiers

+1 Bonus on saves

SAVING THROWS

Ⓗ	+4	Acrobatics	DEX
Ⓗ	+2	Animal Handling	WIS
Ⓟ	+3	Arcana	INT
Ⓗ	+0	Athletics	STR
Ⓗ	+5	Deception	CHA
Ⓟ	+3	History	INT
Ⓟ	+4	Insight	WIS
Ⓗ	+5	Intimidation	CHA
Ⓔ	+6	Investigation	INT
Ⓗ	+2	Medicine	WIS
Ⓟ	+3	Nature	INT
Ⓗ	+2	Perception	WIS
Ⓗ	+5	Performance	CHA
Ⓟ	+7	Persuasion	CHA
Ⓗ	+1	Religion	INT
Ⓗ	+4	Sleight of Hand	DEX
Ⓔ	+9	Stealth	DEX
Ⓟ	+4	Survival	WIS
○			
○			
○			

SKILLS

+4
INITIATIVE

ARMOR
16
CLASS

DEFENSES

INSPIRATION

+3
PROFICIENCY BONUS

ABILITY SAVE DC

30 ft. (Walking), 30 ft. (Flying)
SPEED

Max HP: 45
Current HP:
Temp HP: --
HIT POINTS

Total: 5d8
HIT DICE

SUCCESSES ○○○
FAILURES ○○○
DEATH SAVES

=== ARMOR ===
Light Armor

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

=== TOOLS ===
Lute, Lyre, Pan Flute

=== LANGUAGES ===
Common, Draconic, Elvish, 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 ===
Bardic Inspiration • 4 / Short Rest
As a bonus action, a creature (other than yourself) within 60 ft. that can hear you gains an inspiration die (1d8). 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.

=== REACTIONS ===
Cutting Words
As a reaction when a creature (that's not immune to being charmed) you can see within 60 ft. makes an attack roll, ability check, or damage roll, you can expend one use of Bardic Inspiration, roll the die, and subtract the number from the creature's roll. You can do so after the roll but before knowing the result.

ACTIONS

12	PASSIVE WISDOM (PERCEPTION)
14	PASSIVE WISDOM (INSIGHT)
16	PASSIVE INTELLIGENCE (INVESTIGATION)

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES
Dagger	+6	1d4+3 Piercing	Simple, Finesse, Light, Thrown, Range (20/60)
Rapier, +1	+7	1d8+4 Piercing	Martial, Finesse
Unarmed Strike	+2	0 Bludgeoning	
Talons	+2	1d6-1 Slashing	

WEAPON ATTACKS & CANTRIPS

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CLASS & LEVEL		PLAYER NAME
Aarakocra	Sage	
RACE	BACKGROUND	EXPERIENCE POINTS

=== 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 15, Spell Attack +7) 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 (1d8). 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.

| 4 / Short 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.

* Bard College • PHB 54

| College of Lore

* Expertise • PHB 54
Your proficiency bonus is doubled for any ability check you make with chosen proficiencies (2 at 3rd and 10th level).

* Bonus Proficiencies • PHB 54
You gain proficiency with three more skills of your choice.

* Cutting Words • PHB 54
As a reaction when a creature (that's not immune to being charmed) you can see within 60 ft. makes an attack roll, ability check, or damage roll, you can expend one use of Bardic Inspiration, roll the die, and subtract the number from the creature's roll. You can do so after the roll but before knowing the result.

| 1 Reaction

* Ability Score Improvement • PHB 54

* Font of Inspiration • PHB
You regain all of your expended uses of Bardic Inspiration when you finish a short or long rest.

=== AARAKOCRA 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 6
You are a Humanoid.

* Size • MotM 6
Your size is Medium.

* Speed • MotM 6
Your walking speed is 30 ft.

* Flight • MotM 6
You have a flying speed equal to your walking speed. You can't use this flying speed if you're wearing medium or heavy armor.

* Talons • MotM 6
You have talons that you can use to make unarmed strikes. When you hit with them, you deal 1d6-1 slashing damage.

| 1 Action

* Wind Caller • MotM 6
Once per long rest, you can cast gust of wind without requiring a material component. You can also cast this spell normally using any spell slots of 2nd level or higher.

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

| Charisma •
Charisma is your spellcasting ability for this spell.

FEATURES & TRAITS

CP	0
SP	0
EP	0
GP	21
PP	0

WEIGHT CARRIED
80.92 lb.

ENCUMBERED
120 lb.

PUSH/DRAG/LIFT
240 lb.

NAME	QTY	WEIGHT
Cloak of Protection	1	--
Rapier, +1	1	2 lb.
Rhythm-Maker's Drum, +1	1	--
Studded Leather	1	13 lb.
Dagger	1	1 lb.
Ink (1 ounce bottle)	1	--
Ink Pen	1	--
Parchment (one sheet)	8	--
Backpack	1	5 lb.
Component Pouch	1	2 lb.
Potion of Healing	1	0.5 lb.
Rope, Silk (50 feet)	1	5 lb.
Spellbook	1	3 lb.
Disguise Kit	1	3 lb.
Lute	1	2 lb.

NAME	QTY	WEIGHT
Bedroll	1	7 lb.
Mess Kit	1	1 lb.
Rations (1 day)	10	20 lb.
Tinderbox	1	1 lb.
Torch	10	10 lb.
Waterskin	1	5 lb.

ATTUNED MAGIC ITEMS	QTY	WEIGHT
Cloak of Protection	1	--
Rhythm-Maker's Drum, +1	1	--

EQUIPMENT

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Zephyr Songfeather

CHARACTER NAME

Male	18	Medium	5' 5"	95
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Lawful Neutral	Deneir, God of \		Gold	Blue and Tan
ALIGNMENT	FAITH	SKIN	EYES	HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

I am horribly, horribly awkward in social situations.

I'm convinced that people are always trying to steal my secrets.

PERSONALITY TRAITS

Logic. Emotions must not cloud our logical thinking. (Lawful)

IDEALS

I have an ancient text that holds terrible secrets that must not fall into the wrong hands.

BONDS

I overlook obvious solutions in favor of complicated ones.

FLAWS

Zephyr Songfeather, the aarakocra bard, stands at an impressive 5 feet 5 inches, with a lithe build weighing around 95 pounds. His feathers are a mesmerizing blend of earthy tones with subtle hints of blue and green, giving him an almost mystical aura. His eyes, sharp and observant, mirror the keenness of an eagle, complementing his intelligent and contemplative demeanor. Adorned in simple yet functional leather armor, Zephyr moves with an effortless grace, both on land and in the air. At his side hangs a lightweight rapier, a symbol of his readiness for both adventure and defense, while his beautifully crafted lute, often cradled gently in his hands, speaks of his musical talents and bardic nature.

Born in the high mountain nests of the Skyward Reach, Zephyr Songfeather grew up with the vast expanse of the sky as his playground. From a young age, he was drawn not just to the physical heights he could soar but also to the lofty realms of knowledge and lore. His keen mind and insatiable curiosity led him to an ancient hermit, a sage who saw potential in young Zephyr and took him under his wing.

Under the sage's tutelage, Zephyr learned the secrets of the arcane, the mysteries of ancient civilizations, and the art of deciphering cryptic texts. His most prized possession became an ancient manuscript filled with forgotten lore and unspeakable secrets, entrusted to him by his mentor on his deathbed.

However, Zephyr's intense focus on his studies and the heavy burden of guarding the manuscript made him socially awkward and overly cautious. He feared that malevolent forces might seek the knowledge he possessed. This fear led him to a life of solitude, interrupted only by his occasional forays into nearby settlements for supplies or to seek out specific bits of lore.

CHARACTER BACKSTORY

Driven by both duty and curiosity, Zephyr eventually realized that knowledge was not just to be hoarded but shared and that the world held more secrets than those contained within the pages of his manuscript. Determined to expand his horizons, he took up the lute and honed his natural talent for music, finding that melodies and songs were another way to preserve and disseminate ancient wisdom.

Now, Zephyr wanders the lands, a sage in the guise of a bard, his music echoing the mysteries of the ancient world. He remains ever vigilant, safeguarding the secrets of his manuscript, yet he is no longer just a recluse scholar. In taverns and inns, in the courts of nobles, or around campfires in the wild, Zephyr shares tales of old, his music a bridge between the past and the present, between the earth and the sky.

ADDITIONAL NOTES

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Bard

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)							
O	Message	Bard	--	1A	120 ft.	V,S,M	1 round	PHB 259	D: 1Rnd, V/S/M
O	Minor Illusion	Bard	--	1A	30 ft./5 ft. Cube	S,M	1 minute	PHB 260	D: 1m, 5 ft. Cube, S/M
O	Mage Hand	Bard	--	1A	30 ft.	V,S	1 minute	PHB 256	D: 1m, V/S
	=== 1st LEVEL ===	4 Slots OOOO							
O	Disguise Self	Bard	--	1A	Self	V,S	1 hour	PHB 233	D: 1h, V/S
O	Silent Image <C>	Bard	--	1A	60 ft./15 ft. Cube	V,S,M	Concentration, up to 10 minutes	PHB 276	D: 10m, 15 ft. Cube, V/S/M
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	Charm Person	Bard	WIS 16	1A	30 ft.	V,S	1 hour	PHB 221	D: 1h, V/S
O	Sleep	Bard	--	1A	90 ft./20 ft. Sphere	V,S,M	1 minute	PHB 276	D: 1m, 20 ft. Sphere, V/S/M
	=== 2nd LEVEL ===	3 Slots OOO							
O	Suggestion <C>	Bard	WIS 16	1A	30 ft.	V,M	Concentration, up to 8 hours	PHB 279	D: 8h, V/M
O	Invisibility <C>	Bard	--	1A	Touch	V,S,M	Concentration, up to 1 hour	PHB 254	D: 1h, V/S/M
O	Gust of Wind <C>	Wind Caller	STR 16	1A	Self	V,S,M	Concentration, up to 1 minute	PHB 248	1/LR, D: 1m, V/S/M
P	Gust of Wind <C>	Wind Caller (Always Prepared)	STR 16	1A	Self	V,S,M	Concentration, up to 1 minute	PHB 248	D: 1m, V/S/M
	=== 3rd LEVEL ===	2 Slots OO							
O	Leomund's Tiny Hut [R]	Bard	--	1m	Self/10 ft. Sphere	V,S,M	8 hours	PHB 255	D: 8h, 10 ft. Sphere, V/S/M

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