D&D BEYOND

Malakos Duskwalker

CHARACTER NAME

Bard 10 [College of Lore]
CLASS & LEVEL

PLAYER NAME

Mammon Tiefling
RACE

Entertainer
BACKGROUND

EXPERIENCE POINTS

STRENGTH	-1	8
DEXTERITY	+2	14
CONSTITUTION	+2	14
INTELLIGENCE	+1	13
WISDOM	+0	10
CHARISMA	+4	18

○	+0	Strength
⊙	+7	Dexterity
○	+3	Constitution
○	+2	Intelligence
○	+1	Wisdom
⊙	+9	Charisma

Saving Throw Modifiers

+1 Bonus on saves Advantage made to maintain your concentration on a spell

SAVING THROWS

Ⓟ	+6	Acrobatics	DEX
Ⓗ	+2	Animal Handling	WIS
Ⓔ	+9	Arcana	INT
Ⓗ	+1	Athletics	STR
Ⓟ	+8	Deception	CHA
Ⓔ	+9	History	INT
Ⓗ	+2	Insight	WIS
Ⓗ	+6	Intimidation	CHA
Ⓟ	+5	Investigation	INT
Ⓗ	+2	Medicine	WIS
Ⓗ	+3	Nature	INT
Ⓔ	+8	Perception	WIS
Ⓟ	+8	Performance	CHA
Ⓔ	+12	Persuasion	CHA
Ⓗ	+3	Religion	INT
Ⓗ	+4	Sleight of Hand	DEX
Ⓗ	+4	Stealth	DEX
Ⓗ	+2	Survival	WIS
○			
○			
○			

SKILLS

+4
INITIATIVE

ARMOR
15
CLASS

Resistances - Fire
DEFENSES

INSPIRATION

+4
PROFICIENCY BONUS

ABILITY SAVE DC

30 ft. (Walking)
SPEED

Max HP	Current HP	Temp HP
73		--

HIT POINTS

Total 10d8
HIT DICE

SUCCESSES ○○○
FAILURES ○○○
DEATH SAVES

=== ARMOR ===
Light Armor

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

=== TOOLS ===
Disguise Kit, Drum, Flute, Horn, Lute

=== LANGUAGES ===
Common, Infernal

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 (1d10). 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.

War Caster
You can use your reaction to make an opportunity attack to cast a spell that has a casting time of 1 action and targets only that creature.

ACTIONS

18	PASSIVE WISDOM (PERCEPTION)
12	PASSIVE WISDOM (INSIGHT)
15	PASSIVE INTELLIGENCE (INVESTIGATION)

Darkvision 60 ft.

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES
Crossbow, Light, +1	+7	1d8+3 Piercing	Simple, Ammunition, Loading, Range, Two-Handed, Range (80/320)
Dagger	+6	1d4+2 Piercing	Simple, Finesse, Light, Thrown, Range (20/60)
Rapier, +1	+7	1d8+3 Piercing	Martial, Finesse
Unarmed Strike	+3	0 Bludgeoning	

WEAPON ATTACKS & CANTRIPS

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D&D BEYOND

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CHARACTER NAME

Bard 10 [College of Lore]		
CLASS & LEVEL		PLAYER NAME
Mammon Tiefling	Entertainer	
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 16, Spell Attack +8) 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 (1d10). 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 (+2), 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 1d8 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

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

* Countercharm • PHB
As an action, you can perform until the end of your next turn. During that time, you and any friendly creatures within 30 ft. that can hear you gain advantage on saving throws against being frightened or charmed.

| 1 Action

* Additional Magical Secrets • PHB 55
You can add two additional spells from any class list as bard spells to your known spells.

* Magical Secrets • PHB 54
You can add spells from any class lists as bard spells to your known spells (choose 2 at 10th, 14th, and 18th level).

=== MAMMON TIEFLING RACIAL TRAITS ===

* Darkvision • BR 43
You can see in darkness (shades of gray) up to 60 ft.

* Hellish Resistance • BR 43
You have resistance to fire damage.

* Legacy of Minauros • MToF 22
You know the mage hand cantrip. [3rd] You can cast Tenser's floating disk (2nd) once per long rest. [5th] You can cast arcane lock once per long rest. CHA is your spellcasting ability.

=== FEATS ===

* War Caster • PHB 170
You have advantage on CON saving throws that you make to maintain your concentration on a spell when you take damage. You can perform the somatic components of spells even when you have weapons or a shield in one or both hands. You can use your reaction to make an opportunity attack to cast a spell that has a casting time of 1 action and targets only that creature.

| 1 Reaction

FEATURES & TRAITS

CP	0
SP	0
EP	0
GP	3
PP	3

WEIGHT CARRIED	71.62 lb.
ENCUMBERED	120 lb.
PUSH/DRAG/LIFT	240 lb.

NAME	QTY	WEIGHT
Studded Leather	1	13 lb.
Crossbow, Light, +1	1	5 lb.
Dagger	1	1 lb.
Rapier, +1	1	2 lb.
Cloak of Protection	1	--
Rhythm-Maker's Drum, +1	1	--
Clothes, Costume	1	4 lb.
Case, Crossbow Bolt	1	1 lb.
Blanket	1	3 lb.
Clothes, Traveler's	1	4 lb.
Backpack	1	5 lb.
Crossbow Bolts	20	1.5 lb.
Flask or Tankard	1	1 lb.
Candle	5	--
Rations (1 day)	5	10 lb.

NAME	QTY	WEIGHT
Horn	1	2 lb.
Flute	1	1 lb.
Lute	1	2 lb.
Soap	1	--
Waterskin	1	5 lb.
Whetstone	1	1 lb.
Pouch	1	1 lb.
Mess Kit	1	1 lb.
Disguise Kit	1	3 lb.
Rope, Silk (50 feet)	1	5 lb.

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

EQUIPMENT

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Malakos Duskwalker

CHARACTER NAME

Male	31	Medium	5' 5"	134
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Neutral	Oghma	Olive	Gold	Black
ALIGNMENT	FAITH	SKIN	EYES	HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

I know a story relevant to almost every situation.
I love a good insult, even one directed at me.

PERSONALITY TRAITS

People. I like seeing the smiles on people's faces when I perform. That's all that matters. (Neutral)

IDEALS

I idolize a hero of the old tales and measure my deeds against that person's.

BONDS

I have trouble keeping my true feelings hidden. My sharp tongue lands me in trouble.

FLAWS

Malakos Duskwalker was born in the bustling city of Baldur's Gate, where the mingling of diverse cultures and the constant hum of activity provided the perfect backdrop for his early life. His parents, both tieflings of the Mammon lineage, were well-respected traders who had amassed considerable wealth through shrewd business dealings. From a young age, Malakos was taught the value of coin and the power it held, but it was the stories his father told him at night—tales of legendary bards, magical artifacts, and daring adventures—that truly captured his imagination.

As Malakos grew older, his fascination with these stories only deepened. He spent countless hours in the city's libraries, poring over ancient texts and learning about the world's wonders. His natural charisma and quick wit made him a popular figure among his peers, and he soon discovered his talent for performance. He began to entertain small gatherings with tales of his own, accompanied by the melodies of his lute. It wasn't long before he realized that his true calling was not in trading like his parents, but in the art of storytelling and music.

Determined to pursue his passion, Malakos left home at the age of eighteen and joined a traveling troupe of performers. He honed his skills as a bard, learning to weave magic into his performances to captivate his audiences even more. His performances brought smiles and laughter to people's faces, and he found great joy in bringing a bit of light into their lives. However, life on the road was not without its challenges. As a tiefling, Malakos often faced prejudice and mistrust from those who were ignorant or fearful of his infernal heritage. He learned to navigate these difficulties with grace, using his charm and wit to win over even the most skeptical of spectators.

Malakos's travels took him to many corners of the realm, and he encountered all manner of creatures and characters. He made a point of learning something from everyone he met, whether it was a new song, a clever trick, or a piece of wisdom. It was during these travels that he came across the tale of a legendary bard known as Liriel the Enchantress, whose music was said to have the power to soothe even the most troubled souls. Liriel became Malakos's idol, and he aspired to emulate her ability to touch people's hearts with his art.

Despite his successes, Malakos's journey was not without its trials. His tiefling nature sometimes caused him to be the target of unfounded suspicions and hostility. In one particularly harrowing incident, a group of zealots accused him of using dark magic to bewitch his audience and incite them to riot. Malakos was forced to flee for his life, narrowly escaping with the help of a few loyal friends. This experience left a deep mark on him, reinforcing his resolve to prove that his talents were a force for good.

As he continued to travel, Malakos's reputation as a bard of unparalleled skill grew. He was eventually invited to perform at the court of a powerful noble, where he was granted an audience with the ruler himself. The performance that followed was the highlight of Malakos's career. His music and stories filled the court with wonder and delight, earning him the patronage of the noble and a place of honor in his household.

Now, with the resources and security provided by his patron, Malakos is free to pursue his art with even greater ambition. He dreams of composing a masterpiece that will be remembered for generations, a work that will transcend the boundaries of race and heritage and speak to the universal human experience. But even as he enjoys the comforts of his new life, Malakos knows that true inspiration is found in the world beyond the court's gilded walls. He continues to travel whenever he can, seeking out new stories and experiences to fuel his creativity.

Malakos Duskwalker's journey is a testament to the power of art to overcome adversity and bring people together. In a world where tieflings are often judged by their appearance, Malakos has shown that it is the beauty of one's soul and the talent one possesses that truly define a person. His music and stories are a beacon of hope and joy, proving that even in the darkest of times, there is light to be found in the shared human experience of art and storytelling.

CHARACTER BACKSTORY

ADDITIONAL NOTES

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D&D BEYOND

Bard	CHA	17	+9
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)							
O	Minor Illusion	Bard	--	1A	30 ft./5 ft. Cube	S,M	1 minute	PHB 260	D: 1m, 5 ft. Cube, S/M
O	Vicious Mockery	Bard	WIS 17	1A	60 ft.	V	Instantaneous	PHB 285	V
O	Friends <C>	Bard	--	1A	Self	S,M	Concentration, up to 1 minute	PHB 244	D: 1m, S/M
O	Prestidigitation	Bard	--	1A	10 ft.	V,S	1 hour	PHB 267	D: 1h, V/S
O	Mage Hand	Legacy of Minauros	--	1A	30 ft.	V,S	1 minute	PHB 256	D: 1m, V/S
	=== 1st LEVEL ===	4 Slots OOOO							
O	Thunderwave	Bard	CON 17	1A	Self/15 ft. Cube	V,S	Instantaneous	PHB 282	15 ft. Cube, 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
O	Dissonant Whispers	Bard	WIS 17	1A	60 ft.	V	Instantaneous	PHB 234	V
O	Cure Wounds	Bard	--	1A	Touch	V,S	Instantaneous	PHB 230	V/S
O	Bane <C>	Bard	CHA 17	1A	30 ft.	V,S,M	Concentration, up to 1 minute	PHB 216	D: 1m, V/S/M
O	Tenser's Floating Disk	Legacy of Minauros	--	1A	30 ft.	V,S,M	1 hour	PHB 282	1/SR, D: 1h, V/S/M
	=== 2nd LEVEL ===	3 Slots OOO							
O	Crown of Madness <C>	Bard	WIS 17	1A	120 ft.	V,S	Concentration, up to 1 minute	PHB 229	D: 1m, V/S
O	Suggestion <C>	Bard	WIS 17	1A	30 ft.	V,M	Concentration, up to 8 hours	PHB 279	D: 8h, V/M
O	Arcane Lock	Legacy of Minauros	--	1A	Touch	V,S,M	Until dispelled	PHB 215	1/LR, D: Until Dispelled, V/S/M
	=== 3rd LEVEL ===	3 Slots OOO							
O	Hypnotic Pattern <C>	Bard	WIS 17	1A	120 ft./30 ft. Cube	S,M	Concentration, up to 1 minute	PHB 252	D: 1m, 30 ft. Cube, S/M
O	Tongues	Bard	--	1A	Touch	V,M	1 hour	PHB 283	D: 1h, V/M
O	Aura of Vitality <C>	Additional Magical Secrets	--	1A	Self/30 ft. Sphere	V	Concentration, up to 1 minute	PHB 216	D: 1m, 30 ft. Sphere, V
O	Counterspell	Additional Magical Secrets	--	1R	60 ft.	S	Instantaneous	PHB 228	Special: (See Description)*, S
	=== 4th LEVEL ===	3 Slots OOO							
O	Greater Invisibility <C>	Bard	--	1A	Touch	V,S	Concentration, up to 1 minute	PHB 246	D: 1m, V/S
O	Polymorph <C>	Bard	WIS 17	1A	60 ft.	V,S,M	Concentration, up to 1 hour	PHB 266	D: 1h, V/S/M
	=== 5th LEVEL ===	2 Slots OO							
O	Hold Monster <C>	Bard	WIS 17	1A	90 ft.	V,S,M	Concentration, up to 1 minute	PHB 251	D: 1m, V/S/M
O	Animate Objects <C>	Magical Secrets	--	1A	120 ft.	V,S	Concentration, up to 1 minute	PHB 213	D: 1m, V/S
O	Raise Dead	Magical Secrets	--	1h	Touch	V,S,M	Instantaneous	PHB 270	V/S/M

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