D&D BEYOND

Bruhd Arkenviir	Bard 12 [College of Creation]
CHARACTER NAME	CLASS & LEVEL / PLAYER NAME
	Drow Half-Elf / Entertainer - Baldur's Gat
	RACE / BACKGROUND / EXPERIENCE POINTS

STRENGTH	+0	10
DEXTERITY	+3	16
CONSTITUTION	+2	14
INTELLIGENCE	+0	10
WISDOM	+0	10
CHARISMA	+5	20

○	+1	Strength
⊙	+8	Dexterity
○	+3	Constitution
○	+1	Intelligence
○	+1	Wisdom
⊙	+10	Charisma

Saving Throw Modifiers

+1 Bonus on saves Advantage against being charmed, and magic can't put you to sleep

SAVING THROWS

Ⓟ	+7	Acrobatics	DEX
Ⓗ	+2	Animal Handling	WIS
Ⓗ	+2	Arcana	INT
Ⓗ	+2	Athletics	STR
Ⓔ	+13	Deception	CHA
Ⓗ	+2	History	INT
Ⓗ	+2	Insight	WIS
Ⓗ	+7	Intimidation	CHA
Ⓗ	+2	Investigation	INT
Ⓗ	+2	Medicine	WIS
Ⓗ	+2	Nature	INT
Ⓔ	+8	Perception	WIS
Ⓔ	+13	Performance	CHA
Ⓔ	+13	Persuasion	CHA
Ⓗ	+2	Religion	INT
Ⓗ	+5	Sleight of Hand	DEX
Ⓗ	+5	Stealth	DEX
Ⓗ	+2	Survival	WIS
○			
○			
○			

SKILLS

+5 INITIATIVE

ARMOR 17 CLASS

DEFENSES

INSPIRATION

+4 PROFICIENCY BONUS

ABILITY SAVE DC

30 ft. (Walking)

SPEED

Max HP	Current HP	Temp HP
87		--

HIT POINTS

Total 12d8

HIT DICE

SUCCESSES ○○○

FAILURES ○○○

DEATH SAVES

=== ARMOR ===
Light Armor

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

=== TOOLS ===
Disguise Kit, Flute, Lute, Lyre, Viol

=== LANGUAGES ===
Common, Elvish, Undercommon

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

Animating Performance: Animate • 1 / Long Rest
As an action, you can target a Large or smaller nonmagical item you can see within 30 ft. of you and animate it. The animate item uses the Dancing Item stat block, which uses your proficiency bonus (PB). The item is friendly to you and your companions and obeys your commands. It lives for 1 hour, until it is reduced to 0 hit points, or until you die.

Performance of Creation • 1 / Long Rest
As an action, you can create one nonmagical item of your choice in an unoccupied space within 10 ft. of you. The maximum value of the item is 240 gp and it lasts for 4 hours. The maximum size of the item is medium [6th] Large, [14th] Huge.

=== BONUS ACTIONS ===
Animating Performance: Dancing Item • 70 / Other
In combat, the item shares your initiative count, but it takes its turn immediately after yours. It can move and use its reaction on its own, but the only action it takes on its turn is the Dodge action, unless you take a bonus action on your turn to command it to take another action. That action can be one in its stat block or some other action. If you are incapacitated, the item

ACTIONS

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

Darkvision 60 ft.

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES
Crossbow, Light, +1	+8	1d8+4 Piercing	Simple, Ammunition, Loading, Range, Two-Handed, Range (80/320)
Dagger	+7	1d4+3 Piercing	Simple, Finesse, Light, Thrown, Range (20/60)
Rapier, +1	+8	1d8+4 Piercing	Martial, Finesse
Unarmed Strike	+4	1 Bludgeoning	

WEAPON ATTACKS & CANTRIPS

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CHARACTER NAME	CLASS & LEVEL	PLAYER NAME
Bruhd Arkenviir	Bard 12 [College of Creation]	

RACE	BACKGROUND	EXPERIENCE POINTS
Drow Half-Elf	Entertainer - Baldur's Gat	

=== 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 17, Spell Attack +9) 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.

| 5 / 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 Creation

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

* Mote of Potential • TCoE 28
When granting a creature a Bardic Inspiration die, you summon a Mote of Potential that orbits within 5 ft. of the creature.
Ability Check. The Bardic Inspiration die can be rolled again - choose which roll to use.
Attack Roll. The target and each creature of your choice that you can see within 5 ft. of it must succeed on a CON saving throw (DC: 17) or take thunder damage equal to the number rolled on the Bardic Inspiration die.
Saving Throw. The creature using the Bardic Inspiration die gains temporary hit points equal to the number rolled on the Bardic Inspiration die +5.

| Special

* Performance of Creation • TCoE 28
As an action, you can create one nonmagical item of your choice in an unoccupied space within 10 ft. of you. The maximum value of the item is 240 gp and it lasts for 4 hours. The maximum size of the item is medium [6th] Large, [14th] Huge.

| 1 / Long Rest • 1 Action

* 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.

* 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

* Animating Performance • TCoE 29
As an action, you can target a Large or smaller nonmagical item you can see within 30 ft. of you and animate it. The animate item uses the Dancing Item stat block, which uses your proficiency bonus (PB). The item is friendly to you and your companions and obeys your commands. It lives for 1 hour, until it is reduced to 0 hit points, or until you die.

| Animating Performance: Animate: 1 / Long Rest • 1 Action

| Animating Performance: Dancing Item: 70 / Other • 1 Bonus Action

* 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).

=== DROW HALF-ELF RACIAL TRAITS ===

* Darkvision • BR 39
You can see in darkness (shades of gray) up to 60 ft.

* Fey Ancestry • BR 39
You have advantage on saving throws against being charmed, and magic can't put you to sleep.

* Drow Magic • SCAG
You know the dancing lights cantrip. [3rd] You can cast faerie fire once per long rest. [5th] You can cast the darkness spell once per long rest. CHA is your spellcasting ability.

=== FEATS ===

FEATURES & TRAITS

CP	0
SP	0
EP	0
GP	1
PP	4

WEIGHT CARRIED	ENCUMBERED	PUSH/DRAG/LIFT
94.6 lb.	150 lb.	300 lb.

NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
Glamoured Studded Leather	1	13 lb.	Case, Crossbow Bolt	1	1 lb.
Crossbow, Light, +1	1	5 lb.	Clothes, Costume	2	8 lb.
Rapier, +1	1	2 lb.	Clothes, Traveler's	1	4 lb.
Dagger	1	1 lb.	Flask or Tankard	1	1 lb.
Bag of Holding	1	15 lb.	Mess Kit	1	1 lb.
Cloak of Protection	1	--	Rations (1 day)	5	10 lb.
Decanter of Endless Water	1	2 lb.	Rope, Silk (50 feet)	1	5 lb.
Potion of Healing (Greater)	2	1 lb.	Soap	1	--
Cli Lyre	1	--	Waterskin	1	5 lb.
Pole of Collapsing	1	--	Whetstone	1	1 lb.
Rhythm-Maker's Drum, +1	1	--	Disguise Kit	1	3 lb.
Crossbow Bolts	20	1.5 lb.			
Backpack	1	5 lb.			
Bedroll	1	7 lb.			
Candle	5	--			

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

EQUIPMENT

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Bruhd Arkenviir

CHARACTER NAME

Bard 12 [College of Creation]

CLASS & LEVEL

PLAYER NAME

Drow Half-Elf

RACE

Entertainer - Baldur's Gat

BACKGROUND

EXPERIENCE POINTS

* 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

ADDITIONAL FEATURES & TRAITS

NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
Diamond (500 gp)	1	--			
Flute	1	1 lb.			
Lute	1	2 lb.			
Viol	1	1 lb.			

ADDITIONAL EQUIPMENT

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Bruhd Arkenviir

CHARACTER NAME

Male	36	Medium	5' 7"	160
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Chaotic Good	Eilistraee	Black	Blue	White
ALIGNMENT	FAITH	SKIN	EYES	HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

I'm a hopeless romantic, always searching for that "special someone."
Nobody stays angry at me or

PERSONALITY TRAITS

Beauty. When I perform, I make the world better than it was. (Good)

IDEALS

I would do anything for the other members of my old troupe.

BONDS

I'm a sucker for a pretty face.

FLAWS

In the vibrant city of Baldur's Gate, where the streets buzz with the energy of commerce and the air is thick with the promise of adventure, Bruhd Arkenviir found his calling. Born to a Drow mother and a human father, Bruhd was a child of two worlds, never fully belonging to either. His mother, a former priestess of Lolth, had forsaken the dark path of her people to embrace the light of Eilistraee, the Dark Maiden. It was from her that Bruhd inherited his deep faith and his love for music and dance.

Growing up in the Lower City, Bruhd's childhood was a tapestry woven with threads of joy and sorrow. His parents' union was a testament to love's power to transcend boundaries, but it also marked them as outcasts. Bruhd learned early on to find solace in his art, his lute becoming his constant companion. He would often sneak out to the docks, where he'd play for the sailors and dockworkers, his music a brief respite from their hard lives.

As he grew older, Bruhd's talent caught the attention of the Oasis Theater, a renowned troupe known for its spectacular singers and acrobats. He joined them as a performer, his natural charisma and skill quickly making him a favorite among the audience. It was here, under the bright lights of the stage, that Bruhd truly felt alive. He poured his heart into every performance, believing that through his art, he could make the world a more beautiful place.

But life in Baldur's Gate was not without its challenges. The city was a melting pot of intrigue and danger, and Bruhd learned to navigate its complexities with a blend of charm and wit. His mixed heritage often drew unwanted attention, but he faced discrimination with grace, using his music to bridge gaps and soothe tensions.

The troupe became Bruhd's second family, and he formed a deep bond with his fellow performers.

CHARACTER BACKSTORY

Together, they traveled across the Sword Coast, bringing joy and wonder to every town and village they visited. But it was in Baldur's Gate that Bruhd felt most at home, and he always returned to the city with a sense of longing.

One fateful night, after a particularly successful performance at the Wide, Bruhd's life took an unexpected turn. An enthusiastic audience member approached him, a noblewoman captivated by his talent. She offered him a chance to perform at a grand ball in the Upper City, an opportunity that could catapult his career to new heights.

Eager to seize the moment, Bruhd accepted. The ball was a dazzling affair, attended by the city's elite. As he played, his music weaving a spell of enchantment over the guests, Bruhd caught the eye of a mysterious patron. This patron, impressed by Bruhd's performance, offered him patronage, promising to support his art and open doors to even grander stages.

But with success came new challenges. The patron's intentions were not entirely altruistic, and Bruhd found himself entangled in a web of political intrigue. He realized that in Baldur's Gate, art could be as much a weapon as a sword. Yet, he remained true to his ideals, using his newfound influence to advocate for peace and beauty in a city often marred by conflict.

Throughout it all, Bruhd never forgot his roots. He remained loyal to the Oasis Theater and his old troupe, using his fame to shine a light on their talent. And though he encountered many a pretty face, none could sway his heart, for he was a hopeless romantic, always searching for that "special someone" who could match the passion and depth of his soul.

As he stands on the cusp of greatness, Bruhd Arkenviir remains a beacon of hope and beauty in a city that often forgets the value of both. With his lute in hand and a song in his heart, he continues to dance through life, ever ready to face whatever challenges come his way.

ADDITIONAL NOTES

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Bard

SPELLCASTING CLASS

CHA	18	+10
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 18	1A	60 ft.	V	Instantaneous	PHB 285	V
O	Minor Illusion	Bard	--	1A	30 ft./5 ft. Cube	S,M	1 minute	PHB 260	D: 1m, 5 ft. Cube, S/M
O	Prestidigitation	Bard	--	1A	10 ft.	V,S	1 hour	PHB 267	D: 1h, V/S
O	Mending	Bard	--	1m	Touch	V,S,M	Instantaneous	PHB 259	V/S/M
O	Dancing Lights <C>	Drow Magic	--	1A	120 ft.	V,S,M	Concentration, up to 1 minute	PHB 230	D: 1m, V/S/M
	=== 1st LEVEL ===	4 Slots OOOO							
O	Dissonant Whispers	Bard	WIS 18	1A	60 ft.	V	Instantaneous	PHB 234	V
O	Faerie Fire <C>	Bard	DEX 18	1A	60 ft./20 ft. Cube	V	Concentration, up to 1 minute	PHB 239	D: 1m, 20 ft. Cube, V
O	Healing Word	Bard	--	1BA	60 ft.	V	Instantaneous	PHB 250	V
O	Tasha's Hideous Laughter <C>	Bard	WIS 18	1A	30 ft.	V,S,M	Concentration, up to 1 minute	PHB 280	D: 1m, V/S/M
O	Bane <C>	Bard	CHA 18	1A	30 ft.	V,S,M	Concentration, up to 1 minute	PHB 216	D: 1m, V/S/M
O	Protection from Evil and Good <C>	Cli Lyre	--	1A	Touch	V,S,M	Concentration, up to 10 minutes	PHB 270	1 Charge (7/7), D: 10m, V/S/M
O	Faerie Fire <C>	Drow Magic	DEX 18	1A	60 ft./20 ft. Cube	V	Concentration, up to 1 minute	PHB 239	1/LR, D: 1m, 20 ft. Cube, V
	=== 2nd LEVEL ===	3 Slots OOO							
O	Suggestion <C>	Bard	WIS 18	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	Invisibility <C>	Cli Lyre	--	1A	Touch	V,S,M	Concentration, up to 1 hour	PHB 254	1 Charge (7/7), D: 1h, V/S/M
O	Levitate <C>	Cli Lyre	CON 18	1A	60 ft.	V,S,M	Concentration, up to 10 minutes	PHB 255	1 Charge (7/7), D: 10m, V/S/M
O	Darkness <C>	Drow Magic	--	1A	60 ft./15 ft. Sphere	V,M	Concentration, up to 10 minutes	PHB 230	1/LR, D: 10m, 15 ft. Sphere, V/M
	=== 3rd LEVEL ===	3 Slots OOO							
O	Hypnotic Pattern <C>	Bard	WIS 18	1A	120 ft./30 ft. Cube	S,M	Concentration, up to 1 minute	PHB 252	D: 1m, 30 ft. Cube, S/M
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
O	Fly <C>	Cli Lyre	--	1A	Touch	V,S,M	Concentration, up to 10 minutes	PHB 243	1 Charge (7/7), D: 10m, V/S/M
O	Wind Wall <C>	Cli Lyre	STR 18	1A	120 ft.	V,S,M	Concentration, up to 1 minute	PHB 288	1 Charge (7/7), D: 1m, V/S/M
	=== 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 18	1A	60 ft.	V,S,M	Concentration, up to 1 hour	PHB 266	D: 1h, V/S/M
O	Stone Shape	Cli Lyre	--	1A	Touch	V,S,M	Instantaneous	PHB 278	1 Charge (7/7), V/S/M
O	Wall of Fire <C>	Cli Lyre	DEX 18	1A	120 ft.	V,S,M	Concentration, up to 1 minute	PHB 285	1 Charge (7/7), D: 1m, V/S/M
	=== 5th LEVEL ===	2 Slots OO							
O	Hold Monster <C>	Bard	WIS 18	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
	=== 6th LEVEL ===	1 Slots O							
O	Eyebite <C>	Bard	WIS 18	1A	Self	V,S	Concentration, up to 1 minute	PHB 238	D: 1m, V/S

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