D&D BEYOND

Surina Brightscale

CHARACTER NAME

Bard 9 [College of Spirits]
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	+4	18

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

Saving Throw Modifiers

Advantage made to maintain your concentration on a spell when you take damage

SAVING THROWS

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

SKILLS

+5
INITIATIVE

ARMOR
15
CLASS

Resistances - Thunder
DEFENSES

INSPIRATION

+4
PROFICIENCY BONUS

ABILITY SAVE DC

30 ft. (Walking)
SPEED

Max HP	Current HP	Temp HP
66		--

HIT POINTS

Total 9d8
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) • 4 / 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 14) taking 2d10 thunder damage on a fail or half as much on a success.

=== 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.

Gem Flight • 1 / Long Rest
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.

Tales from Beyond: Determine Tale

ACTIONS

14	PASSIVE WISDOM (PERCEPTION)
18	PASSIVE WISDOM (INSIGHT)
11	PASSIVE INTELLIGENCE (INVESTIGATION)

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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D&D BEYOND

Surina Brightscale	Bard 9 [College of Spirits]
CHARACTER NAME	CLASS & LEVEL / PLAYER NAME
	Gem Dragonborn / Far Traveler
	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 (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 (+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 Spirits

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

* Guiding Whispers • VRGtR 28
You learn the guidance cantrip, which doesn't count against the number of bard cantrips you know and has a range of 60 ft. when you cast it.

* Spiritual Focus • VRGtR 28
You can use a candle, crystal ball, skull, spirit board, or tarokka deck as a spellcasting focus.

At 6th level, when you cast a bard spell that deals damage or heals HP through this focus, you can roll a d6 and add the result to one damage or healing roll.

| Spiritual Focus: Bonus Die: Special

* Tales from Beyond • VRGtR 28
While holding your Spiritual Focus, you can use a bonus action to expend one use of Bardic Inspiration and roll on the Spirit Tales table using the Bardic Inspiration die to determine the result. You can only retain one tale at a time and this tale lasts until your next short/long rest or until you roll again on the Spirit Tales table.

You can use an action to target one creature (including yourself) within 30 ft. of you that you can see. Once you do so, you can't bestow the tale's effect again until you roll it again. If the tale requires a saving throw, it equals DC 16.

| Tales from Beyond: Determine Tale: 1 Bonus Action

| Tales from Beyond: Bestow Tale: 1 Action

* 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

* Spirit Session • VRGtR 29
Using your Spiritual Focus, you conduct an hour long ritual with up to 4 willing creatures. At the end of it you temporarily learn one spell from any class which counts as a bard spell for you but doesn't count against the number of bard spells you know. Once conducted, you can't conduct another one until you start a long rest.

The spell you choose must be of a level less than or equal to the number of creatures that conducted the ritual. It must be from the school of divination or necromancy. You know this spell until you start a long rest.

| Spirit Session: Conduct Ritual: 1 / Long Rest • 1 Hour

=== 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.

FEATURES & TRAITS

CP	0
SP	0
EP	0
GP	0
PP	3
WEIGHT CARRIED	67.06 lb.
ENCUMBERED	150 lb.
PUSH/DRAG/LIFT	300 lb.

NAME	QTY	WEIGHT
Potion of Healing (Greater)	2	1 lb.
Crossbow, Light, +1	1	5 lb.
Rapier, +1	1	2 lb.
Rhythm-Maker's Drum, +1	1	--
Studded Leather	1	13 lb.
Dagger	1	1 lb.
Crossbow Bolts	40	3 lb.
Backpack	1	5 lb.
Candle	5	--
Case, Crossbow Bolt	1	1 lb.
Case, Crossbow Bolt	1	1 lb.
Clothes, Costume	1	4 lb.
Clothes, Traveler's	1	4 lb.
Flask or Tankard	1	1 lb.
Flute	1	1 lb.

NAME	QTY	WEIGHT
Whetstone	1	1 lb.
Waterskin	1	5 lb.
Soap	1	--
Rope, Silk (50 feet)	1	5 lb.
Rations (1 day)	5	10 lb.
Mess Kit	1	1 lb.
Viol	1	1 lb.
Hand Drum	0	--
Lute	1	2 lb.
Pearl	1	--

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

EQUIPMENT

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Surina Brightscale

CHARACTER NAME

Bard 9 [College of Spirits]

CLASS & LEVEL

PLAYER NAME

Gem Dragonborn

RACE

Far Traveler

BACKGROUND

EXPERIENCE POINTS

* 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 4 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 14) taking 2d10 thunder damage on a fail or half as much on a success.

| 4 / 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.

| 1 / Long Rest • 1 Bonus Action

=== 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

ADDITIONAL FEATURES & TRAITS

NAME	QTY	WEIGHT	NAME	QTY	WEIGHT

ADDITIONAL 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	17	+9
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 17	1A	60 ft.	V	Instantaneous	PHB 285	V
O	Prestidigitation	Bard	--	1A	10 ft.	V,S	1 hour	PHB 267	D: 1h, V/S
O	Minor Illusion	Bard	--	1A	30 ft./5 ft. Cube	S,M	1 minute	PHB 260	D: 1m, 5 ft. Cube, S/M
P	Guidance <C>	Guiding Whispers (Always Prepared)	--	1A	60 ft.	V,S	Concentration, up to 1 minute	PHB 248	D: 1m, V/S
	=== 1st LEVEL ===	4 Slots OOOO							
O	Dissonant Whispers	Bard	WIS 17	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
O	Identify [R]	Bard	--	1m	Touch	V,S,M	Instantaneous	PHB 252	V/S/M
	=== 2nd LEVEL ===	3 Slots OOO							
O	Knock	Bard	--	1A	60 ft.	V	Instantaneous	PHB 254	V
	=== 3rd LEVEL ===	3 Slots OOO							
O	Bestow Curse <C>	Bard	WIS 17	1A	Touch	V,S	Concentration, up to 1 minute	PHB 218	D: 1m, V/S
O	Dispel Magic	Bard	--	1A	120 ft.	V,S	Instantaneous	PHB 234	Special: (See Description)*, V/S
P	Speak with Dead	Spirit Session (Always Prepared)	--	1A	10 ft.	V,S,M	10 minutes	PHB 277	D: 10m, V/S/M
	=== 4th LEVEL ===	3 Slots OOO							
O	Dimension Door	Bard	--	1A	500 ft.	V	Instantaneous	PHB 233	V
O	Greater Invisibility <C>	Bard	--	1A	Touch	V,S	Concentration, up to 1 minute	PHB 246	D: 1m, V/S
	=== 5th LEVEL ===	1 Slots O							
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

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