D&D BEYOND

Nimbus Lightnote

CHARACTER NAME

Bard 9
CLASS & LEVEL

PLAYER NAME

Air Genasi
RACE

Entertainer
BACKGROUND

EXPERIENCE POINTS

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

○	-1	Strength
⊙	+7	Dexterity
○	+1	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

Ⓟ	+7	Acrobatics	DEX
Ⓗ	+2	Animal Handling	WIS
Ⓟ	+5	Arcana	INT
Ⓗ	+1	Athletics	STR
Ⓟ	+8	Deception	CHA
Ⓟ	+5	History	INT
Ⓟ	+4	Insight	WIS
Ⓗ	+6	Intimidation	CHA
Ⓗ	+3	Investigation	INT
Ⓗ	+2	Medicine	WIS
Ⓗ	+3	Nature	INT
Ⓗ	+2	Perception	WIS
Ⓔ	+12	Performance	CHA
Ⓔ	+12	Persuasion	CHA
Ⓗ	+3	Religion	INT
Ⓟ	+7	Sleight of Hand	DEX
Ⓗ	+5	Stealth	DEX
Ⓗ	+2	Survival	WIS
○			
○			
○			

SKILLS

+5
INITIATIVE

ARMOR
15
CLASS

Resistances - Lightning
DEFENSES

INSPIRATION

+4
PROFICIENCY BONUS

ABILITY SAVE DC

35 ft. (Walking)
SPEED

Max HP	Current HP	Temp HP
57		--

HIT POINTS

Total 9d8
HIT DICE

SUCCESSES ○○○
FAILURES ○○○
DEATH SAVES

=== ARMOR ===
Light Armor

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

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

=== LANGUAGES ===
Common, 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.

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

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

Darkvision 60 ft.

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES
Dagger	+7	1d4+3 Piercing	Simple, Finesse, Light, Thrown, Range (20/60)
Rapier	+7	1d8+3 Piercing	Martial, Finesse
Shocking Grasp	+8	2d8 Lightning	V/S
Unarmed Strike	+3	0 Bludgeoning	

WEAPON ATTACKS & CANTRIPS

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D&D BEYOND

Nimbus Lightnote	Bard 9	
CHARACTER NAME	CLASS & LEVEL	PLAYER NAME
	Air Genasi	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 (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 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.

=== AIR GENASI 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 16
You are a Humanoid.

* Size • MotM 16
You choose between Medium or Small when you select this race.

* Speed • MotM 16
Your walking speed is 35 ft.

* Darkvision • MotM 16
You can see in dim light within 60 ft. of you as if it were bright light, and in darkness as if it were dim light, only discerning colors in that darkness as shades of gray.

* Unending Breath • MotM 16
You can hold your breath indefinitely while you're not incapacitated.

* Lightning Resistance • MotM 16
You have resistance to lightning damage.

* Mingle with the Wind • MotM 16
You learn shocking grasp. At 3rd level you can cast feather fall, and at 5th level you can cast levitate, without requiring material components. Once you cast either spell, you can't cast that spell again until you finish a long rest. You can also cast these spells using any spell slots you have of the appropriate level.

FEATURES & TRAITS

CP	0
SP	0
EP	0
GP	60
PP	10

WEIGHT CARRIED	93.4 lb.
ENCUMBERED	120 lb.
PUSH/DRAG/LIFT	240 lb.

NAME	QTY	WEIGHT
Doss Lute	1	--
Studded Leather	1	13 lb.
Dagger	1	1 lb.
Rapier	1	2 lb.
Backpack	1	5 lb.
Clothes, Traveler's	1	4 lb.
Component Pouch	1	2 lb.
Potion of Healing	2	1 lb.
Disguise Kit	1	3 lb.
Flute	1	1 lb.
Pan Flute	1	2 lb.
Lyre	1	2 lb.
Book	1	5 lb.
Ink (1 ounce bottle)	1	--
Ink Pen	1	--

NAME	QTY	WEIGHT
Bedroll	1	7 lb.
Clothes, Costume	1	4 lb.
Mess Kit	1	1 lb.
Rations (1 day)	10	20 lb.
Rope, Silk (50 feet)	1	5 lb.
Tinderbox	1	1 lb.
Torch	8	8 lb.
Waterskin	1	5 lb.

ATTUNED MAGIC ITEMS	QTY	WEIGHT
Doss Lute	1	--

EQUIPMENT

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Nimbus Lightnote

CHARACTER NAME

Bard 9

CLASS & LEVEL

PLAYER NAME

Air Genasi

RACE

Entertainer

BACKGROUND

EXPERIENCE POINTS

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

| Charisma •
Charisma is your spellcasting ability for these spells when you cast them with this trait.

=== 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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Nimbus Lightnote

CHARACTER NAME

Male	28	Medium	5' 10"	160
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Chaotic Good	Akadi	Deep cerulean	Fiery orange	Soft sky blue,
ALIGNMENT	FAITH	SKIN	EYES	HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

I'll settle for nothing less than perfection. Nobody stays angry at me or around me for long, since I can defuse any amount of tension.

PERSONALITY TRAITS

Creativity. The world is in need of new ideas and bold action. (Chaotic)

IDEALS

My instrument is my most treasured possession, and it reminds me of someone I love.

BONDS

I'll do anything to win fame and renown.

FLAWS

Nimbus Lightnote's story begins in the floating city of Aetheria, a marvel of the Elemental Plane of Air, where buildings made of clouds and crystal soared above the endless sky. Born to a family of renowned cloud sculptors, Nimbus was expected to follow in their footsteps, shaping the ephemeral into the magnificent. However, Nimbus was captivated by a different form of art—the art of music and storytelling.

From a young age, Nimbus showed an innate talent for the pan flute, his melodies as light and unpredictable as the wind itself. He would often sneak away to the city's bustling marketplaces, where he would play for coins and the sheer joy of performance. It was there that he met Lyrielle, a fellow Air Genasi bard, whose voice could tame the wildest storms. They quickly became inseparable, their music a harmonious blend of wind and song.

As Nimbus grew older, his desire to explore beyond the skies of Aetheria grew stronger. He yearned to see the wonders of the Material Plane, to perform in front of diverse audiences, and to gather tales from every corner of the world. Lyrielle shared his dreams, and together they planned to leave Aetheria and embark on a grand adventure.

Tragedy struck on the eve of their departure. A malevolent storm, unlike any seen before, descended upon Aetheria. Nimbus and Lyrielle rushed to help their fellow Genasi, using their music to calm the winds and guide people to safety. Amidst the chaos, a figure emerged from the storm—a Djinni sorcerer named Zephyros, known for his envy of the cloud sculptors' talents and his desire to control Aetheria's artistry.

Zephyros had conjured the storm to assert his dominance over the city. Nimbus and Lyrielle confronted the sorcerer, their music clashing with his dark magic. In the heat of battle, a bolt of lightning, summoned by Zephyros, struck Lyrielle, leaving her lifeless. Enraged and heartbroken, Nimbus unleashed a melody so powerful that it shattered Zephyros's control over the storm, forcing him to retreat. But the victory was bittersweet; Nimbus held Lyrielle in his arms, her once vibrant voice silenced forever.

The aftermath of the storm left Aetheria in mourning. Nimbus, devastated by the loss of Lyrielle, vowed to avenge her death and bring Zephyros to justice. He took her pan flute, a symbol of their bond, and inscribed her name on it. With a heavy heart, he left Aetheria, not as an eager adventurer, but as a bard on a mission.

Nimbus's travels took him to the Material Plane, where he performed in taverns and courts, his music tinged with a sorrowful undertone. He gathered information about Zephyros's whereabouts, learning that the sorcerer was amassing power and followers, intent on conquering realms beyond Aetheria.

Determined to stop Zephyros, Nimbus honed his skills, his repertoire expanding to include spells that could protect and heal, as well as enthrall and charm. He became known as Nimbus Lightnote, the bard whose music could soothe the troubled and inspire the weary. But beneath his charismatic exterior lay a burning desire for revenge.

Nimbus's journey led him to form alliances with other adventurers, each with their own stories and quests. They saw in Nimbus not just a talented bard, but a loyal friend and a brave soul, willing to face danger head-on. Together, they thwarted evils and righted wrongs, their deeds becoming the stuff of legends.

As Nimbus's fame grew, so did Zephyros's wrath. The sorcerer saw Nimbus as a threat to his ambitions and sent his minions to thwart the bard at every turn. Each encounter with Zephyros's forces fueled Nimbus's resolve, reminding him of the day he lost Lyrielle and the promise he made to avenge her.

Nimbus's quest to defeat Zephyros took him across realms, from the depths of the Underdark to the peaks of the highest mountains. He faced challenges that tested his courage, his wit, and his heart. But no matter how dark the night, Nimbus's music always brought a glimmer of hope, a reminder that even in the face of tragedy, beauty and art could prevail.

As Nimbus Lightnote, the Air Genasi College of Lore Bard Entertainer, steps into his adventuring career, he carries with him the memories of Lyrielle, the determination to stop Zephyros, and the belief that his music can change the world.

CHARACTER BACKSTORY

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	Mage Hand	Bard	--	1A	30 ft.	V,S	1 minute	PHB 256	D: 1m, V/S
O	Vicious Mockery	Bard	WIS 16	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	Shocking Grasp	Mingle with the Wind	+8	1A	Touch	V,S	Instantaneous	PHB 275	V/S
	=== 1st LEVEL ===	4 Slots OOOO							
O	Dissonant Whispers	Bard	WIS 16	1A	60 ft.	V	Instantaneous	PHB 234	V
O	Healing Word	Bard	--	1BA	60 ft.	V	Instantaneous	PHB 250	V
O	Charm Person	Bard	WIS 16	1A	30 ft.	V,S	1 hour	PHB 221	D: 1h, V/S
O	Thunderwave	Bard	CON 16	1A	Self/15 ft. Cube	V,S	Instantaneous	PHB 282	15 ft. Cube, V/S
O	Faerie Fire <C>	Bard	DEX 16	1A	60 ft./20 ft. Cube	V	Concentration, up to 1 minute	PHB 239	D: 1m, 20 ft. Cube, V
O	Animal Friendship	Doss Lute	WIS 16	1A	30 ft.	V,S,M	24 hours	PHB 212	1 Charge (7/7), D: 24h, V/S/M
O	Protection from Evil and Good <C>	Doss Lute	--	1A	Touch	V,S,M	Concentration, up to 10 minutes	PHB 270	1 Charge (7/7), D: 10m, V/S/M
O	Feather Fall	Mingle with the Wind	--	1R	60 ft.	V,M	1 minute	PHB 239	1/LR, D: 1m, V/M
O	Feather Fall	Mingle with the Wind	--	1R	60 ft.	V,M	1 minute	PHB 239	D: 1m, V/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	Invisibility <C>	Doss Lute	--	1A	Touch	V,S,M	Concentration, up to 1 hour	PHB 254	1 Charge (7/7), D: 1h, V/S/M
O	Levitate <C>	Doss Lute	CON 16	1A	60 ft.	V,S,M	Concentration, up to 10 minutes	PHB 255	1 Charge (7/7), D: 10m, V/S/M
O	Protection from Poison	Doss Lute	--	1A	Touch	V,S	1 hour	PHB 270	1 Charge (7/7), D: 1h, V/S
O	Levitate <C>	Mingle with the Wind	CON 16	1A	60 ft.	V,S,M	Concentration, up to 10 minutes	PHB 255	1/LR, D: 10m, V/S/M
O	Levitate <C>	Mingle with the Wind	CON 16	1A	60 ft.	V,S,M	Concentration, up to 10 minutes	PHB 255	D: 10m, V/S/M
	=== 3rd LEVEL ===	3 Slots OOO							
O	Hypnotic Pattern <C>	Bard	WIS 16	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>	Doss Lute	--	1A	Touch	V,S,M	Concentration, up to 10 minutes	PHB 243	1 Charge (7/7), D: 10m, V/S/M
O	Protection from Energy <C>	Doss Lute	--	1A	Touch	V,S	Concentration, up to 1 hour	PHB 270	1 Charge (7/7), D: 1h, V/S
O	Counterspell	Additional Magical Secrets	--	1R	60 ft.	S	Instantaneous	PHB 228	Special: (See Description)*, S
O	Spirit Guardians <C>	Additional Magical Secrets	WIS 16	1A	Self/15 ft. Sphere	V,S,M	Concentration, up to 10 minutes	PHB 278	D: 10m, 15 ft. Sphere, 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	Synaptic Static	Bard	INT 16	1A	120 ft./20 ft. Sphere	V,S	Instantaneous	XGtE 167	20 ft. Sphere, V/S

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