Brenwan Blademaster

CHARACTER NAME

Bard 18 [College of Valor]
CLASS & LEVEL

PLAYER NAME

Fallen Aasimar
RACE

Soldier
BACKGROUND

EXPERIENCE POINTS

STRENGTH	+4	18
DEXTERITY	+1	12
CONSTITUTION	+4	19
INTELLIGENCE	-1	8
WISDOM	-1	8
CHARISMA	+4	18

○	+4	Strength
⊙	+7	Dexterity
⊙	+10	Constitution
○	-1	Intelligence
○	-1	Wisdom
⊙	+10	Charisma

Saving Throw Modifiers

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

SAVING THROWS

Ⓗ	+4	Acrobatics	DEX
Ⓗ	+2	Animal Handling	WIS
Ⓗ	+2	Arcana	INT
Ⓟ	+10	Athletics	STR
Ⓗ	+7	Deception	CHA
Ⓗ	+2	History	INT
Ⓗ	+2	Insight	WIS
Ⓔ	+16	Intimidation	CHA
Ⓗ	+2	Investigation	INT
Ⓗ	+2	Medicine	WIS
Ⓗ	+2	Nature	INT
Ⓔ	+11	Perception	WIS
Ⓔ	+16	Performance	CHA
Ⓗ	+7	Persuasion	CHA
Ⓗ	+2	Religion	INT
Ⓗ	+4	Sleight of Hand	DEX
Ⓔ	+13	Stealth	DEX
Ⓗ	+2	Survival	WIS
○			
○			
○			

SKILLS

+4
INITIATIVE

ARMOR
21
CLASS

Resistances - Necrotic, Radiant
DEFENSES

INSPIRATION

+6
PROFICIENCY BONUS

ABILITY SAVE DC

30 ft. (Walking)
SPEED

Max HP: 165
Current HP:
Temp HP: --
HIT POINTS

Total: 18d8
HIT DICE

SUCCESSES ○○○
FAILURES ○○○
DEATH SAVES

=== ARMOR ===
Light Armor, Medium Armor, Shields

=== WEAPONS ===
Martial Weapons, Simple Weapons

=== TOOLS ===
Drum, Horn, Lute, Playing Card Set, Vehicles (Land)

=== LANGUAGES ===
Celestial, Common

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

Healing Hands • 1 / Long Rest
Once per long rest as an action, touch a creature and restore 18 hit points.

Necrotic Shroud • 1 / Long Rest
[3rd] Once per long rest as an action, you can transform, causing all within 10 ft. to make a CHA saving throw (DC 18) or be frightened of you until the end of your next turn. This lasts for 1 minute or until you end it as a bonus action. Once on your turn you can have one attack or spell deal 18 points of extra necrotic damage to one target.

=== 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 (1d12). 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.

Battle Magic
When you use your action to cast a bard spell, you can make one weapon attack as a bonus action.

ACTIONS

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

Darkvision 60 ft.

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES
Dragontooth Dagger	+11	1d4+5 Piercing	+1d6 Acid, Simple, Finesse, Light, Thrown, Range (20/60)
Javelin, +2	+12	1d6+6 Piercing	Simple, Thrown, Range (30/120)
Sun Blade	+12	1d8+6 Radiant	+1d8 Radiant, Martial, Versatile, Finesse
Weapon of Certain Death, Warhammer	+10	1d8+4 Bludgeoning	Martial, Versatile
Unarmed Strike	+10	5 Bludgeoning	

WEAPON ATTACKS & CANTRIPS

TM & © 2018 Wizards of the Coast LLC. ©2018 D&D Beyond | All Rights Reserved. Permission is granted to photo copy this document for personal use.

Brenwan Blademaster

CHARACTER NAME

Bard 18 [College of Valor]		
CLASS & LEVEL		PLAYER NAME
Fallen Aasimar	Soldier	
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 18, Spell Attack +10) 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 (1d12). 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 (+3), 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 1d12 hit points.

* Bard College • PHB 54

| College of Valor

* 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 55
You gain proficiency with medium armor, shields, and martial weapons.

* Combat Inspiration • PHB 55
A creature that has a Bardic Inspiration die from you can roll that die and add the number rolled to a weapon damage roll, or, when an attack roll is made against the creature, it can use its reaction to roll the die and add the number rolled to its AC against that attack, after seeing the roll but before knowing whether it hits or misses.

| Special

* 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

* Extra Attack • PHB 55
You can attack twice, instead of once, whenever you take the Attack action on your turn.

* 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).

* Battle Magic • PHB 55
When you use your action to cast a bard spell, you can make one weapon attack as a bonus action.

| 1 Bonus Action

=== FALLEN AASIMAR RACIAL TRAITS ===

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

* Celestial Resistance • VGtM
You have resistance to necrotic damage and radiant damage.

* Healing Hands • VGtM
Once per long rest as an action, touch a creature and restore 18 hit points.

| 1 / Long Rest • 1 Action

* Light Bearer • VGtM
You know the light cantrip (CHA).

* Necrotic Shroud • VGtM
[3rd] Once per long rest as an action, you can transform, causing all within 10 ft. to make a CHA saving throw (DC 18) or be frightened of you until the end of your next turn. This lasts for 1 minute or until you end it as a bonus action. Once on your turn you can have one attack or spell deal 18 points of extra necrotic damage to one target.

| 1 / Long Rest • 1 Action

=== FEATS ===

* War Caster • PHB 170
You have advantage on CON saving throws that you make to maintain your concentration on a spell when

FEATURES & TRAITS

CP	0
SP	0
EP	0
GP	5
PP	4

WEIGHT CARRIED
118.18 lb.

ENCUMBERED
270 lb.

PUSH/DRAG/LIFT
540 lb.

NAME	QTY	WEIGHT
Shield, +2	1	6 lb.
Mithral Half Plate, +1	1	40 lb.
Sun Blade	1	3 lb.
Javelin, +2	2	4 lb.
Dragontooth Dagger	1	1 lb.
Weapon of Certain Death, Warhammer	1	2 lb.
Amulet of Health	1	--
Bag of Holding	1	15 lb.
Boots of Elvenkind	1	--
Decanter of Endless Water	1	2 lb.
Ring of Protection	1	--
Heward's Handy Haversack	1	5 lb.
Rhythm-Maker's Drum, +2	1	--
Candle	5	--
Clothes, Costume	2	8 lb.

NAME	QTY	WEIGHT
Clothes, Traveler's	1	4 lb.
Flask or Tankard	1	1 lb.
Mess Kit	1	1 lb.
Pouch	1	1 lb.
Rations (1 day)	5	10 lb.
Rope, Silk (50 feet)	1	5 lb.
Soap	1	--
Waterskin	1	5 lb.
Whetstone	1	1 lb.
Playing Card Set	1	--
Lute	1	2 lb.

ATTUNED MAGIC ITEMS	QTY	WEIGHT
Sun Blade	1	3 lb.
Amulet of Health	1	--
Rhythm-Maker's Drum, +2	1	--

EQUIPMENT

TM & © 2018 Wizards of the Coast LLC. ©2018 D&D Beyond | All Rights Reserved. Permission is granted to photo copy this document for personal use.

Brenwan Blademaster

CHARACTER NAME

Bard 18 [College of Valor]

CLASS & LEVEL

PLAYER NAME

Fallen Aasimar

RACE

Soldier

BACKGROUND

EXPERIENCE POINTS

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	--			
Hand Drum	1	3 lb.			
Ruby Dust (1,500 gp)	1	--			
Horn	1	2 lb.			

ADDITIONAL EQUIPMENT

TM & © 2018 Wizards of the Coast LLC. ©2018 D&D Beyond | All Rights Reserved. Permission is granted to photo copy this document for personal use.

Brenwan Blademaster

CHARACTER NAME

Male	35	Medium	5' 8'	158
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Chaotic Neutral	Tempus	Fair	White	White
ALIGNMENT	FAITH	SKIN	EYES	HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

I'm haunted by memories of war. I can't get the images of violence out of my mind.
I face problems head-on. A simple, direct solution is the best path to success.

PERSONALITY TRAITS

Independence. When people follow orders blindly, they embrace a kind of tyranny. (Chaotic)

IDEALS

I would still lay down my life for the people I served with.

BONDS

The monstrous enemy we faced in battle still leaves me quivering with fear.

FLAWS

In a realm where the heavens touch the earth, Brenwan was born under a celestial event, a falling star that heralded his destiny. As an Aasimar, he was imbued with divine essence, a gift from the celestial realms meant to guide him on the path of righteousness. Seraphiel, a deva of unwavering light, became his celestial mentor, guiding him through dreams filled with visions of justice and valor.

Brenwan's journey into adulthood was marked by his innate talent for music and combat. He was drawn to the College of Valor, where he mastered the art of swordplay and the power of song. His melodies could lift the spirits of the downtrodden and inspire bravery in the hearts of his companions. His sword became an extension of his will, a tool to protect the innocent and uphold the cause of good. His reputation as the "Blademaster" grew, as tales of his heroic deeds spread across the land.

However, destiny had a darker path in store for Brenwan. In a battle against a legion of demons, a powerful demon lord ensnared him in a web of deceit. Brenwan, in a moment of youthful indiscretion, made a choice that led to a tragedy. The aftermath saw his celestial light diminish, signaling his fall from grace. His once-bright aura turned to shades of gray, and his connection to Seraphiel became a distant echo. Wracked with guilt and burdened by his failure, Brenwan relinquished his title and embarked on a solitary quest for redemption, haunted by the ghosts of his past.

During his wanderings, Brenwan encountered a village under the oppressive rule of a tyrannical noble. Witnessing the suffering of the villagers rekindled a spark of righteousness within him. He used his bardic talents to unite the oppressed and led them in a rebellion against their oppressor. In the heat of battle, his fallen wings emerged, casting an ominous shadow that chilled the hearts of his adversaries. The villagers triumphed, and Brenwan experienced a glimmer of hope, a sign that redemption might still be within his grasp.

Reinvigorated, Brenwan continued his travels, using his music and swordsmanship to champion the cause of the downtrodden. Along his journey, he crossed paths with Lira, a young rogue burdened by her own troubled past. Recognizing her potential, Brenwan took her under his wing, teaching her to channel her skills for noble purposes. Together, they formed a dynamic duo, their combined talents creating a force for good in their adventures.

As word of Brenwan's heroism spread, his reputation began to mend. People no longer saw him as a fallen celestial but as a hero who had overcome the depths of despair to fight for justice. His music evolved into a beacon of hope, inspiring those who had lost their way to believe in the possibility of redemption.

The pivotal moment in Brenwan's journey came when he confronted the demon lord who had once deceived him. With his companions by his side, Brenwan engaged the demon in a fierce battle. Driven by a desire for redemption and closure, Brenwan emerged victorious, banishing the demon and finding peace with his past.

This victory marked a turning point in Brenwan's life. His connection to Seraphiel was rekindled, and although he knew he could never fully erase the scars of his past, he had proven to himself and the world that he was more than his fall from grace. He was a true hero, not because of his celestial birthright, but because he chose to rise above his failures and fight for what was right.

Brenwan Blademaster's story became a legend, a tale of a fallen celestial who found redemption through courage, compassion, and the power of music. His journey inspired others to believe in the possibility of second chances and the transformative power of redemption.

With Lira by his side and a band of loyal companions, Brenwan set out on new adventures, his heart filled with a renewed sense of purpose. His legend continued to grow, a testament to the power of redemption and the unbreakable spirit of a true hero. As he traveled, he encountered various challenges and adversaries, each encounter shaping him into a wiser and more resilient warrior. His songs of valor and redemption echoed through the land, touching the hearts of all who heard them.

CHARACTER BACKSTORY

ADDITIONAL NOTES

TM & © 2018 Wizards of the Coast LLC. ©2018 D&D Beyond | All Rights Reserved. Permission is granted to photo copy this document for personal use.

Bard

SPELLCASTING CLASS

CHA	20	+12
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 20	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	Mage Hand	Bard	--	1A	30 ft.	V,S	1 minute	PHB 256	D: 1m, V/S
O	Light	Light Bearer	DEX 20	1A	Touch/20 ft. Sphere	V,M	1 hour	PHB 255	D: 1h, 20 ft. Sphere, V/M
	=== 1st LEVEL ===	4 Slots OOOO							
O	Bane <C>	Bard	CHA 20	1A	30 ft.	V,S,M	Concentration, up to 1 minute	PHB 216	D: 1m, V/S/M
O	Tasha's Hideous Laughter <C>	Bard	WIS 20	1A	30 ft.	V,S,M	Concentration, up to 1 minute	PHB 280	D: 1m, V/S/M
O	Healing Word	Bard	--	1BA	60 ft.	V	Instantaneous	PHB 250	V
O	Dissonant Whispers	Bard	WIS 20	1A	60 ft.	V	Instantaneous	PHB 234	V
O	Faerie Fire <C>	Bard	DEX 20	1A	60 ft./20 ft. Cube	V	Concentration, up to 1 minute	PHB 239	D: 1m, 20 ft. Cube, V
	=== 2nd LEVEL ===	3 Slots OOO							
O	Phantasmal Force <C>	Bard	INT 20	1A	60 ft./10 ft. Cube	V,S,M	Concentration, up to 1 minute	PHB 264	D: 1m, 10 ft. Cube, V/S/M
O	Heat Metal <C>	Bard	--	1A	60 ft.	V,S,M	Concentration, up to 1 minute	PHB 250	D: 1m, V/S/M
	=== 3rd LEVEL ===	3 Slots OOO							
O	Enemies Abound <C>	Bard	INT 20	1A	120 ft.	V,S	Concentration, up to 1 minute	XGtE 155	D: 1m, V/S
O	Bestow Curse <C>	Bard	WIS 20	1A	Touch	V,S	Concentration, up to 1 minute	PHB 218	D: 1m, V/S
	=== 4th LEVEL ===	3 Slots OOO							
O	Polymorph <C>	Bard	WIS 20	1A	60 ft.	V,S,M	Concentration, up to 1 hour	PHB 266	D: 1h, V/S/M
O	Greater Invisibility <C>	Bard	--	1A	Touch	V,S	Concentration, up to 1 minute	PHB 246	D: 1m, V/S
	=== 5th LEVEL ===	3 Slots OOO							
O	Hold Monster <C>	Bard	WIS 20	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 20	1A	Self	V,S	Concentration, up to 1 minute	PHB 238	D: 1m, V/S
O	Chain Lightning	Magical Secrets	DEX 20	1A	150 ft.	V,S,M	Instantaneous	PHB 221	V/S/M
O	Disintegrate	Magical Secrets	DEX 20	1A	60 ft.	V,S,M	Instantaneous	PHB 233	V/S/M
	=== 7th LEVEL ===	1 Slots O							
O	Forcecage	Bard	CHA 20	1A	100 ft.	V,S,M	1 hour	PHB 243	D: 1h, V/S/M
	=== 8th LEVEL ===	1 Slots O							
O	Dominate Monster <C>	Bard	WIS 20	1A	60 ft.	V,S	Concentration, up to 1 hour	PHB 235	Ext. D: (See Description)*, D: 1h, V/S
	=== 9th LEVEL ===	1 Slots O							
O	Foresight	Bard	--	1m	Touch	V,S,M	8 hours	PHB 244	D: 8h, V/S/M
O	Mass Heal	Magical Secrets	--	1A	60 ft.	V,S	Instantaneous	PHB 258	V/S
O	Wish	Magical Secrets	--	1A	Self	V	Instantaneous	PHB 288	V

TM & © 2018 Wizards of the Coast LLC. ©2018 D&D Beyond | All Rights Reserved. Permission is granted to photo copy this document for personal use.