Brenwan Blademaster

CHARACTER NAME

Bard 5 [College of Valor]
CLASS & LEVEL

PLAYER NAME

Fallen Aasimar
RACE

Soldier
BACKGROUND

EXPERIENCE POINTS

STRENGTH	+4 (18)
DEXTERITY	+1 (12)
CONSTITUTION	+2 (14)
INTELLIGENCE	-1 (8)
WISDOM	-1 (8)
CHARISMA	+3 (16)

○	+4	Strength
⊙	+4	Dexterity
○	+2	Constitution
○	-1	Intelligence
○	-1	Wisdom
⊙	+6	Charisma

Saving Throw Modifiers

SAVING THROWS

Ⓗ	+2	Acrobatics	DEX
Ⓗ	+0	Animal Handling	WIS
Ⓗ	+0	Arcana	INT
Ⓟ	+7	Athletics	STR
Ⓗ	+4	Deception	CHA
Ⓗ	+0	History	INT
Ⓗ	+0	Insight	WIS
Ⓔ	+9	Intimidation	CHA
Ⓗ	+0	Investigation	INT
Ⓗ	+0	Medicine	WIS
Ⓗ	+0	Nature	INT
Ⓔ	+5	Perception	WIS
Ⓟ	+6	Performance	CHA
Ⓗ	+4	Persuasion	CHA
Ⓗ	+0	Religion	INT
Ⓗ	+2	Sleight of Hand	DEX
Ⓟ	+4	Stealth	DEX
Ⓗ	+0	Survival	WIS
○			
○			
○			

SKILLS

+2
INITIATIVE

ARMOR
17
CLASS

Resistances - Necrotic, Radiant
DEFENSES

INSPIRATION

+3
PROFICIENCY BONUS

ABILITY SAVE DC

30 ft. (Walking)
SPEED

Max HP: 38
Current HP:
Temp HP: --
HIT POINTS

Total: 5d8
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 5 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 14) 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 5 points of extra necrotic damage to one target.

=== BONUS ACTIONS ===
Bardic Inspiration • 3 / 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.

=== SPECIAL ===
Combat Inspiration
A creature that has a Bardic Inspiration die from

ACTIONS

15	PASSIVE WISDOM (PERCEPTION)
10	PASSIVE WISDOM (INSIGHT)
10	PASSIVE INTELLIGENCE (INVESTIGATION)

Darkvision 60 ft.

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES
Dagger	+7	1d4+4 Piercing	Simple, Finesse, Light, Thrown, Range (20/60)
Javelin	+7	1d6+4 Piercing	Simple, Thrown, Range (30/120)
Longsword, +1	+8	1d8+5 Slashing	Martial, Versatile
Warhammer, +1	+8	1d8+5 Bludgeoning	Martial, Versatile
Unarmed Strike	+7	5 Bludgeoning	

WEAPON ATTACKS & CANTRIPS

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D&D BEYOND

Brenwan Blademaster

CHARACTER NAME

Bard 5 [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 14, Spell Attack +6) 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.

| 3 / Short Rest • 1 Bonus Action

* Jack of All Trades • PHB 54
You can add half your proficiency bonus, rounded down (+1), 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 1d6 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.

=== 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 5 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 14) 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 5 points of extra necrotic damage to one target.

| 1 / Long Rest • 1 Action

FEATURES & TRAITS

CP	0
SP	0
EP	0
GP	0
PP	3

WEIGHT CARRIED	106.56 lb.
ENCUMBERED	270 lb.
PUSH/DRAG/LIFT	540 lb.

NAME	QTY	WEIGHT
Mithral Scale Mail	1	45 lb.
Shield	1	6 lb.
Longsword, +1	1	3 lb.
Warhammer, +1	1	2 lb.
Dagger	1	1 lb.
Javelin	2	4 lb.
Potion of Healing (Greater)	1	0.5 lb.
Rhythm-Maker's Drum, +1	1	--
Backpack	1	5 lb.
Candle	5	--
Clothes, Costume	2	8 lb.
Clothes, Traveler's	1	4 lb.
Flask or Tankard	1	1 lb.
Mess Kit	1	1 lb.
Pouch	1	1 lb.

NAME	QTY	WEIGHT
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.
Horn	1	2 lb.
Hand Drum	0	--

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

EQUIPMENT

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Brenwan Blademaster

CHARACTER NAME

Male	35	Medium	5' 8'	158
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Chaotic Neutral	Tempus	Gray	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

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Bard

SPELLCASTING CLASS

CHA	15	+7
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 15	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	Light	Light Bearer	DEX 15	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 15	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 15	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 15	1A	60 ft.	V	Instantaneous	PHB 234	V
O	Faerie Fire <C>	Bard	DEX 15	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 15	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 ===	2 Slots OO							
O	Enemies Abound <C>	Bard	INT 15	1A	120 ft.	V,S	Concentration, up to 1 minute	XGtE 155	D: 1m, V/S

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