Lysandra Lightweaver

CHARACTER NAME

Bard 2
CLASS & LEVEL

PLAYER NAME

Aasimar
RACE

Acolyte
BACKGROUND

EXPERIENCE POINTS

STRENGTH	+3	17
DEXTERITY	+0	10
CONSTITUTION	+2	14
INTELLIGENCE	-1	8
WISDOM	+0	10
CHARISMA	+2	15

○	+3	Strength
⊙	+2	Dexterity
○	+2	Constitution
○	-1	Intelligence
○	+0	Wisdom
⊙	+4	Charisma

Saving Throw Modifiers

SAVING THROWS

Ⓗ	+1	Acrobatics	DEX
Ⓗ	+1	Animal Handling	WIS
Ⓗ	+0	Arcana	INT
Ⓗ	+4	Athletics	STR
Ⓟ	+4	Deception	CHA
Ⓗ	+0	History	INT
Ⓟ	+2	Insight	WIS
Ⓗ	+3	Intimidation	CHA
Ⓗ	+0	Investigation	INT
Ⓗ	+1	Medicine	WIS
Ⓗ	+0	Nature	INT
Ⓗ	+1	Perception	WIS
Ⓟ	+4	Performance	CHA
Ⓟ	+4	Persuasion	CHA
Ⓟ	+1	Religion	INT
Ⓗ	+1	Sleight of Hand	DEX
Ⓗ	+1	Stealth	DEX
Ⓗ	+1	Survival	WIS
○			
○			
○			

SKILLS

+1
INITIATIVE

ARMOR
12
CLASS

Resistances - Necrotic, Radiant
DEFENSES

INSPIRATION

+2
PROFICIENCY BONUS

ABILITY SAVE DC

30 ft. (Walking)
SPEED

Max HP: 17
Current HP:
Temp HP: --
HIT POINTS

Total: 2d8
HIT DICE

SUCCESSES ○○○
FAILURES ○○○
DEATH SAVES

=== ARMOR ===
Light Armor

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

=== TOOLS ===
Flute, Lute, Viol

=== LANGUAGES ===
Celestial, Common, Draconic, Sylvan

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
As an action, you can touch a creature and heal it for 2d4 hit points.

=== BONUS ACTIONS ===
Bardic Inspiration • 2 / Long Rest
As a bonus action, a creature (other than yourself) within 60 ft. that can hear you gains an inspiration die (1d6). 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.

ACTIONS

11	PASSIVE WISDOM (PERCEPTION)
12	PASSIVE WISDOM (INSIGHT)
10	PASSIVE INTELLIGENCE (INVESTIGATION)

Darkvision 60 ft.

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES
Dagger	+5	1d4+3 Piercing	Simple, Finesse, Light, Thrown, Range (20/60)
Rapier	+5	1d8+3 Piercing	Martial, Finesse
Unarmed Strike	+5	4 Bludgeoning	

WEAPON ATTACKS & CANTRIPS

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Lysandra Lightweaver

CHARACTER NAME

Bard 2		
CLASS & LEVEL		PLAYER NAME
Aasimar	Acolyte	
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 12, Spell Attack +4) 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 (1d6). 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.

| 2 / Long 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.

=== AASIMAR 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 7
You are a Humanoid.

* Size • MotM 7
You are Medium or Small. You choose the size when you select this race.

* Speed • MotM 7
Your walking speed is 30 ft.

* Celestial Resistance • MotM 7
You have resistance to necrotic damage and radiant damage.

* Darkvision • MotM 7
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. You discern colors in that darkness only as shades of gray.

* Healing Hands • MotM 7
As an action, you can touch a creature and heal it for 2d4 hit points.

| 1 / Long Rest • 1 Action

* Light Bearer • MotM 7
You learn the light cantrip. Charisma is your spellcasting ability for it.

* Celestial Revelation • MotM 7
You choose between one of three revelation options: Necrotic Shroud, Radiant Consumption, or Radiant Soul.

Once per long rest, you can use a bonus action to transform using your revelation which lasts for one minute or until you end it as a bonus action.

FEATURES & TRAITS

CP	10
SP	14
EP	3
GP	20
PP	0

WEIGHT CARRIED
80.44 lb.

ENCUMBERED
255 lb.

PUSH/DRAG/LIFT
510 lb.

NAME	QTY	WEIGHT
Studded Leather	1	13 lb.
Dagger	1	1 lb.
Rapier	1	2 lb.
Ink (1 ounce bottle)	1	--
Ink Pen	1	--
Parchment (one sheet)	10	--
Backpack	1	5 lb.
Case, Map or Scroll	1	1 lb.
Clothes, Traveler's	1	4 lb.
Component Pouch	1	2 lb.
Mirror, Steel	1	0.5 lb.
Rope, Silk (50 feet)	1	5 lb.
Flute	1	1 lb.
Lute	1	2 lb.
Amulet	1	1 lb.

NAME	QTY	WEIGHT
Bedroll	1	7 lb.
Mess Kit	1	1 lb.
Rations (1 day)	10	20 lb.
Tinderbox	1	1 lb.
Torch	8	8 lb.
Waterskin	1	5 lb.

ATTUNED MAGIC ITEMS	QTY	WEIGHT

EQUIPMENT

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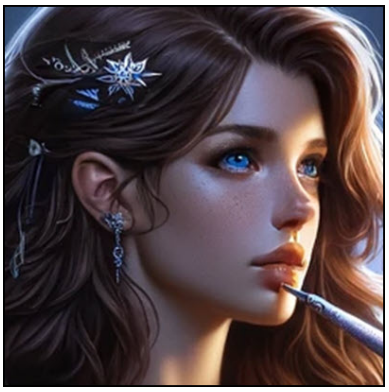
Lysandra Lightweaver

CHARACTER NAME

Female	25	Medium	5' 9"	150
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Neutral Good	Torm	Fair	Deep Blue	Chestnut Brov
ALIGNMENT	FAITH	SKIN	EYES	HAIR



CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

I've spent so long in the temple that I have little practical experience dealing with people in the outside world.
I can find common ground between the fiercest enemies, empathizing with them and always working toward peace.

PERSONALITY TRAITS

Tradition. The ancient traditions of worship and sacrifice must be preserved and upheld. (Lawful)

IDEALS

I would die to recover an ancient relic of my faith that was lost long ago.

BONDS

I am suspicious of strangers and expect the worst of them.

FLAWS

Lysandra Lightweaver's story began in the celestial realms, where her soul was touched by the divine light before she was born into the mortal world. As an Aasimar, she carried within her the spark of the heavens, a gift that would shape her destiny in profound ways.

Raised in the temple of a small village, Lysandra was steeped in the ancient traditions of worship and sacrifice from a young age. The priests recognized her celestial heritage and guided her in honing her innate abilities. She learned to channel her divine energy into healing the sick and protecting the innocent, becoming a beacon of hope in her community.

Despite her divine gifts, Lysandra's life was not without challenges. She often felt isolated, set apart by her celestial nature. Her peers were wary of her, and she struggled to form deep connections. This loneliness only deepened her devotion to her faith, and she found solace in the rituals and prayers of her temple.

As Lysandra grew older, her powers began to manifest in new ways. She discovered a talent for music, an art that seemed to bridge the gap between the celestial and the mortal. Her voice and her instruments could evoke emotions that transcended words, touching the hearts of those who heard her. It was through music that Lysandra found her true calling as a bard, a storyteller and a keeper of lore.

Her faith remained central to her life, but Lysandra's horizons began to expand. She felt a pull towards the wider world, a desire to explore and to use her gifts to make a difference beyond the confines of her village. With the blessing of her temple, she set out on a journey that would take her to distant lands and into the heart of adventure.

Lysandra's travels were not without peril. She encountered dark forces that sought to extinguish the light she carried. But she also found allies, fellow travelers who were drawn to her kindness and her courage. Together, they faced challenges that tested their strength and their resolve.

Through her adventures, Lysandra's abilities as a bard grew. She learned to wield her music not just as a source of comfort, but as a tool in battle. Her spells could inspire her allies, disorient her enemies, and even heal wounds. She became adept at using her lute, flute, and lyre, each instrument an extension of her will.

But it was not just her skills that evolved. Lysandra's experiences in the world shaped her character. She learned the value of diplomacy and the power of finding common ground. She saw the importance of tradition but also the need for change. And she came to understand that her journey was not just about fighting evil, but about bringing light to the darkness in all its forms.

As Lysandra's story unfolded, she became more than just a bard or a healer. She became a symbol of hope, a living testament to the idea that even in the darkest times, there is always a spark of light waiting to be kindled.

Her connection to the celestial realms manifested in more than just her abilities; it shaped her very essence. Her fair skin seemed to glow with an inner light, and her deep blue eyes reflected the vastness of the heavens. As she traveled, she often found herself under the gaze of the stars, feeling a kinship with their eternal radiance.

Her musical talents were not limited to her bardic spells. Lysandra was also a master of the lute, the flute, and the lyre, instruments that she played with a grace that could move even the stoniest of hearts. Her voice, too, was a gift from the celestial realms, capable of expressing the full range of human emotion, from the depths of sorrow to the heights of joy.

As Lysandra's reputation grew, she attracted followers and allies, drawn by her kindness, her courage, and the beauty of her music. She formed close bonds with her companions, valuing their camaraderie and the diverse skills they brought to their shared quest. Together, they faced dangers that would have been insurmountable alone, from treacherous dungeons to fearsome beasts.

Through it all, Lysandra remained true to her ideals, always striving to bring light to the darkness and to uphold the ancient traditions of her faith. Her journey was not just a quest for adventure, but a pilgrimage of the soul, seeking to weave a tapestry of harmony in a world often torn by conflict.

CHARACTER BACKSTORY

ADDITIONAL NOTES

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Bard

SPELLCASTING CLASS

CHA	12	+4
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	Light	Bard	DEX 12	1A	Touch/20 ft. Sphere	V,M	1 hour	PHB 255	D: 1h, 20 ft. Sphere, V/M
O	Vicious Mockery	Bard	WIS 12	1A	60 ft.	V	Instantaneous	PHB 285	V
P	Light	Light Bearer (Always Prepared)	DEX 12	1A	Touch/20 ft. Sphere	V,M	1 hour	PHB 255	D: 1h, 20 ft. Sphere, V/M
	=== 1st LEVEL ===	3 Slots OOO							
O	Charm Person	Bard	WIS 12	1A	30 ft.	V,S	1 hour	PHB 221	D: 1h, V/S
O	Dissonant Whispers	Bard	WIS 12	1A	60 ft.	V	Instantaneous	PHB 234	V
O	Faerie Fire <C>	Bard	DEX 12	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	Sleep	Bard	--	1A	90 ft./20 ft. Sphere	V,S,M	1 minute	PHB 276	D: 1m, 20 ft. Sphere, V/S/M

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