D&D BEYOND

Nimbus Lightnote

CHARACTER NAME

Bard 2
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	+3	16

○	-1	Strength
⊙	+5	Dexterity
○	+1	Constitution
○	+1	Intelligence
○	+0	Wisdom
⊙	+5	Charisma

Saving Throw Modifiers

SAVING THROWS

Ⓟ	+5	Acrobatics	DEX
Ⓗ	+1	Animal Handling	WIS
Ⓗ	+2	Arcana	INT
Ⓗ	+0	Athletics	STR
Ⓟ	+5	Deception	CHA
Ⓗ	+2	History	INT
Ⓟ	+2	Insight	WIS
Ⓗ	+4	Intimidation	CHA
Ⓗ	+2	Investigation	INT
Ⓗ	+1	Medicine	WIS
Ⓗ	+2	Nature	INT
Ⓗ	+1	Perception	WIS
Ⓟ	+5	Performance	CHA
Ⓟ	+5	Persuasion	CHA
Ⓗ	+2	Religion	INT
Ⓗ	+4	Sleight of Hand	DEX
Ⓗ	+4	Stealth	DEX
Ⓗ	+1	Survival	WIS
○			
○			
○			

SKILLS

+4
INITIATIVE

ARMOR
15
CLASS

Resistances - Lightning
DEFENSES

INSPIRATION

+2
PROFICIENCY BONUS

ABILITY SAVE DC

35 ft. (Walking)
SPEED

Max HP: 15
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 ===
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 • 3 / 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)
12	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
Shocking Grasp	+5	1d8 Lightning	V/S
Unarmed Strike	+1	0 Bludgeoning	

WEAPON ATTACKS & CANTRIPS

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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 13, Spell Attack +5) 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.

| 3 / 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.

=== 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.

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.

FEATURES & TRAITS

CP	0
SP	0
EP	0
GP	5
PP	0

WEIGHT CARRIED	88.1 lb.
ENCUMBERED	120 lb.
PUSH/DRAG/LIFT	240 lb.

NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
Studded Leather	1	13 lb.	Rations (1 day)	10	20 lb.
Dagger	1	1 lb.	Rope, Silk (50 feet)	1	5 lb.
Rapier	1	2 lb.	Tinderbox	1	1 lb.
Backpack	1	5 lb.	Torch	8	8 lb.
Clothes, Traveler's	1	4 lb.	Waterskin	1	5 lb.
Component Pouch	1	2 lb.			
Flute	1	1 lb.			
Lute	1	2 lb.			
Pan Flute	1	2 lb.			
Book	1	5 lb.			
Ink (1 ounce bottle)	1	--			
Ink Pen	1	--	ATTUNED MAGIC ITEMS	QTY	WEIGHT
Bedroll	1	7 lb.			
Clothes, Costume	1	4 lb.			
Mess Kit	1	1 lb.			

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	13	+5
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 13	1A	60 ft.	V	Instantaneous	PHB 285	V
O	Shocking Grasp	Mingle with the Wind	+5	1A	Touch	V,S	Instantaneous	PHB 275	V/S
	=== 1st LEVEL ===	3 Slots OOO							
O	Dissonant Whispers	Bard	WIS 13	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 13	1A	30 ft.	V,S	1 hour	PHB 221	D: 1h, V/S
O	Thunderwave	Bard	CON 13	1A	Self/15 ft. Cube	V,S	Instantaneous	PHB 282	15 ft. Cube, V/S
O	Faerie Fire <C>	Bard	DEX 13	1A	60 ft./20 ft. Cube	V	Concentration, up to 1 minute	PHB 239	D: 1m, 20 ft. Cube, V

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