# Damine Zangold

CHARACTER NAME

Bard 9 [College of Whispers]
CLASS & LEVEL

PLAYER NAME

Glasya Tiefling
RACE

Celebrity Adventurer's Sci
BACKGROUND

48,000
EXPERIENCE POINTS

**STRENGTH** +0 (10)

**DEXTERITY** +3 (16)

**CONSTITUTION** +2 (14)

**INTELLIGENCE** -1 (8)

**WISDOM** +0 (10)

**CHARISMA** +4 (18)

| | | |
|---|---|---|
| ○ | +0 | Strength |
| ⊙ | +7 | Dexterity |
| ○ | +2 | 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**

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

**SKILLS**

+5 **INITIATIVE**

**ARMOR** 15 **CLASS**

Resistances - Fire

**DEFENSES**

**INSPIRATION**

+4 **PROFICIENCY BONUS**

**ABILITY SAVE DC**

30 ft. (Walking)

**SPEED**

| Max HP | Current HP | Temp HP |
|---|---|---|
| 90 | | -- |

**HIT POINTS**

Total 9d8

**HIT DICE**

SUCCESSES ○○○

FAILURES ○○○

**DEATH SAVES**

=== ARMOR ===
Light Armor

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

=== TOOLS ===
Disguise Kit, Drum, Dulcimer, Shawm

=== LANGUAGES ===
Celestial, Common, Draconic, Infernal

**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 ===
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.

=== SPECIAL ===
Mantle of Whispers • 1 / Short Rest
As a reaction when a humanoid dies within 30 ft. of you, you can capture its shadow until you use it or you finish a long rest. As an action, you can use the shadow to disguise yourself as the dead person for 1 hour (or until you end it as a bonus action). While disguised, you gain enough information to pass yourself off as the person. Another creature can detect the disguise with an Insight check versus your

**ACTIONS**

| | |
|---|---|
| 18 | PASSIVE WISDOM (PERCEPTION) |
| 12 | PASSIVE WISDOM (INSIGHT) |
| 11 | PASSIVE INTELLIGENCE (INVESTIGATION) |

Darkvision 60 ft.

**SENSES**

| NAME | HIT | DAMAGE/TYPE | NOTES |
|---|---|---|---|
| Crossbow, Light | +7 | 1d8+3 Piercing | Simple, Ammunition, Loading, Range, Two-Handed, Range (80/320) |
| Dagger | +7 | 1d4+3 Piercing | Simple, Finesse, Light, Thrown, Range (20/60) |
| Rapier | +7 | 1d8+3 Piercing | Martial, Finesse |
| Shortsword | +7 | 1d6+3 Piercing | Martial, Finesse, Light |
| Unarmed Strike | +4 | 1 Bludgeoning | |
| | | | |

**WEAPON ATTACKS & CANTRIPS**

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# Damine Zangold

CHARACTER NAME

| CLASS & LEVEL | PLAYER NAME | |
|---|---|---|
| Bard 9 [College of Whispers] | | |
| RACE | BACKGROUND | EXPERIENCE POINTS |
| Glasya Tiefling | Celebrity Adventurer's Sc | 48,000 |

=== 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 Whispers

* Expertise • PHB 54
Your proficiency bonus is doubled for any ability check you make with chosen proficiencies (2 at 3rd and 10th level).

* Psychic Blades • XGtE 16
When you hit a creature with a weapon attack, you can expend one use of your Bardic Inspiration to deal an extra 3d6 psychic damage to that target. You can do so only once per round on your turn.

| Special

* Words of Terror • XGtE 16
Once per short rest, you can speak to a humanoid alone for 1 minute and cause it to become frightened of you (or another creature of your choice) if it fails a WIS saving throw (DC 16) for 1 hour or until it or its allies are attacked or damaged. If the target succeeds, it is not aware you used this ability.

| 1 / Short Rest • 1 Minute

* 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

* Mantle of Whispers • XGtE 16
As a reaction when a humanoid dies within 30 ft. of you, you can capture its shadow until you use it or you finish a long rest. As an action, you can use the shadow to disguise yourself as the dead person for 1 hour (or until you end it as a bonus action). While disguised, you gain enough information to pass yourself off as the person. Another creature can detect the disguise with an Insight check versus your Deception check (you gain a +5 bonus).

| 1 / Short Rest • Special

=== GLASYA TIEFLING RACIAL TRAITS ===

* Darkvision • BR 43
You can see in darkness (shades of gray) up to 60 ft.

* Hellish Resistance • BR 43
You have resistance to fire damage.

* Legacy of Malbolge • MToF 22
You know the minor illusion cantrip. [3rd] You can cast disguise self (2nd) once per long rest. [5th] You can cast invisibility once per long rest. CHA is your spellcasting ability.

=== 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

**FEATURES & TRAITS**

| CP | SP | EP | GP | PP |
|---|---|---|---|---|
| 0 | 0 | 0 | 3 | 4 |

| WEIGHT CARRIED | ENCUMBERED | PUSH/DRAG/LIFT |
|---|---|---|
| 140.64 lb. | 150 lb. | 300 lb. |

| NAME | QTY | WEIGHT |
|---|---|---|
| Studded Leather | 1 | 13 lb. |
| Dagger | 1 | 1 lb. |
| Crossbow, Light | 1 | 5 lb. |
| Rapier | 1 | 2 lb. |
| Shortsword | 1 | 2 lb. |
| Potion of Healing (Greater) | 2 | 1 lb. |
| Shiftweave | 1 | -- |
| Scroll of Dispel Magic | 2 | -- |
| Scroll of Hypnotic Pattern | 1 | -- |
| Crossbow Bolts | 20 | 1.5 lb. |
| Backpack | 1 | 5 lb. |
| Ball Bearings (bag of 1,000) | 1,000 | 2 lb. |
| Bedroll | 1 | 7 lb. |
| Blanket | 1 | 3 lb. |
| Candle | 10 | -- |

| NAME | QTY | WEIGHT |
|---|---|---|
| Chalk (1 piece) | 10 | -- |
| Clothes, Costume | 1 | 4 lb. |
| Clothes, Traveler's | 1 | 4 lb. |
| Crowbar | 1 | 5 lb. |
| Flask or Tankard | 1 | 1 lb. |
| Grappling Hook | 1 | 4 lb. |
| Hammer | 1 | 3 lb. |
| Healer's Kit | 1 | 3 lb. |
| Holy Water (flask) | 1 | 1 lb. |
| Lantern, Hooded | 1 | 2 lb. |
| Manacles | 1 | 6 lb. |

| ATTUNED MAGIC ITEMS | QTY | WEIGHT |
|---|---|---|

**EQUIPMENT**

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D&D BEYOND

# Damine Zangold

CHARACTER NAME

| Bard 9 [College of Whispers] | | |
|---|---|---|
| CLASS & LEVEL | | PLAYER NAME |
| Glasya Tiefling | Celebrity Adventurer's Sc | 48,000 |
| RACE | BACKGROUND | EXPERIENCE POINTS |

**ADDITIONAL FEATURES & TRAITS**

| NAME | | QTY | WEIGHT |
|---|---|---|---|
| Mess Kit | 1 | 1 lb. | |
| Mirror, Steel | 1 | 0.5 lb. | |
| Amulet | 1 | 1 lb. | |
| Disguise Kit | 1 | 3 lb. | |
| Drum | 1 | 3 lb. | |
| Dulcimer | 1 | 10 lb. | |
| Oil (flask) | 3 | 3 lb. | |
| Perfume (vial) | 1 | -- | |
| Piton | 10 | 2.5 lb. | |
| Pole (10-foot) | 1 | 7 lb. | |
| Pouch | 1 | 1 lb. | |
| Rations (1 day) | 10 | 20 lb. | |
| Rope, Silk (50 feet) | 1 | 5 lb. | |
| Shawm | 1 | 1 lb. | |
| Small Knife | 1 | -- | |

| NAME | QTY | WEIGHT |
|---|---|---|
| Soap | 1 | -- |
| Stake (Wooden) | 3 | -- |
| String | 1 | -- |
| Tinderbox | 1 | 1 lb. |
| Waterskin | 1 | 5 lb. |
| Whetstone | 1 | 1 lb. |
| Pearl | 1 | -- |

**ADDITIONAL EQUIPMENT**

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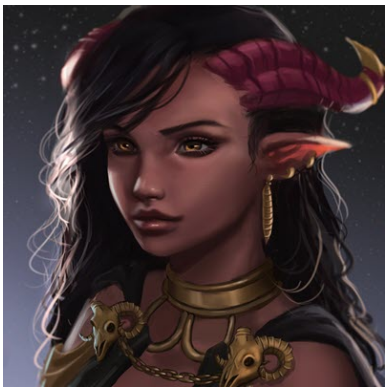
# Damine Zangold

CHARACTER NAME

| Female | 25 | Medium | 5' 8" | 198 |
|---|---|---|---|---|
| GENDER | AGE | SIZE | HEIGHT | WEIGHT |
| Chaotic Neutral | Leira | Red | Amber | Brunette |
| ALIGNMENT | FAITH | SKIN | EYES | HAIR |



**CHARACTER APPEARANCE**

**ALLIES & ORGANIZATIONS**

I will never get out of my famous parent's shadow, and no one else will ever understand this burden. No one can fake a smile, a

PERSONALITY TRAITS

Fame. I've seen what fame can bring. And I'll do anything to get all that for myself. (Neutral)

IDEALS

Growing up, I had an imaginary friend I could always count on. That friend is still with me.

BONDS

You have to look out for yourself. No one else will.

FLAWS

**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 | Prestidigitation | Bard | -- | 1A | 10 ft. | V,S | 1 hour | PHB 267 | D: 1h, V/S |
| O | Minor Illusion | Legacy of Malbolge | -- | 1A | 30 ft./5 ft. Cube | S,M | 1 minute | PHB 260 | D: 1m, 5 ft. Cube, S/M |
| | === 1st LEVEL === | 4 Slots OOOO | | | | | | | |
| O | Dissonant Whispers | Bard | WIS 16 | 1A | 60 ft. | V | Instantaneous | PHB 234 | V |
| 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 | Healing Word | Bard | -- | 1BA | 60 ft. | V | Instantaneous | PHB 250 | V |
| O | Tasha's Hideous Laughter <C> | Bard | WIS 16 | 1A | 30 ft. | V,S,M | Concentration, up to 1 minute | PHB 280 | D: 1m, V/S/M |
| O | Bane <C> | Bard | CHA 16 | 1A | 30 ft. | V,S,M | Concentration, up to 1 minute | PHB 216 | D: 1m, V/S/M |
| O | Disguise Self | Legacy of Malbolge | -- | 1A | Self | V,S | 1 hour | PHB 233 | 1/LR, D: 1h, V/S |
| | === 2nd LEVEL === | 3 Slots OOO | | | | | | | |
| O | Phantasmal Force <C> | Bard | INT 16 | 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 | Silence [R]<C> | Bard | -- | 1A | 120 ft./20 ft. Sphere | V,S | Concentration, up to 10 minutes | PHB 275 | D: 10m, 20 ft. Sphere, V/S |
| O | Invisibility <C> | Legacy of Malbolge | -- | 1A | Touch | V,S,M | Concentration, up to 1 hour | PHB 254 | 1/LR, D: 1h, V/S/M |
| | === 3rd LEVEL === | 3 Slots OOO | | | | | | | |
| O | Major Image <C> | Bard | -- | 1A | 120 ft./20 ft. Cube | V,S,M | Concentration, up to 10 minutes | PHB 258 | D: 10m, 20 ft. Cube, V/S/M |
| O | Fear <C> | Bard | WIS 16 | 1A | Self/30 ft. Cone | V,S,M | Concentration, up to 1 minute | PHB 239 | D: 1m, 30 ft. Cone, V/S/M |
| | === 4th LEVEL === | 3 Slots OOO | | | | | | | |
| O | Greater Invisibility <C> | Bard | -- | 1A | Touch | V,S | Concentration, up to 1 minute | PHB 246 | D: 1m, V/S |
| O | Polymorph <C> | Bard | WIS 16 | 1A | 60 ft. | V,S,M | Concentration, up to 1 hour | PHB 266 | D: 1h, V/S/M |
| | === 5th LEVEL === | 1 Slots O | | | | | | | |
| O | Hold Monster <C> | Bard | WIS 16 | 1A | 90 ft. | V,S,M | Concentration, up to 1 minute | PHB 251 | D: 1m, V/S/M |



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