



B.A.R.D-F

CHARACTER NAME



B.A.R.D-F is a formidable construct, built with precision and strength to guard the gate between Mechanus and the Nine Hells. His metallic frame is forged from polished steel and reinforced with dark bronze, designed to withstand relentless assaults. His glowing blue eyes are steady and vigilant, scanning for any signs of intrusion. Durable joints and reinforced plating ensure resilience in battle, while his integrated weaponry hints at deadly efficiency. A faint hum emanates from his core, a reminder of the immense power contained within.

CHARACTER APPEARANCE

B.A.R.D-F's metal plating is marked by scratches and dents, each one a relic of his escape from the infernal onslaught and the years of wandering that followed. A reddish-gold patina resembling rust covers his frame, giving him a strangely beautiful, weathered appearance, as though he is a relic of both war and artistry.

His voice carries its own peculiar charm, often mimicking the tone, pitch, or rhythm of those around him, an unintended quirk that frequently catches others off guard. Despite the visible wear and tear he carries, B.A.R.D-F is meticulous in caring for his resonance sensor, polishing it nightly with reverence, treating it as both a vital tool and a sacred part of his identity.

Social interaction remains a challenge for him. His formal greetings, such as "Salutations, organic compatriot of indeterminate origin!" often leave others bemused, while his frequent references to Mechanus idioms - like "Order through resonance!" or "The perfect beat brings clarity" - further add to his eccentric charm.

ADDITIONAL FEATURES & TRAITS

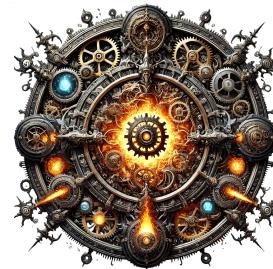
6
AGE
Blue
EYES

6 Feet
HEIGHT
Polished Steel
SKIN

278lbs
WEIGHT
HAIR

NAME

Nine Hells Gate Watch



SYMBOL

ALLIES & ORGANIZATIONS

In Mechanus, the Battle-Adapted Resonance Droid (B.A.R.D) series was forged to defend against a planar invasion from the Nine Hells. Designed to disorient foes with devastating sonic resonance, the B.A.R.D units were Mechanus' vanguard. Among them, B.A.R.D-F, a small, under-equipped model, was mockingly nicknamed B.A.R.D-Failure for his lack of combat prowess.

When the infernal horde overwhelmed the first line of defence, nearly all B.A.R.D units were destroyed. B.A.R.D-F, unnoticed in the chaos, fled to the Outlands. Stranded and purposeless, he met a band of travelling outsiders who encouraged him to turn his resonant abilities toward music and storytelling instead of war.

Eventually, he found his way to Sigil, the City of Doors, where he honed his bardic craft, weaving songs of the war at the gates and the bravery of his fallen kin. Now, B.A.R.D-F strives to forge a new purpose as a storyteller and performer, proving that even a so-called failure can find harmony in the multiverse.

CHARACTER BACKGROUND

1. Cursed Ring A sleek, tarnished silver band embedded with a faintly glowing, tiny crystalline shard that hums softly when touched. Found during the invasion at the planar gates by B.A.R.D-F it is the only memoriam he has from his old life. Once donned, the ring causes sharp, stabbing pain when removal is attempted, almost as if it resists leaving him.

2. Harmonic Tuning Fork A tuning fork engraved with intricate patterns that seem to shimmer in the light. It was gifted to him by a bard in Sigil who admired his abilities.

3. Scroll of Unfinished Verse A crumpled parchment covered in half-written lyrics and cryptic symbols. The words rearrange slightly whenever it's read, as if searching for the perfect rhyme.

TREASURE

Charisma

SPELLCASTING ABILITY

+3 SPELLCASTING MODIFIER

13 SPELL SAVE DC

+5 SPELL ATTACK
BONUS

DUNGEONS & DRAGONS®

CANTRIPS & PREPARED SPELLS

Total	Expended	Total	Expended	Total	Expended
LEVEL 1	2	LEVEL 4	4	LEVEL 7	2
LEVEL 2	5	LEVEL 5	6	LEVEL 8	1
LEVEL 3	3	LEVEL 6	3	LEVEL 9	1

CANTRIPS & PREPARED SPELLS

▲ Bonus Action ♦ Reaction

PERSONALITY TRAITS

Self-Deprecating Humour B.A.R.D-F often jokes about his "failure" status, making quips about his small frame or lack of combat prowess to put others at ease. Though his humour is endearing, it hides a deeper insecurity about his worth.

Alignment Lawful Neutral

IDEALS

Harmony "Conflict may start with discord, but resolution comes through harmony - whether in music or life."

BONDS

The Outlander Troupe The band of travellers who first showed him acceptance are like family to him, though he hasn't seen them in years.

FLAWS

Fear of Combat Having witnessed the annihilation of his kin, B.A.R.D-F freezes up in life-or-death situations, questioning his ability to fight.

LANGUAGES

Abyssal, Common, Dwarvish, Infernal

EQUIPMENT

Leather Armor, 2 Handaxes, Light Crossbow, 20 Bolts, Wargong, backpack, bedroll, mess kit, tinderbox, 10 torches, 10 days of rations, waterskin, 50 feet of hempen rope, ring of keys to unknown locks, black book, ink pen and quill, bottle of black ink, traveler's clothes, ring made from a chain link that, once donned, won't come off without pulling painfully hard

Magic Item Attunement



COINS

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FEATURES, MAGIC ITEMS AND SPELLS

WARFORGED TRAITS

CONSTRUCTED RESILIENCE

You were created to have remarkable fortitude, represented by the following benefits:

- You have advantage on saving throws against being poisoned, and you have resistance to poison damage.
- You don't need to eat, drink, or breathe.
- You are immune to disease.
- You don't need to sleep, and magic can't put you to sleep.

SENTRY'S REST

When you take a long rest, you must spend at least six hours in an inactive, motionless state, rather than sleeping. In this state, you appear inert, but it doesn't render you unconscious, and you can see and hear as normal.

INTEGRATED PROTECTION

Your body has built-in defensive layers, which can be enhanced with armor.

- You gain a +1 bonus to Armor Class.
- You can don only armor with which you have proficiency. To don armor, you must incorporate it into your body over the course of 1 hour, during which you must remain in contact with the armor. To doff armor, you must spend 1 hour removing it. You can rest while donning or doffing armor in this way.
- While you live, your armor can't be removed from your body against your will.

SPECIALIZED DESIGN

Woodcarver's Tools, Perception Proficiency

You gain one skill proficiency and one tool proficiency of your choice.

FEATS

SCION OF THE OUTER PLANES

Nine Hells

Your connection to an Outer Plane infuses you with the energy there. Choose a type of plane listed in the Planar Infusion Table. Your choice gives you a resistance to a damage type and the ability to cast a cantrip, as specified in the table. You can cast this cantrip without material components, and your spellcasting ability for it is Intelligence, Wisdom or **Charisma** (choose when you select this feat).

PLANAR INFUSION

Plane	Resistance	Cantrip
Chaotic Outer Plane	Poison	Minor Illusion
• Evil Outer Plane	Necrotic	Chill Touch
Good Outer Plane	Radiant	Sacred Flame
Lawful Outer Plane	Force	Guidance
The Outlands	Psychic	Mage Hand

BARD TRAITS

BARDING INSPIRATION

You can supernaturally inspire others through words, music, or dance. This inspiration is represented by your Bardic Inspiration die, which is a d6.

Using Bardic Inspiration. As a Bonus Action, you can inspire another creature within 60 feet of yourself who can see and hear you. That creature gains one of your Bardic Inspiration dice. A creature can have only one Bardic Inspiration die at a time.

Once within the next hour when the creature fails a D20 Test, the creature can roll the Bardic Inspiration die and add the number rolled to the d20, potentially turning the failure into a success. A Bardic Inspiration die is expended when it's rolled.

Number of Uses. You can confer a Bardic Inspiration die a number of times equal to your Charisma modifier (minimum of one), and you regain all expended uses when you finish a Long Rest.

At Higher Levels. Your Bardic Inspiration die changes when you reach certain Bard levels, as shown in the Bardic Die column of the Bardic Features table. It becomes a d8 at level 5, a d10 at level 10, and a d12 at level 15.

SPELLS

CANTRIP

BLADE WARD

Abjuration Cantrip

Casting Time: Action

Range: Self

Components: V, S

Duration: Concentration, Up to 1 Minute

Whenever a creature makes an attack roll against you before the spell ends, the attacker subtracts 1d4 from the attack roll.

CHILL TOUCH

Necromancy Cantrip

Casting Time: Action

Range: Touch

Components: V, S

Duration: Instantaneous

Channeling the chill of the grave, make a melee spell attack against a target within reach. On a hit, the target takes 1d10 Necrotic damage, and it can't regain Hit Points until the end of your next turn.

Cantrip Upgrade. The damage increases by 1d10 when you reach levels 5 (2d10), 11 (3d10), and 17 (4d10).

VICIOUS MOCKERY

Enchantment Cantrip

Casting Time: Action

Range: 60 Feet

Components: V

Duration: Instantaneous

You unleash a string of insults laced with subtle enchantments at one creature you can see or hear within range. The target must succeed on a Wisdom saving throw or take 1d6 Psychic damage and have Disadvantage on the next attack roll it makes before the end of its next turn.

Cantrip Upgrade. The damage increases by 1d6 when you reach levels 5 (2d6), 11 (3d6), and 17 (4d6).

LEVEL 1

COMMAND

1st-Level Enchantment

Casting Time: Action

Range: 60 Feet

Components: V

Duration: Instantaneous

You speak a one-word command to a creature you can see within range. The target must succeed on a Wisdom saving throw or follow the command on its next turn. Choose the command from these options:

Approach. The target moves toward you by the shortest and most direct route, ending its turn if it moves within 5 feet of you.

Drop. The target drops whatever it is holding and then ends its turn.

Flee. The target spends its turn moving away from you by the fastest available means

Grovel. The target has the Prone condition and then ends its turn.

Halt. On its turn, the target doesn't move and takes no Action or Bonus Action.

Using a Higher-Level Spell Slot. You can affect one additional creature for each spell slot level above 1.

HEROISM

1st-Level Enchantment

Casting Time: Action

Range: Touch

Components: V, S

Duration: Concentration, Up to 1 Minute

A willing creature you touch is imbued with bravery. Until the spell ends, the creature is immune to the Frightened condition and gains Temporary Hit Points equal to your spellcasting ability modifier at the start of each of its turn.

Using a Higher-Level Spell Slot. You can target one additional creature for each spell slot level above 1.

MISCELLANEOUS

ATTACK AND DAMAGE ROLLS

MELEE WEAPONS

Attack Roll.

Handaxe (Throwable):

1d20 + STR-Modifier + Proficiency Modifier

Current Max (melee): 25

Current Max (thrown): 25

Damage Roll.

Handaxe (Throwable):

1d6 + STR-Modifier

Current Max (melee): 9

Current Max (thrown): 9

RANGED WEAPONS

Attack Roll.

Light Crossbow:

1d20 + DEX-Modifier + Proficiency Modifier

Current Max: 24

Damage Roll.

Light Crossbow:

1d6 + DEX-Modifier

Current Max: 8

SPECIAL ATTACKS

Attack Roll.

Unarmed Strike:

1d20 + STR-Modifier + Proficiency Modifier

Current Max: 25

Damage Roll.

Unarmed Strike:

1 + STR-Modifier

Current Max: 4