



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

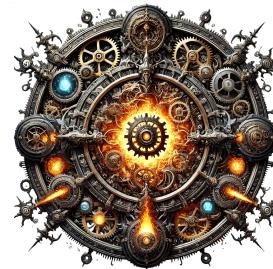
6
AGE
Blue
EYES

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

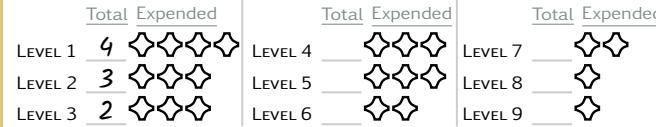
SPELLCASTING ABILITY

+3 SPELLCASTING MODIFIER

14 SPELL SAVE DC

DUNGEONS & DRAGONS®

CANTRIPS & PREPARED SPELLS



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

Armor of Fungal Spores (Chain Shirt),
Acheron Blade (Longsword), 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

★ Acheron Blade (Longsword)

Doss Lute

1

COINS

The diagram consists of five empty rectangular boxes arranged horizontally. Above each box is a label: 'CP' on the far left, followed by 'SP', 'EP', 'GP', and 'PP' on the far right. Each box has a small upward-pointing arrow at its top center and a small downward-pointing arrow at its bottom center.

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

BARDIC 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.

EXPERTISE

Perception, Persuasion

You gain Expertise (see the rules glossary) in two of your skill proficiencies of your choice. Performance and Persuasion are recommended if you have proficiency in them.

At Bard level 9, you gain Expertise in two more of your skill proficiencies of your choice.

JACK OF ALL TRADES

You can add half your Proficiency Bonus (round down) to any ability check you make that uses a skill proficiency you lack and that doesn't otherwise use your Proficiency Bonus.

For example, if you make a Strength (Athletics) check and lack Athletics proficiency, you can add half your Proficiency Bonus to the check.

COLLEGE OF VALOR

Bards of the College of Valor are daring storytellers whose tales preserve the memory of the great heroes of the past. These Bards sing the deeds of the mighty in vaulted halls or to crowds gathered around great bonfires. They travel to witness great events firsthand and to ensure that the memory of these events doesn't pass away. With their songs, they inspire new generations to reach the same height of accomplishment as the heroes of old.

COMBAT INSPIRATION

You can use your wit to turn the tide of battle. A creature that has a Bardic Inspiration die from you can use it for one of the following effects.

Defense. When the creature is hit by an attack roll, that creature can use its Reaction to roll the Bardic Inspiration die and add the number rolled to its AC against that attack, potentially causing the attack to miss.

Offense. Immediately after the creature hits a target with an attack roll, the creature can roll the Bardic Inspiration die and add the number rolled to the attack's damage against the target.

MARTIAL TRAINING

You gain proficiency with Martial weapons and training with Medium armor and Shields.

In addition, you can use a Simple or Martial weapon as a Spellcasting Focus to cast spells from your Bard spell list.

FONT OF INSPIRATION

You now regain all your expended uses of Bardic Inspiration when you finish a Short or Long Rest.

In addition, you can expend a spell slot (no action required) to regain one expended use of Bardic Inspiration.

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).

MESSAGE

Transmutation Cantrip

Casting Time: Action

Range: 120 Feet

Components: S, M (a copper wire)

Duration: 1 Round

You point toward a creature within range and whisper a message. The target (and only the target) hears the message and can reply in a whisper that only you can hear.

You can cast this spell through solid objects if you are familiar with the the target and know it is beyond the barrier. Magical silence; 1 foot of stone, metal, or wood; or a thin sheet of lead blocks the spell.

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.

DISSONANT WHISPERS

1st-Level Enchantment

Casting Time: Action

Range: 60 Feet

Components: V

Duration: Instantaneous

One creature of your choice that you can see within range hears a discordant melody in its mind. The target makes a Wisdom saving throw. On a failed save, it takes 3d6 Psychic damage and must immediately use its Reaction, if available, to move as far away from you as it can, using the safest route. On a successful save, the target takes half as much damage only.

Using a Higher-Level Spell Slot. The damage increases by 1d6 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 turns.

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

SILVERY BARBS

1st-Level Enchantment

Casting Time: 1 Reaction, which you take when a creature you can see within 60 feet of yourself succeeds on an attack roll, an ability check, or a saving throw

Range: 60 Feet

Components: V

Duration: Instantaneous

You magically distract the triggering creature and turn its momentary uncertainty into encouragement for another creature. The triggering creature must reroll the d20 and use the lower roll.

You can then choose a different creature you can see within range (you can choose yourself). The chosen creature has advantage on the next attack roll, ability check, or saving throw it makes within 1 minute. A creature can be empowered by only one use of this spell at a time.

LEVEL 2

ENHANCE ABILITY

2nd-Level Transmutation

Casting Time: Action

Range: Touch

Components: V, S, M (fur or a feather)

Duration: Concentration, Up to 1 Hour

You touch a creature and choose Strength, Dexterity, Intelligence, Wisdom, or Charisma. For the duration, the target has Advantage on ability checks using the chosen ability.

Using a Higher-Level Spell Slot. You can target one additional creature for each spell slot level above 2. You can choose a different ability for each target.

INVISIBILITY

2nd-Level Illusion

Casting Time: Action

Range: Touch

Components: V, S, M (an eyelash in gum arabic)

Duration: Concentration, Up to 1 Hour

A creature you touch has the Invisible condition until the spell ends. The spell ends early immediately after the target makes an attack roll, deals damage, or casts a spell.

Using a Higher-Level Spell Slot. You can target one additional creature for each spell slot level above 2.

SUGGESTION

2nd-Level Enchantment

Casting Time: Action

Range: 30 Feet

Components: V, M (a drop of honey)

Duration: Concentration, Up to 8 Hour

You suggest a course of activity - described in no more than 25 words - to one creature you can see within range that can hear and understand you. The suggestion must sound achievable and not involve anything that would obviously deal

damage to the target or allies. For example, you could say, "Fetch the key to the cult's treasure vault, and give the key to me." Or you could say, "Stop fighting, leave this library peacefully, and don't return."

The target must succeed on a Wisdom saving throw or have the Charmed condition for the duration or until you or your allies deal damage to the target. The Charmed target pursues the suggestion to the best of its ability. The suggested activity can continue for the entire duration, but if the suggested activity can be completed in a shorter time, the spell ends for the target upon completing it.

LEVEL 3

BESTOW CURSE

3rd-Level Necromancy

Casting Time: Action

Range: Touch

Components: V, S

Duration: Concentration, Up to 1 Minute

You touch a creature, which must succeed on a Wisdom saving throw or become cursed for the duration. Until the curse end, the target suffers one of the following effects of your choice:

- Choose one ability. The target has Disadvantage on ability checks and saving throws made with that ability.
- The target has Disadvantage on attack rolls against you.
- In combat, the target must succeed on a Wisdom saving throw at the start of each of its turns or be forced to take the Dodge action on that turn.
- If you deal damage to the target with an attack roll or a spell, the target takes an extra 1d8 Necrotic damage.

Using a Higher-Level Spell Slot. If you cast this spell using a level 4 spell slot, you can maintain Concentration on it for up to 10 minutes. If you use a level 5+ spell slot, the spell doesn't require Concentration, and the duration becomes 8 hours (level 5-6 slot) or 24 hours (level 7-8 slot). If you use a level 9 spell slot, the spell lasts until dispelled.

MOTIVATIONAL SPEECH

3rd-Level Enchantment

Casting Time: 1 Minute

Range: 60 Feet

Components: V

Duration: 1 Hour

Choose up to five creatures within range that can hear you. For the duration, each affected creature gains 5 temporary hit points and has advantage on Wisdom saving throws. If an

affected creature is hit by an attack, it has advantage on the next attack roll it makes. Once an affected creature loses the temporary hit points granted by this spell, the spell ends for that creature.

Using a Higher-Level Spell Slot. When you cast this spell using a spell slot of 4th level or higher, the temporary hit points increase by 5 for each slot level above 3rd.

MISCELLANEOUS

ATTACK AND DAMAGE ROLLS

MELEE WEAPONS

Attack Roll.

Handaxe (Throwable):

1d20 + STR-Modifier + Proficiency Modifier

Current Max (melee): 27

Current Max (thrown): 27

Acheron Blade (Versatile):

1d20 + STR-Modifier + Proficiency Modifier + 1

Current Max: 28

Damage Roll.

Handaxe (Throwable):

1d6 + STR-Modifier

Current Max (melee): 10

Current Max (thrown): 10

Acheron Blade (Versatile):

1d8 (1d10) + STR-Modifier + 1

Current Max (one-handed): 13

Current Max (two-handed): 15

RANGED WEAPONS

Attack Roll.

Light Crossbow:

1d20 + DEX-Modifier + Proficiency Modifier

Current Max: 25

Damage Roll.

Light Crossbow:

1d6 + DEX-Modifier

Current Max: 8

SPECIAL ATTACKS

Attack Roll.

Unarmed Strike:

1d20 + STR-Modifier + Proficiency Modifier

Current Max: 27

Damage Roll.

Unarmed Strike:

1 + STR-Modifier

Current Max: 5

MAGIC ITEMS

ACHERON BLADE LONGSWORD

Weapon (Longsword), rare (requires attunement)



APPEARANCE

Forged from a mysterious arcane alloy harvested from the depths of forgotten realms, the Acheron Blade exudes a haunting elegance. Its slender, jet-black blade gleams with a muted, metallic luster, as if it drinks in the surrounding light. Faint crimson and violet veins of arcane energy pulse just beneath the surface, like the heartbeat of some ancient, slumbering power.

The hilt is masterfully crafted with infernal artistry: a crossguard shaped like outstretched demonic wings curves protectively over the wielder's hand, forged in dark iron with crimson inlays. Ancient runes, etched in a long-lost dialect, shimmer subtly along the grip, reacting faintly to the touch of a worthy bearer. The pommel bears the image of a single downward-facing eye, crafted from obsidian and always unnervingly cold.

HISTORY

The origins of the Acheron Blade are shrouded in myth and shadow, its true creation lost to time and planar war. It is widely believed to have been forged in the lower planes, within a forgotten forge-city that once stood on the banks of the River Acheron - the iron-choked river that flows through the realms of lawful evil. The alloy used in its crafting is not native to the Material Plane,

suspected to be a fusion of infernal steel and crystallized soul matter harvested from ancient battlefields where devils and mortals clashed endlessly.

Legends tell of a mortal blacksmith named Varnem the Hollow, who bargained with a dying archdevil for the knowledge of soulbinding metallurgy. Varnem disappeared shortly after his pact, but not before completing a single weapon: the Acheron Blade. It was said that the sword would choose only those with the will to command death and order alike, and punish those who wielded it with unworthy purpose.

Over centuries, the blade surfaced in various conquests and calamities. It was last recorded in the hands of Knight-Inquisitor Thassir of the Obsidian Creed, who used it to lay waste to a rebellious kingdom under suspicion of demonic corruption. Thassir vanished during a planar incursion near a known Acheron rift, and the sword has remained lost until now.

Some claim the blade whispers to its bearer. Others say it is a fragment of a greater weapon forged by Hell itself. Whatever the truth, those who possess the Acheron Blade carry more than just steel; they carry a legacy of power, order, and damnation.

MAGIC

The black blade of this sword is crafted from a mysterious arcane alloy. You gain a +1 bonus to attack and damage rolls made with this magic weapon. While the sword is on your person, you are immune to effects that turn undead.

Dark Blessing. While holding the sword, you can use an action to give yourself $1d4 + 4$ temporary hit points. This property can't be used again until the next dusk.

Disheartening Strike. When you hit a creature with an attack using this weapon, you can fill the target with unsettling dread: the target has disadvantage on the next saving throw it makes before the end of your next turn. The creature ignores this effect if it's immune to the frightened condition. Once you use this property, you can't do so again until the next dusk.

DOSS LUTE

Wondrous item, instrument, uncommon (requires attunement by a bard)



An instrument of the bards is an exquisite example of its kind, superior to an ordinary instrument in every way. Seven types of these instruments exist, each named after a legendary bard college.

HISTORY

It was said that a legendary bard in the Moonshaes named Falataer created the first Doss lute. He used the lute to both test and reward students of his bardic college. Subsequent bards copied the design but continued to keep the same name.

ARCANE CHALLENGE

A creature that attempts to play the instrument without being attuned to it must succeed on a DC 15 Wisdom saving throw or take 2d4 psychic damage.

CHARMING HARMONY

You can play the instrument while casting a spell that causes any of its targets to be charmed on a failed saving throw, thereby imposing disadvantage on the save. This effect applies only if the spell has a somatic or a material component.

SPELLCASTING ABILITY

You can use an action to play the instrument and cast one of its spells. Once the instrument has been used to cast a spell, it can't be used to cast that spell again until the next dawn. The spells use your spellcasting ability and spell save DC.

STANDARD SPELLS FOR BARD INSTRUMENTS

All instruments of the bards can be used to cast the following spells: Fly, Invisibility, Levitate, and Protection from Evil and Good.

UNIQUE SPELLS OF THE DOSS LUTE

In addition, the Doss Lute can be used to cast Animal Friendship, Protection from Energy (fire only), Protection from Poison.

ANIMAL FRIENDSHIP

1st-Level Enchantment

Casting Time: Action

Range: 30 Feet

Components: V, S, M (a morsel of food)

Duration: 24 Hour

This spell lets you convince a beast that you mean it no harm. Choose a beast that you can see within range. It must see and hear you. If the beast's Intelligence is 4 or higher, the spell fails. Otherwise, the beast must succeed on a Wisdom saving throw or be charmed by you for the spell's duration. If you or one of your companions harms the target, the spell ends.

PROTECTION FROM POISON

2nd-Level Abjuration

Casting Time: Action

Range: Touch

Components: V, S

Duration: 1 Hour

You touch a creature and end the Poisoned condition on it. For the duration, the target has Advantage on saving throws to avoid or end the Poisoned condition, and it has Resistance to Poison damage.

PROTECTION FROM ENERGY

3rd-Level Abjuration

Casting Time: Action

Range: Touch

Components: V, S

Duration: Concentration, Up to 1 Hour

For the duration, the willing creature you touch has Resistance to Fire damage.

ARMOR OF FUNGAL SPORES

Armor (Chain Shirt), uncommon

While wearing this armor, you can take a bonus action to make the armor emit poisonous spores, which fill a 10-foot-radius sphere centered on yourself. Each creature in that area must succeed on a DC 15 Constitution saving throw or have the poisoned condition until the end of your next turn. Once this property is used, it can't be used again until the next dawn.