DUNGEONS & DRAGONS®

Ven'delen Thenidin
CHARACTER NAME

Bard 9	Outlander	
CLASS & LEVEL	BACKGROUND	PLAYER NAME
Githyanki	Lawful Neutral	48,000
RACE	ALIGNMENT	EXPERIENCE POINTS

Ability Scores

STRENGTH 11 +0		
DEXTERITY 16 +3		
CONSTITUTION 12 +1		
INTELLIGENCE 10 +0		
WISDOM 14 +2		
CHARISMA 16 +3		

INSPIRATION

+4 PROFICIENCY BONUS

SAVING THROWS
- ○ +0 Strength
- ◉ +7 Dexterity
- ○ +1 Constitution
- ○ +0 Intelligence
- ○ +2 Wisdom
- ◉ +7 Charisma

SKILLS
- ◉ +7 Acrobatics (Dex)
- ○ +4 Animal Handling (Wis)
- ○ +2 Arcana (Int)
- ◉ +7 Athletics (Str)
- ○ +5 Deception (Cha)
- ○ +2 History (Int)
- ◉ +10 Insight (Wis)
- ○ +5 Intimidation (Cha)
- ○ +2 Investigation (Int)
- ○ +4 Medicine (Wis)
- ○ +2 Nature (Int)
- ◉ +6 Perception (Wis)
- ○ +5 Performance (Cha)
- ◉ +7 Persuasion (Cha)
- ○ +2 Religion (Int)
- ○ +5 Sleight of Hand (Dex)
- ○ +5 Stealth (Dex)
- ◉ +10 Survival (Wis)

16 PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

Armor.
Light Armor, Medium Armor, Shields

Weapons.
Simple Weapons, Martial Weapons

Tools.
Musical instruments (Drum, Flute, Lute, Cittern)

Languages.
Common, Elvish, Gith, Deep Speech

Combat

17 ARMOR CLASS

+5 INITIATIVE

30 ft. SPEED

Hit Point Maximum 57

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 9d8 — HIT DICE

DEATH SAVES
- SUCCESSES ○○○
- FAILURES ○○○

ATTACKS & SPELLCASTING

NAME	ATK BONUS	DAMAGE/TYPE
longbow	+7	1d8+3*
rapier	+7	1d8+3
dagger	+7	1d4+3*

*longbow range (150/600)
*thrown dagger range (20/60)

Extra Attack.
You can attack twice, instead of once, whenever you take the Attack action on your turn.

EQUIPMENT

CP
SP
EP
GP 25
PP

rapier, dagger, longbow, 20 arrows & quiver, studded leather armor, shield, traveler's clothes, bear claw (trophy) on leather thong around neck, belt pouch, Mac-Fuirmidh Cittern (see reverse)

backpack- bedroll, mess kit, tinderbox, 10 days rations, waterskin, scrollcase, 3 sheets paper, bottle of ink, ink pen, drum, 2 potions of healing

Personality

PERSONALITY TRAITS
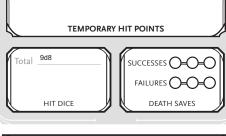I watch over my friends as if they were a litter of newborn pups.

I have a lesson for every situation, drawn from observing nature.

IDEALS
It is each person's responsibility to make the most happiness for the whole group.

BONDS
The Sha'sal Khou is the most important thing in my life, even when they are far from me.

FLAWS
I am slow to trust members of other races, tribes, and societies.

FEATURES & TRAITS

Bardic Inspiration.
You can inspire others through stirring words or music. To do so, you use a bonus action on your turn to choose one creature other than yourself within 60 feet of you who can hear you. That creature gains one Bardic Inspiration die, a d8.
   Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the Bardic Inspiration die, but must decide before the DM says whether the roll succeeds or fails. Once the Bardic Inspiration die is rolled, it is lost. A creature can have only one Bardic Inspiration die at a time.
   You can use this feature three times. You regain any expended uses when you finish a short or long rest.

Song of Rest.
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.

Expertise.
Your proficiency bonus is doubled for any ability check you make that uses either Insight or Survival (already figured in).
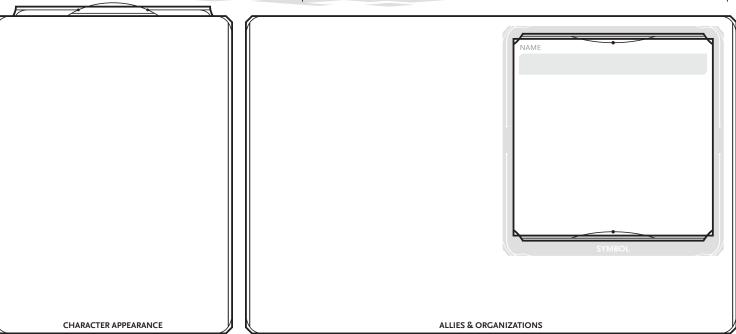
Countercharm.
As an action, you can start a performance that lasts until the end of your next turn. During that time, you and any friendly creatures within 30 feet of you have advantage on saving throws against being frightened or charmed. A creature must be able to hear you to gain this benefit. The performance ends early if you are incapacitated or silenced or if you voluntarily end it (no action required).

Combat Inspiration.
A creature that has a Bardic Inspiration die from you can roll that die and add the number rolled to a weapon damage roll it just made. Alternatively, when an attack roll is made against the creature, it can use its reaction to roll the Bardic Inspiration die and add the number rolled to its AC against that attack, after seeing the roll but before knowing whether it hits or misses.

Ven'delen Thenidin

50	6 ft. 2 in.	180 lbs.
AGE	HEIGHT	WEIGHT
Yellow	Sallow	Silver
EYES	SKIN	HAIR

CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

Wanderer.
You have an excellent memory for maps and geography, and you can always recall the general layout of terrain, settlements, and other features around you. In addition, you can find food and fresh water for yourself and up to five other people each day, provided that the land offers berries, small game, water, and so forth.

CHARACTER BACKSTORY

Decadent Mastery.
You learn one language of your choice, and you are proficient with one skill or tool of your choice. In the timeless city of Tu'narath, githyanki have bountiful time to master odd bits of knowledge (already figured in).

Martial Prodigy.
You are proficient with light and medium armor and with shortswords, longswords, and greatswords (already figured in).

Githyanki Psionics.
You know the mage hand cantrip, and the hand is invisible when you cast the cantrip with this trait.
   When you reach 3rd level, you can cast the jump spell once with this trait, and you regain the ability to do so when you finish a long rest.
   When you reach 5th level, you can cast the misty step spell once with this trait, and you regain the ability to do so when you finish a long rest.
   Intelligence is your spellcasting ability for these spells. When you cast them with this trait, they don't require components.

ADDITIONAL FEATURES & TRAITS

Mac-Fuirmidh Cittern
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.
   When you use the instrument to cast a spell that causes targets to become charmed on a failed save, the targets have disadvantage on the saving throw. This effect applies whether you are using the instrument as the source of the spell or as a spellcasting focus.

Spells- fly, invisibility, levitate, protection from evil and good, barkskin, cure wounds, fog cloud

TREASURE

Bard

SPELLCASTING CLASS

Charisma	15	+7
SPELLCASTING ABILITY	SPELL SAVE DC	SPELL ATTACK BONUS

0 — CANTRIPS

- Light
- Mending
- Message

SPELL LEVEL 1

SLOTS TOTAL 4   **SLOTS EXPENDED**

PREPARED   SPELL NAME

- ○ Dissonant Whispers
- ○ Faerie Fire
- ○ Feather Fall
- ○ Longstrider
- ○ Sleep

2 — 3

- ○ Detect Thoughts
- ○ Shatter

3 — 3

- ○ Clairvoyance
- ○ Sending

4 — 3

- ○ Compulsion
- ○ Dimension Door

5 — 1

- ○ Hold Monster

6

7

8

9

SPELLS KNOWN