



Gender: Male

character name: Icarus

age: 75

Class: cleric (sub class bard) (i have ukelele irl if its ok to play it duringing appropriate times)

God: mystra

Icarus was a young boy (7) who family struggled with money so he took up questing to help. One day his team got ambushed and killed by a group of bandits, along with icarus him self. How ever he didnt want to die yet, he still wanted to help his family. He calls out to the goddess mystra to give him one wish, to continue helping his family. his wish was granted, giving him the powers(and race) of the Aasimar, the only catch is that he cant use his powers for selfish reasons, otherwise poof they gone. Now he travels the world wanting to help others and sending most of the money to his family. how ever hes... not very good at it, at all, so he's often hated everywhere he goes, but he trys his best to redeem himself.

Funny story every time he joins a party for a quest they always die and he's left unharmed and unfazed. Hes really bad at his job of being a support compared to others but tries his hardest

He always looks on the bright side of things even if people insult him and yell he always says "thank you" and trys better next time

Home brew:

Active: mystra eyes

If your charisma or wisdom score is higher than a npc or pc score, the npc/pc rolls a wis or chr saving throw (dc 12) on fail the caster can peak into the inner thoughts of that person. This can only be used twice per short rest

On success the caster cannot see their thoughts

Summon crystal bird

Action

+1 spell slot

range: 5

Movement speed: 10ft

Weakness: electric, bludgeoning, necrotic

Resistant: slashing, piercing, cold

Using the crystal feather, summon 1 crystal bird, it takes 5ft of space, it can carry up to 2 pounds, can move and manipulate objects and beings as long as doesn't exceed the weight limit.

When the bird hp is reduced to 0 it returns back into its original state on the player, the bird can not be summoned again until the player takes 1 short rest or 24 hours past

Note: if the bird still has hp left it can be summoned and unsummoned whenever

As a bonus action you can reposition the bird, or command it

HP: 5(grows by 1d4 each player level)

AC: 5

Atk: 1d4(at level 7 this changes to 1d6)

Ms: 5ft

Cloak of protection

+2 ac

Cant wear any heavy, medium, and light chest armor

This cloak can be given to other players to grant them the same effects

You take no fall damage

once per long rest

Reaction

If an enemy attacks the wearer from behind, before the npc(or pc) rolls to attack, add +1 to your ac.(at level 7 this changes to +2)

Staff Of Mystra

Contains 5 arcane focus, 1 Major arcane focus and 4 minor arcane focus

Once per short rest

active

The first spell you cast in combat doesn't take up a spell slot

Major arcane focus

+1 Action

Once per short rest

The user can store or cast any spell they have seen within line of sight of the player,

The spell is stored until it is either replaced or they take a long rest

The spell can not be used if it's above the player's spell level

Minor Arcane Focus

4 times per rest

Short rest regenerates 2 minor arcane focus

Long rest regenerates 4 minor arcane focus

The player can take the minor arcane focus and allow other players or themselves to activate one of the following effects.

1: +1 action

2: Regenerate +1 level 1-4 spell slot

3: heal equal to hp hit dice

4: increase damage dice of any enemy, player or npc by +1 of their weapon hit dice (a 1d4 hit dice turns into 2d4)