



Unnamed

CHARACTER NAME

Bard 5 / Druid 5 Criminal

CLASS &amp; LEVEL

BACKGROUND

Mathew

PLAYER NAME

Half-Elf

RACE

Neutral Good

ALIGNMENT

75854

EXPERIENCE POINTS

STRENGTH

12

1

DEXTERITY

16

3

CONSTITUTION

18

4

INTELLIGENCE

12

1

WISDOM

18

4

CHARISMA

20

5

0

INSPIRATION

4

PROFICIENCY BONUS

- ☐ 1 Strength
- ☒ 7 Dexterity
- ☐ 4 Constitution
- ☒ 5 Intelligence
- ☐ 4 Wisdom
- ☒ 9 Charisma

SAVING THROWS

- ☒ 5 Acrobatics (Dex)
- ☒ 6 Animal Handling (Wis)
- ☒ 3 Arcana (Int)
- ☒ 3 Athletics (Str)
- ☒ 7 Deception (Cha)
- ☒ 3 History (Int)
- ☒ 6 Insight (Wis)
- ☒ 7 Intimidation (Cha)
- ☒ 9 Investigation (Int)
- ☒ 6 Medicine (Wis)
- ☒ 3 Nature (Int)
- ☒ 12 Perception (Wis)
- ☒ 7 Performance (Cha)
- ☒ 9 Persuasion (Cha)
- ☒ 3 Religion (Int)
- ☒ 7 Sleight of Hand (Dex)
- ☒ 7 Stealth (Dex)
- ☒ 8 Survival (Wis)

SKILLS

14

ARMOR CLASS

5

INITIATIVE

30ft

SPEED

Hit Point Maximum 42

42

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total Sd8 + Sd8

Sd8 + Sd8

HIT DICE

SUCCESSES

○○○○

FAILURES

○○○○

DEATH SAVES

NAME

ATK BONUS

DAMAGE/TYPE

Dagger	+7	1d4+3 p
Shortbow	+7	1d3+3 p
Produce Flame	+8	2d8 f
Unarmed Strike	+5	2 b

**Arcane Focus:**

A glass orb filled with moving smoke, known as Dagmar

**Stiletto Dagger:**

Advantage on stealth checks to conceal

**Resistances:**

Ice and Fire damage

ATTACKS &amp; SPELLCASTING

17

PASSIVE WISDOM (PERCEPTION)

**Languages:**

Common, Deep Speech, Druic, Elvish

**Armor:**

Light Armor, Medium Armor, Shields

**Weapons:**

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

**Tools:**

Flute, Herbalism Kit, Lute, Lyre, Thieves' Tools

OTHER PROFICIENCIES &amp; LANGUAGES

CP

0

SP

0

EP

0

GP

800

PP

0

a Dagger, a Shortbow, a Backpack, a Bedroll, 5 Candles, a set of extra Clothes, a Costume, 5 days of Rations, a Waterskin, a Disguise Kit, a Lyre

EQUIPMENT

I have a very dry personality, and seem unbothered by anything which I can't see the funny side of. Deep down I am very loyal to the people I am close to, but although I appear aloof, I am rooting for them

PERSONALITY TRAITS

There's no good pretending to be something that I'm not

IDEALS

I have a strong bond with my family, but they don't have one with me, I want to uncover my sorcerous origins so that I can reconnect with them

BONDS

My noble upbringing and demeanour makes it hard for me to connect with people, and I appear disconnected from the world

FLAWS

**Font of Magic**

- Sorcery Points (11)
- Flexible Casting

**Metamagic**

- Heightened Spell
- Twinned Spell
- Quicken Spell

**Draconic Bloodline**

- Dragon Ancestor
- Draconic Resilience
- Elemental Affinity

**Noble**

- Position of Privilege

**Feats**

- Observant
- Spell Sniper

**Magical Items**

- Ring of Mind Shielding
- Wand of Web (7)
- Stiletto Dagger
- Ring of Fire Resistance (loaned)

FEATURES &amp; TRAITS





# Bard

SPELLCASTING  
CLASS

CHA

SPELLCASTING  
ABILITY

17

SPELL SAVE DC

9

SPELL ATTACK  
BONUS

0

## CANTRIPS

- ☐ Chill Touch (V, S)
- ☐ Eldrich Blast (V, S) (Spell Sniper)
- ☐ Light (V, M)
- ☐ Mage Hand (V, S)
- ☐ Message (V, S, M)
- ☐ Mending (V, S, M)
- ☐ Ray of Frost (V, S)

SLOTS TOTAL

SLOTS EXPENDED

1

4

- ☐ False Life (V, S, M)
- ☐ Magic Missile (V, S)

2

3

- ☐ Misty Step (V)
- ☐ Scorching Ray (V, S)
- ☐ Web (V, S, M (Wand of Web)

3

3

- ☐ Lightning Bolt (V, S, M)

4

3

- ☐ Blight (V, S)
- ☐ Dominate Beast (V, S)
- ☐ Greater Invisibility (V, S)
- ☐ Ice Storm (V, S, M)

5

2

- ☐ Telekinesis (V, S)

6

1

- ☐ Investiture of Ice (V, S)
- ☐ Chain Lightning (V, S, M)

7

8

9

SPILLS KNOWN





# Druid

SPELLCASTING  
CLASS

WIS

SPELLCASTING  
ABILITY

16

SPELL SAVE DC

8

SPELL ATTACK  
BONUS

0

## CANTRIPS

- ☐ Chill Touch (V, S)
- ☐ Eldrich Blast (V, S) (Spell Sniper)
- ☐ Light (V, M)
- ☐ Mage Hand (V, S)
- ☐ Message (V, S, M)
- ☐ Mending (V, S, M)
- ☐ Ray of Frost (V, S)

SLOTS TOTAL

SLOTS EXPENDED

1

4

- ☐ False Life (V, S, M)
- ☐ Magic Missile (V, S)

2

3

- ☐ Misty Step (V)
- ☐ Scorching Ray (V, S)
- ☐ Web (V, S, M (Wand of Web)

3

3

- ☐ Lightning Bolt (V, S, M)

4

3

- ☐ Blight (V, S)
- ☐ Dominate Beast (V, S)
- ☐ Greater Invisibility (V, S)
- ☐ Ice Storm (V, S, M)

5

2

- ☐ Telekinesis (V, S)

6

1

- ☐ Investiture of Ice (V, S)
- ☐ Chain Lightning (V, S, M)

7

8

9

SPILLS KNOWN