



DUNGEONS &amp; DRAGONS®

Aaliyah

CHARACTER NAME

Bard 2  
CLASS & LEVELHalf-Elf  
RACECriminal  
BACKGROUNDChaotic good  
ALIGNMENTFlr  
PLAYER NAMEMilestone  
EXPERIENCE POINTS

STRENGTH

+0

11

DEXTERITY

+3

16

CONSTITUTION

+1

12

INTELLIGENCE

+1

13

WISDOM

+0

10

CHARISMA

+2

15

INSPIRATION

+2 PROFICIENCY BONUS

- ☐ +0 Strength  
☒ +5 Dexterity  
☐ +1 Constitution  
☐ +1 Intelligence  
☐ +0 Wisdom  
☒ +4 Charisma

SAVING THROWS

- ☒ +5 Acrobatics (Dex)  
☒ +1 Animal Handling (Wis)  
☒ +2 Arcana (Int)  
☒ +1 Athletics (Str)  
☒ +4 Deception (Cha)  
☒ +3 History (Int)  
☒ +1 Insight (Wis)  
☒ +3 Intimidation (Cha)  
☒ +3 Investigation (Int)  
☒ +1 Medicine (Wis)  
☒ +2 Nature (Int)  
☒ +1 Perception (Wis)  
☒ +4 Performance (Cha)  
☒ +4 Persuasion (Cha)  
☒ +2 Religion (Int)  
☒ +4 Sleight of Hand (Dex)  
☒ +5 Stealth (Dex)  
☒ +1 Survival (Wis)

SKILLS

14

ARMOR  
CLASS

+4

INITIATIVE

30

SPEED

Hit Point Maximum 15

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 2d8

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

I am always calm, no matter what the situation. I never raise my voice or let my emotions control me.  
 I would rather make a new friend than a new enemy.

PERSONALITY TRAITS

Redemption. There's a spark of good in everyone. (Good)

IDEALS

Something important (a dragon's egg) was taken from me, and I aim to steal it back.

BONDS

If there's a plan, I'll forget it. If I don't forget it, I'll ignore it.

FLAWS

| NAME          | ATK BONUS | DAMAGE/TYPE |
|---------------|-----------|-------------|
| Rapier        | +5        | 1d8+3/p     |
| Dagger        | +5        | 1d4+3/p     |
| Hand Crossbow | +5        | 1d6+3/p     |

Armor: Leather Armor

ATTACKS &amp; SPELLCASTING

## Features

Bardic Inspiration (2d6/LR)  
 Criminal Contact  
 Darkvision (60')  
 Fey Ancestry  
 Jack of All Trades  
 Song of Rest (1d6)

11

PASSIVE WISDOM (PERCEPTION)

**Languages:** Common, Draconic, Elvish.  
**Weapons:** Simple Weapons, Longsword, Hand Crossbow, Rapier, Shortsword.  
**Armor:** Light Armor.  
**Other:** Dice Set, Flute, Hand Drum, Viol, Thieves' Tools.

OTHER PROFICIENCIES &amp; LANGUAGES

CP

SP

EP

GP 15

PP

Backpack, Bedroll, Mess Kit, Tinderbox, 1 Torches, 4 Days of Rations, Waterskin, 50 Feet of Hempen Rope, Crowbar, Viol, Costume, Candles, Grappling Hook, Disguise Kit, Thieves' Tools, 23 Crossbow Bolts, 20 Shards of Obsidian

**Magic Items:** Potion of Healing, Potion of Greater Healing

**Weight:** 74.02 lb

**Capacity:** 165 lb

EQUIPMENT

FEATURES &amp; TRAITS





*Aaliyah*

CHARACTER NAME

*45*

AGE

*Grey*

EYES

*5'1"*

HEIGHT

*Tan*

SKIN

*110 lbs*

WEIGHT

*Red*

HAIR



*Aaliyah is a female Half-Elf Bard.*

CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

ADDITIONAL FEATURES & TRAITS

CHARACTER background

TREASURE





# Bard 2

SPELLCASTING  
CLASS

CHA

SPELLCASTING  
ABILITY

12

SPELL SAVE DC

+4

SPELL ATTACK  
BONUS

0

## CANTRIPS

*Mage Hand*

*Vicious Mockery*

SLOTS TOTAL

SLOTS EXPENDED

1

3

- *Detect Magic*
- *Dissonant Whispers*
- *Faerie Fire*
- *Sleep*
- *Tashas Hideous Laughter*

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