

## Daozon Fear

CHARACTER NAME

Bard 1

CLASS & LEVEL

Tiefling

RACE

Soldier

BACKGROUND

Chaotic Evil

ALIGNMENT

Andrew Borders

PLAYER NAME

0

EXPERIENCE POINTS

STRENGTH

17

+3

DEXTERITY

12

+1

CONSTITUTION

13

+1

INTELLIGENCE

12

+1

WISDOM

9

-1

CHARISMA

19

+4

d6

INSPIRATION

+2

PROFICIENCY BONUS

- ☐ +3 Strength
- ☒ +3 Dexterity
- ☐ +1 Constitution
- ☐ +1 Intelligence
- ☐ -1 Wisdom
- ☒ +6 Charisma

SAVING THROWS

- ☐ +1 Acrobatics (Dex)
- ☐ -1 Animal Handling (Wis)
- ☐ +1 Arcana (Int)
- ☒ +5 Athletics (Str)
- ☐ +4 Deception (Cha)
- ☐ +1 History (Int)
- ☐ -1 Insight (Wis)
- ☒ +6 Intimidation (Cha)
- ☐ +1 Investigation (Int)
- ☐ -1 Medicine (Wis)
- ☐ +1 Nature (Int)
- ☒ +1 Perception (Wis)
- ☒ +6 Performance (Cha)
- ☒ +6 Persuasion (Cha)
- ☐ +1 Religion (Int)
- ☐ +1 Sleight of Hand (Dex)
- ☐ +1 Stealth (Dex)
- ☐ -1 Survival (Wis)

SKILLS

12

ARMOR CLASS

+1

INITIATIVE

30

SPEED

Hit Point Maximum 9

9

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1

1d8+1

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

NAME

ATK BONUS

DAMAGE/TYPE

Longsword

+5

1d8+3 S

Dagger

+5

1d4+3 P

Bardic Inspiration (4/lr): Use a bonus action to give another creature an inspiration die of 1d6.

ATTACKS & SPELLCASTING

11

PASSIVE WISDOM (PERCEPTION)

Languages: Common, Infernal  
Weapon Proficiencies: simple weapons, hand crossbow, longsword, rapier, shortsword  
Armor Proficiencies: light armor  
Tool Proficiencies: dice, land vehicles, flute, shawm, voice

OTHER PROFICIENCIES & LANGUAGES

CF

SP

EP

GP

PP

Insignia of rank  
Bone Dice  
Set of common clothes  
Belt Pouch  
Flute - Focus  
Leather armor  
Dagger  
Longsword  
Entertainer's pack

10

EQUIPMENT

My friends know they can rely on me, no matter what.

PERSONALITY TRAITS

I always have a plan to save myself or my group, regardless of collateral.

IDEALS

When I go out, I'll never do it without the 'gang'. Together we are the life of the party and without them, everything is bleak.

BONDS

I too often hear veiled insults and threats in every word addressed to me, and I'm quick to anger.

FLAWS

Infernal Legacy: You know the thaumaturgy cantrip, charisma is your spellcasting ability for it.

Darkvision: 60 feet.

Hellish Resistance. You have resistance to fire damage.

Military Rank: Soldiers loyal to your former military organization still recognize your authority and influence, and they defer to you if they are of a lower rank. You can invoke your rank to exert influence over other soldiers and requisition simple equipment or horses for temporary use. Can gain access to friendly military encampments and fortresses where your rank is recognized.

Bardic Inspiration (4/lr): 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 d6. 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.

FEATURES & TRAITS