



# HEIR

Bard 7 (College of Lore)

CLASS &amp; LEVEL

Human

RACE

23,690

EXPERIENCE POINTS

Charlatan

BACKGROUND

PLAYER NAME

House at Clearview Peak

CAMPAIGN or PLAYER ID

STR

**-1**

9

**+3** PROFICIENCY BONUS

## SAVING THROWS

- 1 Strength Saves
- +5 Dexterity Saves \*
- +2 Constitution Saves
- +1 Intelligence Saves
- +0 Wisdom Saves
- +7 Charisma Saves \*
- \* Prof. bonus added

DEX

**+2**

15

CON

**+2**

14

INT

**+1**

13

WIS

**+0**

11

CHA

**+4**

18

**12** PASSIVE WISDOM (PERCEPTION)

ARMOR CLASS (AC)

INITIATIVE

**13****+4****30 ft.**

Armor Worn: Leather armor

HIT POINTS

**52**

HIT DICE

**7d8**

DEATH SAVED: Success O O O Fail O O O

## FEATURES, TRAITS & MORE

## SKILLS

- +5 Acrobatics (Dex) \*
- +2 Animal Handling (Wis)
- +3 Arcana (Int)
- +1 Athletics (Str)
- +7 Deception (Cha) \*
- +4 History (Int) \*
- +3 Insight (Wis) \*
- +6 Intimidation (Cha)
- +3 Investigation (Int)
- +3 Medicine (Wis) \*
- +3 Nature (Int)
- +2 Perception (Wis)
- +10 Performance (Cha) \*\*
- +6 Persuasion (Cha)
- +3 Religion (Int)
- +5 Sleight of Hand (Dex) \*
- +8 Stealth (Dex) \*\*
- +2 Survival (Wis)

\* Prof. bonus added

## WEAPON & UNARMED ATTACKS

Basic Attack. One target per Attack action.

**Pocket knife.** Melee or Ranged Weapon Attack: +5 hit, reach 5 ft. 1d4+2 piercing damage. (If thrown, normal range to 20 ft.; disadvantage long range 21 to 60 ft.)

## SPECIAL ABILITIES

**Family History.** +1 to all insight checks on family-related matters.

## EQUIPMENT & TREASURE

**Carried Gear:** Pocket Knife, Keyring (a set of keys to the house)

**Lifting and Carrying:** 135 lbs. max. carrying capacity; 270 lbs. pushing or dragging (speed -5 ft.); 270 lbs. max. lift.

## PROFICIENCIES & LANGUAGES

**Saving Throws:** Dexterity, Charisma

**Skills:** Acrobatics, Deception, History, Insight, Medicine, Performance, Sleight of Hand, Stealth