



HEIR

Bard 7 (College of Lore)

CLASS & 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

DEX

+2
15

CON

+2
14

INT

+1
13

WIS

+0
11

CHA

+4
18

SAVING THROWS

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

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

12 PASSIVE WISDOM (PERCEPTION)

PROFICIENCIES & LANGUAGES

Armor: light armor

Weapons: simple weapons, hand crossbow, longsword, rapier, shortsword

Tools: disguise kit, forgery kit, flute, lute, lyre (musical instruments)

Saving Throws: Dexterity, Charisma

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

Languages: Common, Draconic

ARMOR CLASS (AC)

13

INITIATIVE

+4

30 ft.

Armor Worn: Leather armor

HIT POINTS

52

HIT DICE

7d8

DEATH SAVES: Success O O O Fail O O O

WEAPON & UNARMED ATTACKS

Basic Attack. One target per Attack action.

Rapier. *Melee Weapon Attack:* +5 to hit, reach 5 ft. *Hit:* 1d8+2 piercing damage.

Shortsword (offhand, two-weapon fighting).

Melee Weapon Attack: +5 to hit, reach 5 ft. *Hit:* 1d6 piercing damage.

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

MAGIC & SPECIAL ATTACKS

Vicious Mockery Cantrip. *Ranged Spell Attack:*

Target within 60 feet that can hear you must make a DC 15 Wisdom saving throw or take 2d4 psychic damage and have disadvantage on next attack made before the end of its next turn. (No damage if made save.)

EQUIPMENT & TREASURE

Carried Gear: leather armor (AC 11), rapier, shortsword, dagger, entertainer's pack (includes a backpack, a bedroll, 2 costumes, 5 candles, 5 days of rations, a waterskin, and a disguise kit), disguise kit (cosmetics, hair dye, props, etc.), belt pouch, set of fine clothes, tools of the con of your choice (10 stoppered bottles filled with colored liquid, a set of weighted dice, a deck of marked cards, or a signet ring of an imaginary duke)

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

Coins & Gems: 739 gold pieces (gp); 28 silver pieces (sp); 74 copper pieces (cp); 2 gems (worth 50 gp each)

FEATURES, TRAITS & MORE

Alignment: Neutral. I will help others, but avoid serious personal risks or loyalties that don't benefit me.

Human Traits [PHB p. 29]

- Age: 35-years-old
- Medium Size (5' 7", 187 lbs.)

Class Features [PHB p. 41]

- Ritual Casting
- Bardic Inspiration (d8) (4 uses per day)
- Jack of All Trades (non-prof. bonus)
- Song of Rest (+1d6 hp/rest)
- Expertise (prof. noted with **)
- Cutting Words (insp. vs. enemies)
- Font of Inspiration (short rest resets)

Spellcasting [PHB p. 201]

Spell Attack Modifier +7
Spell Save DC 15

Cantrips Known: *Blade Ward*,
Prestidigitation, *Vicious Mockery*

Prepared Spells

1st Level (4 slots): *Cure Wounds*, *Charm Person*, *Faerie Fire*
2nd Level (3 slots): *Hold Person*, *Invisibility*
3rd Level (3 slots): *Clairvoyance*, *Fear*
4th Level (1 slot): *Greater Invisibility*,
Confusion, *Freedom of Movement*

* Spell is always prepared and does not count against number of prepared spells.

Background Features [PHB p. 128]

- False Identity