

	<b>DUNGEONS &amp; DRAGONS®</b>	
<b>Spyro</b> CHARACTER NAME	<b>Bard 2</b> CLASS & LEVEL	<b>Sage</b> BACKGROUND
	<b>Satyr</b> RACE	<b>CG</b> ALIGNMENT
		PLAYER NAME EXPERIENCE POINTS

+2 PROFICIENCY BONUS
INSPIRATION
<div style="border: 1px solid black; padding: 5px; display: inline-block;"> <b>8</b>  <math>-1</math>  <b>STRENGTH</b> </div> <div style="margin-left: 20px;"> <input type="checkbox"/> +0 SAVING THROWS  <input type="radio"/> +0 ATHLETICS         </div>
<div style="border: 1px solid black; padding: 5px; display: inline-block;"> <b>16</b>  <math>+3</math>  <b>DEXTERITY</b> </div> <div style="margin-left: 20px;"> <input type="checkbox"/> +0 SAVING THROWS  <input type="radio"/> +4 ACROBATICS  <input type="radio"/> +4 SLEIGHT OF HAND  <input type="radio"/> +5 STEALTH         </div>
<div style="border: 1px solid black; padding: 5px; display: inline-block;"> <b>8</b>  <math>-1</math>  <b>CONSTITUTION</b> </div> <div style="margin-left: 20px;"> <input type="checkbox"/> +0 SAVING THROWS         </div>
<div style="border: 1px solid black; padding: 5px; display: inline-block;"> <b>12</b>  <math>+1</math>  <b>INTELLIGENCE</b> </div> <div style="margin-left: 20px;"> <input type="checkbox"/> +0 SAVING THROWS  <input type="radio"/> +3 ARCANA  <input type="radio"/> +3 HISTORY  <input type="radio"/> +3 INVESTIGATION  <input type="radio"/> +2 NATURE  <input type="radio"/> +2 RELIGION         </div>
<div style="border: 1px solid black; padding: 5px; display: inline-block;"> <b>10</b>  <math>-1</math>  <b>WISDOM</b> </div> <div style="margin-left: 20px;"> <input type="checkbox"/> +0 SAVING THROWS  <input type="radio"/> +0 ANIMAL HANDLING  <input type="radio"/> +1 INSIGHT  <input type="radio"/> +0 MEDICINE  <input type="radio"/> +0 PERCEPTION  <input type="radio"/> +0 SURVIVAL         </div>
<div style="border: 1px solid black; padding: 5px; display: inline-block;"> <b>18</b>  <math>+4</math>  <b>CHARISMA</b> </div> <div style="margin-left: 20px;"> <input type="checkbox"/> +0 SAVING THROWS  <input type="radio"/> +5 DECEPTION  <input type="radio"/> +5 INTIMIDATION  <input type="radio"/> +4 PERFORMANCE  <input type="radio"/> +4 PERSUASION         </div>
PASSIVE WISDOM (PERCEPTION)

<b>14</b> ARMOR CLASS	<b>+3</b> INITIATIVE	<b>35</b> SPEED
HIT POINT MAXIMUM <b>11</b>	CURRENT HIT POINTS	
TEMPORARY HIT POINTS		
Total <b>d8</b>	SUCCESES  FAILURES 	HIT DICE DEATH SAVES

real into flowers	PERSONALITY TRAITS
Exhaustion -	IDEALS
Inspiration -	BONDS
	FLAWS

NAME	ATK BONUS	DAMAGE/TYPE
Rapier	+6	d8 + 3
Dagger	+6	d4 + 3

ATTACKS & SPELLCASTING

Adv on saving throws against magical effects

Bardic Inspiration = d6 (cha mod / LR)

Jack of all trades

Song of Rest (d6)

FEATURES & TRAITS

L Arcane

5 weapons + 1 sword, 2-sabre  
rapier

hurdy gurdy  
flute

Orarina

Organ

Common + Sylvan

OTHER PROFICIENCIES & LANGUAGES

leather armour

Broken Hurdy Gurdy

2x carrots

carpenters tools

Rapier

Dagger x 2+1

2x vistent shirt

2x " pants

1x short sword

Flute

EQUIPMENT & CHARACTER NOTES

SPELLCASTING  
CLASS

Cha

14

+6

SPELLCASTING  
ABILITY

SPELL SAVE DC

SPELLATTACK  
BONUS

0 CANTRIPS

Meascale  
Vicious Mockery

3

6

SLOT LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

3

SPELL NAME

Dissonant Whispers

Bane

Cure Wounds

Faerie Fire

Sleep

4

7

8

9

2

5

SPELLS KNOWN