

Leyn

CHARACTER NAME

Bard/College of Lore 4

CLASS & LEVEL

Half-Elf

RACE

Soldier

BACKGROUND

Neutral Good

ALIGNMENT

Leyn

PLAYER NAME

EXPERIENCE POINTS

STRENGTH

8

-1

DEXTERITY

12

+1

CONSTITUTION

12

+1

INTELLIGENCE

15

+2

WISDOM

18

+4

CHARISMA

19

+4

INSPIRATION

+2

PROFICIENCY BONUS

- ☐ -1 Strength
- ☒ +3 Dexterity
- ☐ +1 Constitution
- ☐ +2 Intelligence
- ☐ +4 Wisdom
- ☒ +6 Charisma

SAVING THROWS

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

SKILLS

12

ARMOR CLASS

+1

INITIATIVE

30

SPEED

Hit Point Maximum 28

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

I'm always polite and respectful. I've lost too many friends, and I'm slow to make new ones.

PERSONALITY TRAITS

Live and Let Live. Ideals aren't worth killing over or going to war for. (Neutral)

IDEALS

I fight for those who cannot fight for themselves.

BONDS

I have little respect for anyone who is not a proven warrior.

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Rapier

+3

1d8 +1 piercing

ATTACKS & SPELLCASTING

Precise. With your keen mind, you spot weaknesses much easier than the normal fighter. Once you have identified your enemy, you know where to strike and how to dodge. If you gain advantage on a target, roll 3 times and take the highest roll. This also benefits when being attacked; any target who has disadvantage on attacking you rolls 3 times and takes the lowest roll (This only applies if you are aware of the assailant). Also, when you have advantage on a target, add your proficiency bonus to your damage roll.

Fey Ancestry. You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Bardic Inspiration. You can inspire others through stirring words or music. To do so, you 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. The creature can wait until after it rolls the d20 before deciding to use the Bardic Inspiration die, but must decide before the GM says whether the roll succeeds or fails. Once the Bardic Inspiration die is rolled, it is lost. A creature can have only one Bardic Inspiration die at a time. You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain any expended uses when you finish a long rest. Your Bardic Inspiration die changes when you reach certain levels in this class. The die becomes a d8 at 5th level, a d10 at 10th level, and a d12 at 15th level.

Jack of All Trades. Starting at 2nd level, you can add half your proficiency bonus, rounded down, to any ability check you make that doesn't already include your proficiency bonus.

Song of Rest. Beginning at 2nd level, you can use soothing music or oration to help revitalize your wounded allies during a short rest. If you or any friendly creatures who can hear your performance regain hit points at the end of the short rest by spending one or more Hit Dice, each of those creatures regains an extra 1d6 hit points. The extra hit points increase when you reach certain levels in this class: to 1d8 at 9th level, to 1d10 at 13th level, and to 1d12 at 17th level.

16

PASSIVE WISDOM (PERCEPTION)

Languages. Common, Elvish

Weapon. Simple, Crossbow hand, Longsword, Rapier, Shortsword

Armor. Light

Tools. Viol, Land

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

EQUIPMENT

FEATURES & TRAITS



Leyn

CHARACTER NAME

23 years

AGE

5'10"

HEIGHT

178 lbs.

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

Hailing from the land of Anurion, Leyn is the seventh son to the chief of his tribe. He was adept at both fighting and music at a young age. A couple of years later later found him and his people embroiled in a long-forgotten war to protect the elven lands. During battle, he was a cunning tactician. Outside of battle, he would play music to inspire and comfort the soldiers. After the war ended, he took the journey that all elves do to wander the world and seek the beauty in it. His journeys have taken him from town to town and his experience as a soldier has earned him the occasional coin.

CHARACTER BACKSTORY

Expertise. At 3rd level, choose two of your skill proficiencies. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies. At 10th level, you can choose another two skill proficiencies to gain this benefit.

Cutting Wounds. Also at 3rd level, you learn how to use your wit to distract, confuse, and otherwise sap the confidence and competence of others. When a creature that you can see within 60 feet of you makes an attack roll, an ability check, or a damage roll, you can use your reaction to expend one of your uses of Bardic Inspiration, rolling a Bardic Inspiration die and subtracting the number rolled from the creature's roll. You can choose to use this feature after the creature makes its roll, but before the GM determines whether the attack roll or ability check succeeds or fails, or before the creature deals its damage. The creature is immune if it can't hear you or if it's immune to being charmed.

ADDITIONAL FEATURES & TRAITS

TREASURE



Bard

SPELLCASTING
CLASS

Cha

SPELLCASTING
ABILITY

14

SPELL SAVE DC

+6

SPELL ATTACK
BONUS

0

CANTRIPS

Dancing Lights
Message
Prestidigitation

3

6

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

Thunderwave

PREPARED

Feather Fall

Disguise Self

Sleep

4

7

4

8

2

3

Knock

Invisibility

Detect Thoughts

5

9

SPILLS KNOWN