DUNGEONS & DRAGONS

CHARACTER LEVEL, RACE, & CLASS

EXPERIENCE

CHARACTER NAME

BACKGROUND   ALIGNMENT   DEITY   PLAYER NAME

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

PROFICIENCY BONUS

PROFICIENCY

- ○ Strength
- ○ Dexterity
- ○ Constitution
- ○ Intelligence
- ○ Wisdom
- ○ Charisma

CONDITIONAL

SAVING THROWS

PROFICIENCY EXPERTISE

- ○○ Acrobatics (Dex)
- ○○ Animal Handling (Wis)
- ○○ Arcana (Int)
- ○○ Athletics (Str)
- ○○ Deception (Cha)
- ○○ History (Int)
- ○○ Insight (Wis)
- ○○ Intimidation (Cha)
- ○○ Investigation (Int)
- ○○ Medicine (Wis)
- ○○ Nature (Int)
- ○○ Perception (Wis)
- ○○ Performance (Cha)
- ○○ Persuasion (Cha)
- ○○ Religion (Int)
- ○○ Sleight of Hand (Dex)
- ○○ Stealth (Dex)
- ○○ Survival (Wis)

SKILLS

PASSIVE PERCEPTION

ADVANTAGE

INITIATIVE

STEALTH DISADVANTAGE

ARMOR

SHIELD

AC

ARMOR CLASS

MAXIMUM   HIT DICE   TEMPORARY

CURRENT HIT POINTS

DEATH SAVING THROWS

○○○   ○○○

SPEED   FLY   CLIMB   SWIM

VISION   INSPIRATION   EXHAUSTION

SPEED, SENSES, & CONDITIONS

Lucky. When you roll a 1 on an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

Brave. You have advantage on saving throws against being frightened.

Halfling Nimbleness. You can move through the space of any creature that is of a size larger than yours.

Naturally Stealthy. You can attempt to hide even when you are obscured only by a creature that is at least one size larger than you.

RACIAL TRAITS

NAME	RANGE	ATTACK	DAMAGE / TYPE

ATTACKS & SPELLCASTING

Bardic Inspiration (Bonus Action—2/Long Rest). Inspire one creature other than yourself within 60 feet of you who can hear you. It 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.

Song of Rest. You or any friendly creatures who can hear your performance regain hp at the end of the short rest by spending one or more Hit Dice, each of those creatures regains an extra 1d6 hit points.

Cutting Words (Reaction). 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.

FEATURES & TRAITS

Armor Proficiencies. Light Armor

Weapon Proficiencies. Simple Weapons, Crossbow, Hand, Longsword, Rapier, Shortsword

Tool Proficiencies. Drum, Pan flute, Bagpipes, Carpenter's tools

Languages. Common, Halfling, Dwarvish

PROFICIENCIES & LANGUAGES

CHARACTER NAME

GENDER	AGE	HEIGHT	WEIGHT

EYES	SKIN	HAIR

CHARACTER PORTRAIT

NAME

SYMBOL

ALLIES & ORGANIZATIONS

I'm full of witty aphorisms and have a Halfling proverb for every occasion.
I like to talk at length about my profession.

PERSONALITY TRAITS

Freedom. Everyone should be free to pursue their own livelihood. (Chaotic Neutral)

IDEAL

My love for instruments borders on the obsessive, and I will go out of my way to play and possess more of them.

BOND

I hate people who boast about owning a lot of rare instruments.

FLAW

BACKGROUND STORY

As an established and respected member of a guild, you can rely on certain benefits that membership provides. Your fellow guild members will provide you with lodging and food if necessary, and pay for your funeral if needed. In some cities and towns, a guildhall offers a central place to meet other members of your profession, which can be a good place to meet potential patrons, allies, or hirelings. Guilds often wield tremendous political power. If you are accused of a crime, your guild will support you if a good case can be made for your innocence or the crime is justifiable. You can also gain access to powerful political figures through the guild, if you are a member in good standing. Such connections might require the donation of money or magic items to the guild's coffers. You must pay dues of 5 gp per month to the guild. If you miss payments, you must make up back dues to remain in the guild's good graces.

BACKGROUND FEATURE

A small wooden statuette of a smug halfling

TRINKET

ADDITIONAL FEATURES
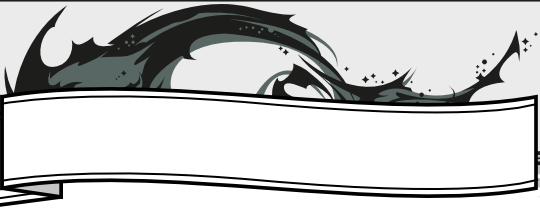
ADVENTURING GEAR | # | lb

MAGIC ITEMS | # | lb

ATTUNED MAGIC ITEMS [ ] / [ ]

VALUABLES — GEMS, ART OBJECTS, TRADE GOODS | # | lb

COPPER	SILVER	ELECTRUM	GOLD	PLATINUM

ENCUMBRANCE — LIFTING AND CARRYING

WEIGHT CARRIED	CARRY CAPACITY		PUSH, DRAG, LIFT
	/		

INVENTORY — ADVENTURING GEAR, ARMS, ARMOR, AND OTHER EQUIPMENT

ADDITIONAL TREASURE

Pan flute. If you have proficiency with the pan flute, you can add your proficiency bonus to any ability checks you make to play music with the instrument. A bard can use a musical instrument as a spellcasting focus.

Healer's Kit. One kit has 9 uses left (1 heal of myself in forest, needle enemies)

INVENTORY — ITEM DESCRIPTIONS & NOTES

STORED ITEM | # | lb.

STORED ITEM | # | lb.

STORED ITEMS

QUEST ITEMS & TRINKETS

Lycantrophy

NOTES

NOTES

SPELLCASTING ABILITY SPELL ATTACK BONUS SAVING THROW DC SPELLS TO PREPARE

CANTRIPS

1ST LEVEL   4 SPELL SLOTS

2ND LEVEL   2 SPELL SLOTS

Mending

Transmutation Cantrip

CASTING TIME	1 minute
RANGE	Touch
DURATION	Instantaneous
COMPONENTS	V, S, M (two lodestones)

This spell repairs a single break or tear in an object you touch, such as broken chain link, two halves of a broken key, a torn cloak, or a leaking wineskin. As long as the break or tear is no larger than 1 foot in any dimension, you mend it, leaving no trace of the former damage. This spell can physically repair a magic item or construct, but the spell can't restore magic to such an object.

Spellcasting (Bard) *Player's Handbook*

Vicious Mockery

Enchantment Cantrip

CASTING TIME	1 action
RANGE	60 feet
DURATION	Instantaneous
COMPONENTS	V

You unleash a string of insults laced with subtle enchantments at a creature you can see within range. If the target can hear you (thought it need not understand you), it must succeed on a Wisdom saving throw or take 1d4 psychic damage and have disadvantage on the next attack roll it makes before the end of its next turn. This spell's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4) and 17th level (4d4)

Spellcasting (Bard) *Player's Handbook*

Comprehend Languages

1st-level divination (ritual)

CASTING TIME	1 action
RANGE	Self
DURATION	1 hour
COMPONENTS	V, S, M (a pinch of soot and salt)

For the duration, you understand the literal meaning of any spoken language that you hear. You also understand any spoken language that you hear. You also understand any written language that you see, but you must be touching the surface of which the words are written. It takes about 1 minute to read one page of text. This spell doesn't decode secret messages in a text or glyph, such as an arcane sigil, that isn't part of a written language.

Spellcasting (Bard) *Player's Handbook*

Cure Wounds

1st-level evocation

CASTING TIME	1 action
RANGE	Touch
DURATION	Instantaneous
COMPONENTS	V, S

A creature you touch regains a number of hit points equal to 1d8 + your spellcasting ability modifier. This spell has no effect on undead or constructs.
   At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 1d8 for each slot level above 1st.

Spellcasting (Bard) *Player's Handbook*

Heroism

1st-level enchantment

CASTING TIME	1 action
RANGE	Touch
DURATION	Concentration, up to 1 minute
COMPONENTS	V, S

A willing creature you touch is imbued with bravery. Until the spell ends, the creature is immune to being frightened and gains temporary hit points equal to your spellcasting ability modifier at the start of each of its turns. When the spell ends, the target loses any remaining temporary hit points from this spell.
   At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

Spellcasting (Bard) *Player's Handbook*

Illusory Script

1st-level illusion (ritual)

CASTING TIME	1 minute
RANGE	Touch
DURATION	10 days
COMPONENTS	S, M (a lead-based ink worth at least 10 gp, which the spell consumes)

You write on parchment, paper, or some other suitable writing material and imbue it with a potent illusion that lasts for the duration. To you and any creatures you designate when you cast the spell, the writing appears normal, written in your hand, and conveys whatever meaning you intended when you wrote the text. To all others, the writing appears as if it were written in an unknown or magical script that is unintelligible. Alternatively, you can cause the writing to appear to be an entirely different message, written in a different hand and language, though the language must be one you know. Should the spell be dispelled, the original script and the illusion both disappear. A creature with truesight can read the hidden message.

Spellcasting (Bard) *Player's Handbook*

Unseen Servant

1st-level conjuration (ritual)

CASTING TIME	1 action
RANGE	60 feet
DURATION	1 hour
COMPONENTS	V, S, M (a piece of string and a bit of wood)

This spell creates an invisible, mindless, shapeless, Medium force that performs simple tasks at your command until the spell ends. The servant springs into existence in an unoccupied space on the ground within range. It has AC 10, 1 hit point, and a Strength of 2, and it can't attack. If it drops to 0 hit points, the spell ends.
   Once on each of your turns as a bonus action, you can mentally command the servant to move up to 15 feet and interact with an object. The servant can perform simple tasks that a human servant could do, such as fetching things, cleaning, mending, folding clothes, lighting fires, serving food, and pouring wine. Once you give the command, the servant performs the task to the best of its ability until it completes the task, then waits for your next command.
   If you command the servant to perform a task that would move it more than 60 feet away from you, the spell ends.

Spellcasting (Bard) *Player's Handbook*

Shatter

2nd-level evocation

CASTING TIME	1 action
RANGE	60 feet
DURATION	Instantaneous
COMPONENTS	V, S, M (a chip of mica)

A sudden loud ringing noise, painfully intense, erupts from a point of your choice within range. Each creature in a 10-foot-radius sphere centered on that point must make a Constitution saving throw. A creature takes 3d8 thunder damage on a failed save, or half as much damage on a successful one. A creature made of inorganic material such as stone, crystal, or metal has disadvantage on this saving throw. A nonmagical object that isn't being worn or carried also takes the damage if it's in the spell's area.
   At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd.

Spellcasting (Bard) *Player's Handbook*

Includes a chest, 2 cases for maps and scrolls, a set of fine clothes, a bottle of ink, an ink pen, a lamp, 2 flasks of oil, 5 sheets of paper, a vial of perfume, sealing wax, and soap.

If you have proficiency with the pan flute, you can add your proficiency bonus to any ability checks you make to play music with the instrument. A bard can use a musical instrument as a spellcasting focus.

The breastplate and shoulder protectors of this armor are made of leather that has been stiffened by being boiled in oil. The rest of the armor is made of softer and more flexible materials.

Skill at carpentry enables a character to construct wooden structures. A carpenter can build a house, a shack, a wooden cabinet, or similar items.

Components. Carpenter's tools include a saw, a hammer, nails, a hatchet, a square, a ruler, an adze, a plane, and a chisel.

History. This tool proficiency aids you in identifying the use and the origin of wooden buildings and other large wooden objects.

Investigation. You gain additional insight when inspecting areas within wooden structures, because you know tricks of construction that can conceal areas from discovery.

Perception. You can spot irregularities in wooden walls or floors, making it easier to find trap doors and secret passages.

Stealth. You can quickly assess the weak spots in a wooden floor, making it easier to avoid the places that creek and groan when they're stepped on.

Fortify. With 1 minute of work and raw materials, you can make a door or window harder to force open. Increase the DC needed to open it by 5.

Temporary Shelter. As part of a long rest, you can construct a lean-to or a similar shelter to keep your group dry and in the shade for the duration of the rest. Because it was fashioned quickly from whatever wood was available, the shelter collapses 1d3 days after being assembled.

CARPENTER'S TOOLS

Activity	DC
Build a simple wooden structure	10
Design a complex wooden structure	15
Find a weak point in a wooden wall	15
Pry apart a door	20

This kit is a leather pouch containing bandages, salves, and splints. The kit has ten uses. As an action, you can expend one use of the kit to stabilize a creature that has 0 hit points, without needing to make a Wisdom (Medicine) check.

Rations consist of dry foods suitable for extended travel, including jerky, dried fruit, hardtack, and nuts.

A component pouch is a small, watertight leather belt pouch that has compartments to hold all the material components and other special items you need to cast your spells, except for those components that have a specific cost (as indicated in a spell's description).