

Starlix

CHARACTER NAME

Bard level 3

CLASS & LEVEL

Changeling

RACE

pirate

BACKGROUND

Chaotic neutral

ALIGNMENT

Ace

PLAYER NAME

EXPERIENCE POINTS

STRENGTH

8

-1

DEXTERITY

15

+2

CONSTITUTION

12

+1

INTELLIGENCE

11

0

WISDOM

13

+1

CHARISMA

16

+3

INSPIRATION

+2

PROFICIENCY BONUS

- ☐ -1 Strength
- ☐ +2 Dexterity
- ☐ +1 Constitution
- ☐ 0 Intelligence
- ☐ +1 Wisdom
- ☐ +3 Charisma

SAVING THROWS

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

SKILLS

13

ARMOR CLASS

2

INITIATIVE

30

SPEED

Hit Point Maximum 21

21

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

3

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

darts

+2

piercing

ATTACKS & SPELLCASTING

PASSIVE WISDOM (PERCEPTION)

- common
- deep speech
- Abyssal
- Advantage on insight checks
- double proficiency in deception and stealth

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

GP

GP

PP

- Entertainers pack
- trumpet
- ocarina
- Dagger
- flask
- Profficient with water vehicles, navigators tools, trumpet
- 10gp

EQUIPMENT

Divergent Persona: You gain proficiency with one tool of your choice. the related proficiency bonus is doubled for any ability check you make that uses that proficiency.

you can add half your proficiency bonus, rounded down, to any ability check you make that doesn't already include your proficiency bonus

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

FEATURES & TRAITS



CHARACTER NAME

27

AGE

black

EYES

5'8

HEIGHT

purple

SKIN

WEIGHT

white

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

ADDITIONAL FEATURES & TRAITS

CHARACTER BACKSTORY

TREASURE



Bard College of Creation

SPELLCASTING
CLASS

SPELLCASTING
ABILITY

13

SPELL SAVE DC

5

SPELL ATTACK
BONUS

0

CANTRIPS

Mending

Prestidigitation

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

PREPARED

SPELL NAME

- ☐ Charm person
- ☐ sleep
- ☐ dissonant whispers
- ☐ cure wounds

2

2

- ☐ Mirror image
- ☐ Hold person

3

6

7

4

8

5

9

SPELLS KNOWN