

Lemmy			Bard 20		Folk Hero			
Character Name			Class & Level		Background		Player Name	
	+3	30 ^{ft}	High Elf		Neutral			
AC	Initiative	Speed	Race		Alignment		EP	
d8	20		Str	Dex	Con	Int	Wis	Cha
Hit Dice	Total	Used	10	16	11	16	14	20
117				●				●
Max Hp	Hp	Temp Hp	0	+3	0	+3	+2	+5
+6			0	+9	0	+3	+2	+11
Proficiency Bonus								

Skills

Strength 0

Athletics

Constitution 0

Dexterity +3●

Acrobatics

Sleight of Hand

Stealth

Intelligence +3

Arcana

- History
- Investigation

Nature

Religion

Wisdom +2

Animal

Handling

Insight

Medicine

- Perception
- Survival

Charisma +5●

Deception

Intimidation

- Performance
- Persuasion

Weapons

Proficiencies

Weapons

- Simple Weapons
- Longsword
- Shortsword
- Longbow
- Shortbow
- Scimitar
- Rapier
- Hand Crossbow

Armor

- Light Armor
- Medium Armor

Language

- Common
- Elfish
- Sylvan

Tools

-

Features

Folk Hero

High Elf

Bard

Darkvision

You can see in dim light within 60 feet as in bright light, and in darkness as in dim light. You can't discern color in darkness.

Fey Ancestry

You have advantage on saving throws against being charmed, and magic can't put you to sleep. Elves meditate deeply, remaining semi-conscious, for 4 hours a day. You gain the same benefit a human would from 8 hours of sleep.

Trance

Equipment

PP	GP	EP
SP	CP	



512	5'10	150 lb
Age	Height	Weight
grey	Pale	Black Long
Eyes	Skin	Hair

Character Description

Spellcasting

Cha			+11			19		
Spellcasting Ability			Spell Attack Bonus			Spell Save DC		
1	2	3	4	5	6	7	8	9
4	3	3	3	3	2	2	1	1

Cantrips

- Fire Bolt** Int, 1 Action, 120ft, 4d10
Fire damage, VS
- Mage Hand** 1 Action, 30ft, 1 Min, Can't
attack, activate magical
items, or carry more than
10 pounds. V, S

1st Level
2nd Level

3th Level
4th Level
5th Level

6th Level
7th Level
8th Level
9th Level