

Middletree Limrik

CHARACTER NAME

Bard (1)

CLASS & LEVEL

Uplifted Gutterkin/Little Paws

RACE

Entertainer

BACKGROUND

Lawful Neutral

ALIGNMENT

GM

PLAYER NAME

0

EXPERIENCE POINTS

STRENGTH

8

-1

DEXTERITY

11

0

CONSTITUTION

10

0

INTELLIGENCE

8

-1

WISDOM

11

0

CHARISMA

14

+2

INSPIRATION

+2

PROFICIENCY BONUS

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

SAVING THROWS

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

SKILLS

11

ARMOR CLASS

0

INITIATIVE

25

SPEED

Hit Point Maximum 8

8

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d8

1

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Dagger

+2

1d4 piercing

Sickle

+1

1d4 - 1 slashing

ATTACKS & SPELLCASTING

Darkvision: 60 ft.

(additional features & traits on last page)

12

PASSIVE WISDOM (PERCEPTION)

Tool Proficiencies: Disguise Kit; Dulcimer; Flute; Lute; Shawm

Weapon Proficiencies: Crossbow, hand; Longsword; Rapier; Shortsword; Simple

Armor Proficiencies: Light

Language Proficiencies: Common; Sylvan

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

15

Leather (1);
Waterskin (1);
Candle (5); Dulcimer
(1); Disguise Kit (1);
Bedroll (1); Rations
(1 day) (5); Costume
(2); Backpack (1);
Pan Flute (1);
Clothes, costume (1)

EQUIPMENT

FEATURES & TRAITS



SPELLCASTING CLASS

Charisma

SPELLCASTING ABILITY

12

SPELL SAVE DC

+4

SPELL ATTACK BONUS

0

CANTRIPS

Dancing Lights

Vicious Mockery

Druidcraft

SPELL
LEVEL

SLOTS TOTAL


SLOTS EXPENDED

1

2

PREPARED

SPELL NAME

 Cure Wounds

☐ Heroism

☐ Sleep

☐ Unearthly Chorus

2

3

6

7

4

8

9

SPELLS KNOWN





















-----Bonus Actions-----

Bardic Inspiration. Inspire another creature with a 1d6 that it can, within the next 10 min., add to a d20 roll (use twice/long rest).

-----Other Traits-----

Born of the Land. Whenever you make a Wisdom (Nature) check related to weather conditions or natural terrain features, you are considered proficient in the Nature skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus. 0.5.

By Popular Demand. You can always find a place to perform, usually in an inn or tavern but possibly with a circus, at a theater, or even in a noble's court. At such a place, you receive free lodging and food of a modest or comfortable standard (depending on the quality of the establishment), as long as you perform each night. In addition, your performance makes you something of a local figure. When strangers recognize you in a town where you have performed, they typically take a liking to you.

<div>Level-1 evocation</div> <div>MORCPUB</div> <div>Cure Wounds</div> <div></div> <div>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.</div> <div><div>Bard</div><div>DC12</div><div>Mod +4</div></div>	<div>Evocation cantrip</div> <div>MORCPUB</div> <div>Dancing Lights</div> <div></div> <div>You create up to four torch-sized lights within range, making them appear as torches, lanterns, or glowing orbs that hover in the air for the duration. You can also combine the four lights into one glowing vaguely humanoid form of Medium size. Whichever form you choose, each light sheds dim light in a 10-foot radius. As a bonus action on your turn, you can move the lights up to 60 feet to a new spot within range. A light must be within 20 feet of another light created by this spell, and a light winks out if it exceeds the spell's range.</div> <div><div>Bard</div><div>DC12</div><div>Mod +4</div></div>	<div>Level-1 enchantment</div> <div>MORCPUB</div> <div>Heroism</div> <div></div> <div>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.</div> <div><div>Bard</div><div>DC12</div><div>Mod +4</div></div>
<div>Level-1 enchantment</div> <div>MORCPUB</div> <div>Sleep</div> <div></div> <div>This spell sends creatures into a magical slumber. Roll 5d8; the total is how many hit points of creatures this spell can affect. Creatures within 20 feet of a point you choose within range are affected in ascending order of their current hit points (ignoring unconscious creatures). Starting with the creature that has the lowest current hit points, each creature affected by this spell falls unconscious until the spell ends, the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake. Subtract each creature's hit points from the total before moving on to the creature with the next lowest hit points. A creature's hit points must be equal to or less than the remaining total for that creature to be affected. Undead and creatures immune to being charmed aren't affected by this spell. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, roll an additional 2d8 for each slot level above 1st.</div> <div><div>Bard</div><div>DC12</div><div>Mod +4</div></div>	<div>Level-1 illusion</div> <div>MORCPUB</div> <div>Unearthly Chorus</div> <div></div> <div>Music of a style you choose fills the air around you in a 30-foot radius. The music spreads around corners and can be heard from up to 100 feet away. The music moves with you, centered on you for the duration. Until the spell ends, you make Charisma (Performance) checks with advantage. In addition, you can use a bonus action on each of your turns to beguile one creature you choose within 30 feet of you that can see you and hear the music. The creature must make a Charisma saving throw. If you or your companions are attacking it, the creature automatically succeeds on the saving throw. On a failure, the creature becomes friendly to you for as long as it can hear the music and for 1 hour thereafter. You make Charisma (Deception) checks and Charisma (Persuasion) checks against creatures made friendly by this spell with advantage.</div> <div><div>Bard</div><div>DC12</div><div>Mod +4</div></div>	<div>Enchantment cantrip</div> <div>MORCPUB</div> <div>Vicious Mockery</div> <div></div> <div>You unleash a string of insults laced with subtle enchantments at a creature you can see within range. If the target can hear you (though 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). (see PHB 285 for more details)</div> <div><div>Bard</div><div>DC12</div><div>Mod +4</div></div>
<div>Transmutation cantrip</div> <div>MORCPUB</div> <div>Druidcraft</div> <div></div> <div>Whispering to the spirits of nature, you create one of the following effects within range: • You create a tiny, harmless sensory effect that predicts what the weather will be at your location for the next 24 hours. The effect might manifest as a golden orb for clear skies, a cloud for rain, falling snowflakes for snow, and so on. This effect persists for 1 round. • You instantly make a flower blossom, a seed pod open, or a leaf bud bloom. • You create an instantaneous, harmless sensory effect, such as falling leaves, a puff of wind, the sound of a small animal, or the faint odor of skunk. The effect must fit in a 5-foot cube. • You instantly light or snuff out a candle, a torch, or a small campfire.</div> <div><div>Little Paws</div><div>DC10</div><div>Mod +2</div></div>		