

CHARACTER NAME

1 Bard

CLASS & LEVEL

Entertainer / Singer

BACKGROUND

PLAYER NAME

Half Elf

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

9

-1

DEXTERITY

14

+2

CONSTITUTION

14

+2

INTELLIGENCE

10

0

WISDOM

12

+1

CHARISMA

17

+3

INSPIRATION

2

PROFICIENCY BONUS

- ☐ -1 Strength
- ☒ +4 Dexterity
- ☐ +2 Constitution
- ☐ 0 Intelligence
- ☐ +1 Wisdom
- ☒ +5 Charisma

SAVING THROWS

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

SKILLS

13

ARMOR CLASS

+2

INITIATIVE

30

SPEED

Hit Point Maximum 10

10

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1

1d8

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

I love a good insult, even one directed at me.

I'll settle for nothing less than perfection.

PERSONALITY TRAITS

Beauty - When I perform, I make the world better than it was.

IDEALS

I want to be famous, whatever it takes.

BONDS

I'll do anything to win fame and renown.

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Rapier

+4

1d8+2

Dagger

+4

1d4+2

Rapier, 2lb, Piercing, Finesse

Dagger, 1 lb, Finesse, Light, 20/60

Leather Armor, 11+Dex Mod, 10 lbs.

ATTACKS & SPELLCASTING

Lvl 1, Bardic Inspiration, Bonus Action, You can cast this on another creature and it has to use it within 10 minutes. That player can add an additional 1d6 to an attack, save or skill check roll. Once this is used the player loses it. The bard can use this feature the amount of times to the Bard's Cha modifier. Long Rest to recover.  
(5th 1d8), (10 1d10), (15 1d12)

11

PASSIVE WISDOM (PERCEPTION)

Common, Elven, Halfling  
Light Armor  
Simple Weapons  
Hand Crossbows, Longsword,  
Rapiers, Shortswords  
Instrument Proficiencies, Lute,  
bagpipe, flute, cowbell

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

15

Disguise Kit  
Backpack  
Bedroll  
2 x Costumes  
5 x Candles  
5 x Rations  
Waterskin  
Disguise Kit

EQUIPMENT

FEATURES & TRAITS



CHARACTER NAME

37

AGE

5'9

HEIGHT

143 lb.

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

#### Half Elf Racial Features

Ability Score Increases - Charisma +2, and two others +1

Speed - Medium, 30 Feet

Darkvision - 60 feet vision. You can see in dim like it is light out and in dark you can see as if it was dim out.

Fey Ancestry - You have advantage on saving throws against being charmed. Magic CANNOT put you to sleep also.

Skill Versatility - You gain proficiency in two skills of your choice.

ADDITIONAL FEATURES & TRAITS

Love letter from an old acquaintance.

CHARACTER BACKSTORY

TREASURE

