

1 Bard Entertainer / Singer **CLASS & LEVEL** BACKGROUND PLAYER NAME Half Elf ALIGNMENT RACE EXPERIENCE POINTS



INSPIRATION

PROFICIENCY BONUS

CONSTITUTION

- 0 \_-1 Strength +4\_\_ Dexterity +2 Constitution o Intelligence \_+1\_ Wisdom ● \_+5 Charisma SAVING THROWS
- INTELLIGENCE



- \_\_\_ History (Int) \_+3 Insight (Wis) \_+3\_ Intimidation (Cha)
- O \_ 0 Investigation (Int)
- +3 Medicine (Wis)
- Nature (Int)
- \_+1 Perception (Wis)
- Performance (Cha)
- O \_+3 Persuasion (Cha)
- O <sup>0</sup> Religion (Int)
- O \_+2 Sleight of Hand (Dex)
- O +2 Stealth (Dex)
- O +1 Survival (Wis)

**SKILLS** 



Hit Point Maximum **CURRENT HIT POINTS** 



**TEMPORARY HIT POINTS** 

I love a good insult, even one directed at

I'll settle for nothing less than perfection.

PERSONALITY TRAITS

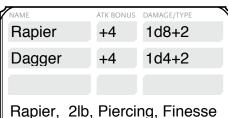
Beauty - When I perform, I make the world better than it was.

IDEALS

I want to be famous, whatever it takes.

I'll do anything to win fame and renown.

FLAWS



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)

CHARISMA

PASSIVE WISDOM (PERCEPTION)

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

OTHER PROFICIENCIES & LANGUAGES

15

Disguise Kit Backpack Bedroll

2 x Costumes 5 x Candles

5 x Rations Waterskin Disguise Kit

**EQUIPMENT** 

**FEATURES & TRAITS** 

