

Layzel

CHARACTER NAME

Bard

CLASS & LEVEL

Gith

RACE

Sage

BACKGROUND

PLAYER NAME

ALIGNMENT

EXPERIENCE POINTS

STRENGTH
14

DEXTERITY
13

CONSTITUTION
11

INTELLIGENCE
18

WISDOM
12

CHARISMA
15

INSPIRATION

PROFICIENCY BONUS

- SAVING THROWS
- ☐ Strength
 - ☐ Dexterity
 - ☐ Constitution
 - ☐ Intelligence
 - ☐ Wisdom
 - ☐ Charisma

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

SKILLS

PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

13

ARMOR CLASS

INITIATIVE

SPEED

Hit Point Maximum **19**

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total
1d8

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

NAME	ATK BONUS	DAMAGE/TYPE
Rapier		1d8 piercing

ATTACKS & SPELLCASTING

Inventory:

- CP Rapier (Weapon) - 1d8 piercing damage, Type: melee, Weight: 2 lbs, Value: 25 gp
- SP Leather (Armor) - AC: 11, Type: light, Weight: 10 lbs, Value: 10 gp
- EP Potion of Climbing (Potion) - Effect: Advantage on climbing checks for 1 hour, Value: 10 gp
- GP Ring of Minor Invisibility (Magic Item) - Effect: Turn invisible for 1 minute (1/day), Weight: 0.1 lbs, Value: 35 gp

EQUIPMENT

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

- Telepathy: Can communicate telepathically within 30 feet.
- Githyanki Weapon Training: Proficiency with longswords, shortswords, and light crossbows.

FEATURES & TRAITS



Bard

SPELLCASTING
CLASS

Charisma

SPELLCASTING
ABILITY

: 14

SPELL SAVE DC

: 6

SPELL ATTACK
BONUS

0

CANTRIPS

Cantripss:

Vicious Mockery: You unleash a string of insults. The target must succeed on a Wisdom saving throw or take 1d4 psychic damage and have disadvantage on its next attack roll.

Mage Hand: Creates a spectral hand that can manipulate objects. It

can't attack, open doors, or carry more than 10 pounds.

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Spellss:

SPELL NAME

Healing Word: A creature of your choice within 60 feet regains hit points equal to 1d4 + your spellcasting modifier.

Charm Person: Neznámé kouzlo.

Disguise Self: You alter your appearance for up to 1 hour.

Dissonant Whispers: You whisper a melody that causes a creature to flee in fear, taking 3d6 psychic damage.

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