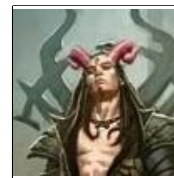


Character Name	
Bard 1	
CLASS	
1 (1)	0 / 300
Character Level (CR)	EXP/NEXT LEVEL

Player Name	
Tiefling / Humanoid	
RACE	
0	Male
AGE	GENDER

Deity	None
Medium / 5 ft.	Region
SIZE / FACE	5' 10" / 130 lbs.
Silver	HEIGHT / WEIGHT
EYES	Purple
	HAIR

Chaotic Good
Alignment
Darkvision (60 ft.)
VISION
Points



ABILITY NAME	ABILITY SCORE	EQUIPPED SCORE	ABILITY MODIFIER	ABILITY DAMAGE	PENALTY
STR Strength	8		-1		
DEX Dexterity	13		+1		
CON Constitution	10		+0		
INT Intelligence	15		+2		
WIS Wisdom	12		+1		
CHA Charisma	17		+3		

[illegible]

Encumbrance	Light
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SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP
STRENGTH 0	-1	= +0	+ -1	+ +0	+ +0	+ +0	
DEXTERITY 0	+3	= +0	+ +1	+ +0	+ +2	+ +0	
CONSTITUTION 0	+0	= +0	+ +0	+ +0	+ +0	+ +0	
INTELLIGENCE 0	+2	= +0	+ +2	+ +0	+ +0	+ +0	
WISDOM 0	+1	= +0	+ +1	+ +0	+ +0	+ +0	
CHARISMA 0	+5	= +0	+ +3	+ +0	+ +2	+ +0	

	TOTAL		BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	-1	=	+0	-1	+0	+0	0	
RANGED attack bonus	+1	=	+0	+1	+0	+0	0	
GRAPPLE attack bonus	-1	=	+0	-1	+0	+0	+0	

*Rapier	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	P	M	none/x0	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+1	1d8-1				

Crossbow, Light	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	P	M	none/x0	5 ft.

*: weapon is equipped

1H-P: One handed, in primary hand. **1H-O:** One handed, in off hand. **2H:** Two handed. **2W-P(OH):** 2 weapons, primary hand (off hand weapon is heavy). **2W-P(OL):** 2 weapons, primary hand (off hand weapon is light). **2W-OH:** 2 weapons, off hand.

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Studded leather		+13		+0	0

TOTAL SKILLPOINTS: 0		SKILLS		MAX RANKS: 0		
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓	Acrobatics	DEX	3	= 1	+	2
✓	Animal Handling	WIS	1	= 1		
✓	Arcana	INT	2	= 2		
✓	Athletics	STR	-1	= -1		
✓	Deception	CHA	5	= 3	+	2
✓	History	INT	2	= 2		
✓	Insight	WIS	1	= 1		
✓	Intimidation	CHA	5	= 3	+	2
✓	Investigation	INT	2	= 2		
✓	Medicine	WIS	1	= 1		
✓	Nature	INT	2	= 2		
✓	Perception	WIS	1	= 1		
✓	Performance	CHA	3	= 3		
✓	Persuasion	CHA	3	= 3		
✓	Religion	INT	2	= 2		
✓	Sleight of Hand	DEX	1	= 1		
✓	Stealth	DEX	1	= 1		
✓	Survival	WIS	1	= 1		
				=	+	+
				=	+	+

✓: can be used untrained, X: exclusive skills, *: Skill Mastery.

Conditional Skill Modifiers:
 +2 Flute
 +2 Lute

EQUIPMENT				
ITEM	LOCATION	QTY	WT / COST	
Rapier	Equipped	1	2 / 25	
Studded leather	Equipped	1	13 / 45	
Backpack	Equipped	1	5 / 2	
Crossbow, Light	Carried	1	5 / 25	
Flute	Carried	1	1 / 2	
Crowbar	Carried	1	5 / 2	
Blanket	Carried	1	3 / 0.5	
TOTAL WEIGHT CARRIED/VALUE		34 lbs.	101.5gp	

WEIGHT ALLOWANCE					
Light 40		Medium 80		Heavy 120	
Lift over head 40		Lift off ground 80		Push / Drag 200	

MONEY	
	Total= 0 gp

MAGIC

Languages
Common, Infernal

Other Companions

Special Qualities	
Ability Score Increase	[PH, p.43]
Your Intelligence score increases by 1, and your Charisma score increases by 2.	
Entertainer Bond ~ 1	[PH]
My instrument is my most treasured possession, and it reminds me of someone I love.	
Entertainer Flaw ~ 2	[PH]
I'm a sucker for a pretty face.	
Entertainer Ideal ~ 1	[PH]
Beauty. When I perform, I make the world better than it was. (Good)	
Entertainer Personality Trait ~ 1	[PH]
I know a story relevant to almost every situation.	
Bardic Inspiration	[PH, p.53]
You can inspire others through stirring words or music. To do so, you use a bonus action on your turn to choose one creature other than yourself within 60 feet of you who can hear you. That creature gains one Bardic Inspiration die, a d6. Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the Bardic Inspiration die, but must decide before the DM says whether the roll succeeds or fails. Once the Bardic Inspiration die is rolled, it is lost. A creature can have only one Bardic Inspiration die at a time. You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain any expended uses when you finish a long rest. Your Bardic Inspiration die changes when you reach certain levels in this class. The die becomes a d8 at 5th level, a d10 at 10th level, and a d12 at 15th level.	
Cantrips	[PH, p.52]
You know two cantrips of your choice from the bard spell list. You learn additional bard cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Bard table.	
Darkvision	[PH, p.43]
Thanks to your infernal heritage, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.	
Feature: By Popular Demand	[PH]
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.	
Hellish Resistance	[PH, p.43]
You have resistance to fire damage.	
Infernal Legacy	[PH, p.43]
You know the thaumaturgy cantrip. Once you reach 3rd level, you can cast the hellish rebuke spell once per day as a 2nd-level spell. Once you reach 5th level, you can also cast the darkness spell once per day. Charisma is your spellcasting ability for these spells.	
Languages	[PH, p.43]
You can speak, read, and write Common and Infernal.	
Spellcasting	[PH, p.52]
You have learned to untangle and reshape the fabric of reality in harmony with your wishes and music. Your spells are part of your vast repertoire, magic that you can tune	

to different situations. See chapter 10 for the general rules of spellcasting and chapter 11 for the bard spell list.

Proficiencies
Club, Crossbow (Hand), Crossbow (Light), Dagger, Dart, Greatclub, Handaxe, Javelin, Light Hammer, Longsword, Mace, Quarterstaff, Rapier, Shortbow, Shortsword, Sickle, Sling, Spear, Unarmed Strike

Templates
Bard
First Level

Bard Spells

LEVEL	0	1
KNOWN	2	4
PER DAY	1	1

LEVEL 0 / Per Day:1 / Caster Level:1

Name	School	Time	Duration	Range	Source
☐☐☐☐☐ Mage Hand	Conjuration	1 action	1 minute	30 feet	PH:p.256

[V, S] **TARGET:** : *EFFECT:* A spectral, floating hand appears at a point you choose within range. The hand lasts for the duration or until you dismiss it as an action. The hand vanishes if it is ever more than 30 feet away from you or if you cast this spell again. You can use your action to control the hand. You can use the hand to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial. You can move the hand up to 30 feet each time you use it. The hand can't attack, activate magic items, or carry more than 10 pounds.

☐☐☐☐☐ Vicious Mockery	Enchantment	1 action	Instantaneous	60 feet	PH:p.285
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[V] **TARGET:** : *EFFECT:* 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 W isdom 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].

LEVEL 1 / Per Day:1 / Caster Level:1

Name	School	Time	Duration	Range	Source
☐☐☐☐☐ Dissonant Whispers	Enchantment	1 action	Instantaneous	60 feet	PH:p.234

[V] **TARGET:** : *EFFECT:* You whisper a discordant melody that only one creature of your choice within range can hear, wracking it with terrible pain. The target must make a Wisdom saving throw. On a failed save, it takes 3d6 psychic damage and must immediately use its reaction, if available, to move as far as its speed allows away from you. The creature doesn't move into obviously dangerous ground, such as a fire or a pit. On a successful save, the target takes half as much damage and doesn't have to move away. A deafened creature automatically succeeds on the save. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

☐☐☐☐☐ Feather Fall	Transmutation	1 reaction, which you t:1 minute	60 feet	PH:p.239
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[V, M (a small feather or p iece of down)] **TARGET:** : *EFFECT:* Choose up to five falling creatures within range. A falling creature's rate of descent slows to 60 feet per round until the spell ends. If the creature lands before the spell ends, it takes no falling damage and can land on its feet, and the spell ends for that creature.

☐☐☐☐☐ Tasha's Hideous Laughter	Enchantment	1 action	Concentration, up to 1 minute	30 feet	PH:p.280
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[V, S, M (tiny tarts and a feather that is waved in the air)] **TARGET:** : *EFFECT:* A creature of your choice that you can see within range perceives everything as hilariously funny and falls into fits of laughter if this spell affects it. The target must succeed on a W isdom saving throw or fall prone, becoming incapacitated and unable to stand up for the duration. A creature with an Intelligence score of 4 or less isn't affected. At the end of each of its turns, and each time it takes damage, the target can make another W isdom saving throw. The target has advantage on the saving throw if it's triggered by damage. On a success, the spell ends.

☐☐☐☐☐ Thunderwave	Evocation	1 action	Instantaneous	Self 15	PH:p.282
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[V, S] **TARGET:** : *EFFECT:* A wave of thunderous force sweeps out from you. Each creature in a 15-foot cube originating from you must make a Constitution saving throw. On a failed save, a creature takes 2d8 thunder damage and is pushed 10 feet away from you. On a successful save, the creature takes half as much damage and isn't pushed. In addition, unsecured objects that are completely within the area of effect are automatically pushed 10 feet away from you by the spell's effect, and the spell emits a thunderous boom audible out to 300 feet. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

* =Domain/Specialty Spell

Timodreyodel Harleoniin

Tiefling

RACE

0

AGE

Male

GENDER

Darkvision (60 ft.)

VISION

Chaotic Good

ALIGNMENT

Right

DOMINANT HAND

5' 10"

HEIGHT

130 lbs.

WEIGHT

Silver

EYE COLOUR

Pinkish Red

SKIN COLOUR

Purple,

HAIR / HAIR STYLE

PHOBIAS

,

PERSONALITY TRAITS

INTERESTS

,

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None

REGION

DEITY

Humanoid

Race Type

Race Sub Type

Description:

Biography:

