



## Elf Bard

Level 5 Player Character (Smuggler background)

AC	Hit Points	Hit Dice	Prof. Bonus
14	38	5D8	+4

Ability Scores					
STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	9 (-1)	10 (+0)	16 (+3)

Saving Throws					
STR	DEX	CON	INT	WIS	CHA
+1	+6	+2	-1	+0	+6

Skill Proficiencies					
Acrobatics +6	Performance +9				
Athletics +4	Sleight of Hand +6				
Perception +3					

Other Proficiencies					
Light Armor	Crossbow	Longbow			
Longsword	Rapier	Short sword			
Flute	Lute	Viol			
Vehicles (Water)					

Equipment					
Fine Clothes					
Lute					
Signet Ring					
25 Gold (in pouch)					

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### Favorite Attacks

**Rapier.** *Melee Weapon Attack:* 1d20 +6, reach 5ft, one target. Hit 1d8 +3 piercing damage

**Thunderwave.** *Spell Attack:* Each enemy in a 15-foot cube must make a CON save or take 2d8 thunder damage. They are then pushed 10 feet away from you. On a successful save, the creature takes half as much damage and is not pushed. When cast at level 2 or higher, the damages increases by 1d8 for each slot above the 1st.

### Spells

Spell Attack Roll  
d20 +6

Spell Save DC  
14

Cantrips Known: 4

**Dancing lights.** Make lights appear around you.

**Message.** Send a secret message into a creature's mind.

**Minor Illusion.** Create a magical sound or image.

**Vicious Mockery.** Insult a creature. It must succeed a WIS save or take 1d4 psychic damage.

1st-Level Spell Slots: 4 □□□□

**Charm Person.** Make a target think you are a friend.

**Detect Magic.** Sense magic and create an aura around it.

**Healing Word.** Heal your chosen target by d4 +3 hit points.

**Thunderwave.** See **Favourite Attacks** above.

2nd-Level Spell Slots: 3 □□□

**Calm Emotions.** Creatures within 20 feet are no longer hostile.

**Skywrite.** You cause 10 words to form in the clouds.

**Thunderwave.** See **Favourite Attacks** above.

3rd-Level Spell Slots: 2 □□

**Major Image.** Create a large image of a creature or object.

**Mass Healing Word.** Heal upto 6 targets by 2d4 +3 hit points.

**Thunderwave.** See **Favourite Attacks** above.

### Class Features

**Bardic Inspiration:** 3 □□□

Use a bonus action to give an ally 1d8. They may add it to one ability check within the next 10 minutes. Regain all your Bardic Inspiration slots after a short or long rest.

**Unsettling Words** As a bonus action, use a Bardic Inspiration slot and choose an enemy. Roll a d8 and that enemy reduces their next saving throw by that number.

**Jack of All Trades** You can add +1 to any ability check you are not proficient in.

**Silver Tongue.** When you roll for Persuasion or Deception checks treat any rolls of 9 or lower as a 10.

**Song of Rest.** Perform a little song during a short rest, anyone who regains hit points by using hit dice regains an extra 1d6 hp

### Other Features

**Fey Ancestry.** You have advantage against being charmed.

**Trance.** You only need to rest for 4 hours instead of 8.

**Speaks.** Elvish, Common, Celestial

**Speed.** 30ft

