

Bard / level 3

Tyson

CHARACTER NAME

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Forest Gnome

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

8

-1

DEXTERITY

14

+2

CONSTITUTION

9

-1

INTELLIGENCE

17

+3

WISDOM

9

-1

CHARISMA

16

+3

INSPIRATION

+2

PROFICIENCY BONUS

- ☐ Strength
- ☒ +14 Dexterity
- ☐ Constitution
- ☐ Intelligence
- ☐ Wisdom
- ☒ +5 Charisma

SAVING THROWS

- ☐ 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)

Speak w/ small beasts (gnomes)  
 musical instrument.

OTHER PROFICIENCIES & LANGUAGES

13

ARMOR CLASS

INITIATIVE

25

SPEED

Hit Point Maximum 15

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

NAME ATK BONUS DAMAGE/TYPE  
 Rapier +3 1d8/pierce  
 Dagger +2 1d4/pierce  
 Dart +2 1d4/pierce  
 all finesse weapons  
 Dart range 20/60  
 Dagger range 20/60  
 5 Darts

ATTACKS & SPELLCASTING

Leather Armor

Backpack

13 edf all

5 candles

5 days rations

water skin

disguise kit

a funny mask

a note book

pencil, a contee

crayon

EQUIPMENT

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

FEATURES & TRAITS



SPELLCASTING  
CLASS

Cha

SPELLCASTING  
ABILITY

+13

SPELL SAVE DC

+5

SPELL ATTACK  
BONUS

0

CANTRIPS

Minor Illusion (Int)

Magical hand  
Mend

3

6

SPELL  
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

PREPARED

Feather Fall

Give Wounds  
Thunder Wave  
Unseen Servant

4

7

8

2

2

Shatter  
Suggestion

5

9