

Bard 2 CLASS & LEVEL Flr Criminal PLAYER NAME Half-Elf Chaotic good Milestone ALIGNMENT EXPERIENCE POINTS





NAME	ATK BONUS	DAMAGE/TYPE		
Rapier	+5	1d8+3/p		
Dagger	+5	1d4+3/p		
land Crasshaw	+5	1d6+3/n		

Armor: Leather Armor

ATTACKS & SPELLCASTING

14 +4 30 SPEED	I am always calm, no matter what the situation. I never raise my voice or let my emotions control me. I would rather make a new friend than a new enemy. PERSONALITY TRAITS
Hit Point Maximum <u>15</u>	Redemption. There's a spark of good in everyone. (Good)
CURRENT HIT POINTS	IDEALS
	Something important (a dragon's egg) was taken from me, and I aim to steal it back.
TEMPORARY HIT POINTS	BONDS
Total2d8 SUCCESSES ()=()=()=()=()=()=()=()=()=()=()=()=()=(If there's a plan, I'll forget it. If I don't forget it, I'll ignore it.
HIT DICE DEATH SAVES	FLAWS

Features

Bardic Inspiration (2d6/LR) Criminal Contact Darkvision (60') Fey Ancestry Jack of All Trades Song of Rest (1d6)

11 PASSIVE WISDOM (PERCEPTION)

SKILLS

Languages: Common, Draconic, Elvish. Weapons: Simple Weapons, Longsword, Hand Crossbow, Rapier, Shortsword.

Armor: Light Armor.

Other: Dice Set, Flute, Hand Drum,

Viol, Thieves' Tools.

SP (EP 15 PP 🗟

Backpack, Bedroll, Kit, Tinderbox, 1 Torches, 4 Days of Rations, Waterskin, 50 Feet of Hempen Rope, Crowbar, Viol, Costume, Candles, Grappling Hook, Disquise Kit, Thieves' Tools, 23 Crossbow Bolts, 20 Shards of Obsidian

Magic Items: Potion of Healing, Potion of Greater Healing

Weight: 74.02 lb Capacity: 165 lb EQUIPMENT

FEATURES & TRAITS

OTHER PROFICIENCIES & LANGUAGES



Aaliyah

CHARACTER NAME

45	5'1''	110 lbs
AGE	HEIGHT	WEIGHT
Grey EYES	Tan	Red
EYES	SKIN	HAIR



CHARACTER APPEARANCE



ALLIES & ORGANIZATIONS

ADDITIONAL FEATURES & TRAITS

CHARACTER background

TREASURE



SPELLCASTING CLASS

CHA SPELLCASTING ABILITY

12 SPELL SAVE DC

+4 SPELL ATTACK BONUS

3 0 6 **CANTRIPS** Mage Hand Vicious Mockery 0_ 0_ 0_ 7 Detect Magic Dissonant Whispers Faerie Fire 4 Sleep Tasha's Hideous Laughter 8 2 0___ 0_____ 9 0__ 0____