

DUNGEONS & DRAGONS®

Elias Windharrow

CHARACTER NAME

Bard (College of Valor) **Entertainer**

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Half-Elf

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

0

10

DEXTERITY

+3

16

CONSTITUTION

+1

12

INTELLIGENCE

+1

12

WISDOM

0

10

CHARISMA

+3

16

INSPIRATION

+2

PROFICIENCY BONUS

☐ 0 Strength
 ☒ +5 Dexterity
 ☐ +1 Constitution
 ☐ +1 Intelligence
 ☐ 0 Wisdom
 ☒ +5 Charisma

SAVING THROWS

☒ +5 Acrobatics (Dex)
 ☐ +1 Animal Handling (Wis)
 ☐ +2 Arcana (Int)
 ☐ +1 Athletics (Str)
 ☒ +5 Deception (Cha)
 ☐ +1 History (Int)
 ☒ +2 Insight (Wis)
 ☐ +4 Intimidation (Cha)
 ☒ +3 Investigation (Int)
 ☐ +1 Medicine (Wis)
 ☐ +2 Nature (Int)
 ☐ +1 Perception (Wis)
 ☒ +5 Performance (Cha)
 ☒ +5 Persuasion (Cha)
 ☐ +2 Religion (Int)
 ☐ +3 Sleight of Hand (Dex)
 ☒ +5 Stealth (Dex)
 ☐ +1 Survival (Wis)

SKILLS

17

ARMOR CLASS

+3

INITIATIVE

30

SPEED

Hit Point Maximum

15

21

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

2

3

d8

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES



NAME	ATK BONUS	DAMAGE/TYPE
Rapier	+5	d8+3
Dagger	+5	d4+3
Longbow	+5	d8+3

Vicious Mockery: One target within 60ft must make a DC13 Wis saving throw or take 1d4 Psychic damage and have disadvantage on its next attack roll.

ATTACKS & SPELLCASTING

Darkvision - 60 feet

Fey Ancestry: You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Bardic Inspiration: As a bonus action, you give one creature other than yourself within 60 feet of you a Bardic Inspiration Die (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 Inspiration die.

Combat Inspiration: A creature can also add an Inspiration die to a weapon damage roll, or to its AC when an attack is made against it.

Jack of All Trades: You add half your proficiency bonus (rounded down) to any ability check you make that doesn't already include your proficiency bonus (included in Skills box.)

Song of Rest: You play soothing music during a Short Rest. Any creatures that can hear you (including yourself) regain an extra 1d6 hit points.

Expertise: Add an additional +2 to Persuasion and Deception checks.

FEATURES & TRAITS

11

PASSIVE WISDOM (PERCEPTION)

Languages:

-- Common

-- Elvish

-- Draconic

Instruments:

-- Lute

-- Flute

-- Drums

OTHER PROFICIENCIES & LANGUAGES

CP

Studded Leather Armor

SP

Rapier

2 daggers

EP

Shield

Longbow

GP

Diplomat's Pack:

-- Small chest

-- 2 scroll cases

-- Fine clothes

-- Bottle of ink

-- Ink pen

-- Lamp

-- 2 flasks of oil

-- 5 sheets of paper

-- Vial of perfume

-- Sealing wax

-- Soap

PP

EQUIPMENT

Bard

SPELLCASTING
CLASS

Charisma (+3)

SPELLCASTING
ABILITY

13

SPELL SAVE DC

+5

SPELL ATTACK
BONUS

0

CANTRIPS

Friends

Vicious Mockery

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

3 4

PREPARED

SPELL NAME

☐ Bane

☐ Disguise Self

☐ Healing Word

☐ Tasha's Hideous Laughter

☐ Thunderwave

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2

☐ Hold Person

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BANE

Casting Time: 1 action

Range: 30 feet

Duration: Concentration, 1 minute

Up to 3 creatures must make DC13 Cha saving throws. If they fail, they must subtract 1d4 from each attack roll or saving throw they make before the spell ends.

DISGUISE SELF

Casting Time: 1 action

Duration: 1 hour

You make your physical appearance (including your belongings) look different. You can appear up to 1 foot shorter or taller, and must maintain the same basic arrangement of limbs. The changes are illusory. To discern that you are disguised a creature can attempt an Investigation check (DC13).

FRIENDS

Casting Time: 1 action

Duration: Concentration, 1 minute

You have advantage on all Charisma checks directed at 1 creature that isn't hostile to you. When the spell ends, the creature realizes that it was charmed and becomes hostile to you.

HEALING WORD

Casting Time: 1 bonus action

Range: 60 feet

Target regains hit points equal to 1d4 + your spellcasting ability modifier.

TASHA'S HIDEOUS LAUGHTER

Casting Time: 1 action

Range: 30 feet

Duration: Concentration, 1 minute

One creature you can see must succeed on a DC13 Wis saving throw or fall prone, laughing uproariously. While affected by the spell, the creature is incapacitated. At the end of each of its turns, and each time it takes damage, the target can make another Wis saving throw. It has advantage if the roll was triggered by taking damage. The spell ends on a success

THUNDERWAVE

Casting Time: 1 action

Range: 15ft cube originating from you

Each creature in the cube must make a DC13 Constitution saving throw or take 2d8 thunder damage and be pushed 10 feet away from you. On a successful save, the target takes half damage and isn't pushed.

HOLD PERSON

Casting Time: 1 action

Range: 60 feet

Duration: Concentration, 1 minute

One creature you can see must succeed a DC13 Wisdom saving throw or become paralyzed. At the end of each of its turns, the target can make another Wisdom save. The spell ends on a success.