



Bardo

CHARACTER NAME

Bard 3

CLASS & LEVEL

Tiefling

SPECIES

Wamuu_Menedich

PLAYER NAME

(Milestone)

EXPERIENCE POINTS

STRENGTH

8

-1

DEXTERITY

14

+2

CONSTITUTION

13

+1

INTELLIGENCE

11

+0

WISDOM

12

+1

CHARISMA

17

+3

☐ -1 Strength
☐ +4 Dexterity
☐ +1 Constitution
☐ +0 Intelligence
☐ +1 Wisdom
☐ +5 Charisma

Saving Throw Modifiers

SAVING THROWS

☐ +4 Acrobatics DEX
☐ +2 Animal Handling WIS
☐ +1 Arcana INT
☐ +0 Athletics STR
☐ +7 Deception CHA
☐ +1 History INT
☐ +2 Insight WIS
☐ +4 Intimidation CHA
☐ +1 Investigation INT
☐ +3 Medicine WIS
☐ +2 Nature INT
☐ +2 Perception WIS
☐ +5 Performance CHA
☐ +4 Persuasion CHA
☐ +1 Religion INT
☐ +6 Sleight of Hand DEX
☐ +3 Stealth DEX
☐ +2 Survival WIS
☐ _____
☐ _____
☐ _____

SKILLS

+3

INITIATIVE

ARMOR

13

CLASS

Resistances - Fire

DEFENSES

HEROIC INSPIRATION

+2

PROFICIENCY BONUS

ABILITY SAVE DC

30 ft. (Walking)

SPEED

Max HP

Current HP

Temp HP

21

HIT POINTS

Total

3d8

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

=== ARMOR ===

Light Armor

=== WEAPONS ===

Crossbow, Hand, Longsword, Rapier, Shortsword, Simple Weapons

=== TOOLS ===

Flute, Longhorn, Lute

=== LANGUAGES ===

Common, Infernal

PROFICIENCIES & TRAINING

=== ACTIONS ===

Standard Actions

Attack, Magic, Dash, Disengage, Dodge, Help, Hide, Ready, Search, Utilize, Opportunity Attack, Grapple, Shove, Improvise, Two-Weapon Fighting, Interact with an Object, Study, Influence

=== BONUS ACTIONS ===

Bardic Inspiration • 3 / Long Rest

As a bonus action, a creature (other than yourself) within 60 ft. that can hear you gains an inspiration die (1d6). For 10 minutes, the creature can add it to one ability check, attack roll, or saving throw. This can be added after seeing the roll, but before knowing the outcome.

=== REACTIONS ===

Cutting Words

As a reaction when a creature (that's not immune to being charmed) you can see within 60 ft. makes an attack roll, ability check, or damage roll, you can expend one use of Bardic Inspiration, roll the die, and subtract the number from the creature's roll. You can do so after the roll but before knowing the result.

ACTIONS

12

PASSIVE PERCEPTION

12

PASSIVE INSIGHT

11

PASSIVE INVESTIGATION

Darkvision 60 ft.

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES
Dagger	+4	1d4+2 Piercing	Simple, Finesse, Light, Thrown, Nick, Range (20/60)
Dagger	+4	1d4+2 Piercing	Simple, Finesse, Light, Thrown, Nick, Range (20/60)
Unarmed Strike	+1	0 Bludgeoning	

WEAPON ATTACKS & CANTRIPS

D&D BEYOND

Bard

SPELLCASTING
CLASS

CHA

SPELLCASTING
ABILITY

13

SPELL SAVE DC

+5

SPELL ATTACK
BONUS

PREP SPELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
=== CANTRIPS ===	(At Will)							
<input type="radio"/> Message	Bard	--	1A	120 ft.	V,S,M	1 round	PHB 259	D: 1Rnd, V/S/M
<input type="radio"/> Vicious Mockery	Bard	WIS 13	1A	60 ft.	V	Instantaneous	PHB 285	V
<input type="radio"/> Thaumaturgy	Infernal Legacy	--	1A	30 ft.	V	1 minute	PHB 282	D: 1m, V
=== 1st LEVEL ===	4 Slots OOOO							
<input type="radio"/> Bane	Bard	CHA 13	1A	30 ft.	V,S,M	Concentration, up to 1 minute	PHB 216	D: 1m, V/S/M
<input type="radio"/> Thunderwave	Bard	CON 13	1A	Self/15 ft. Cube	V,S	Instantaneous	PHB 282	15 ft. Cube, V/S
<input type="radio"/> Cure Wounds	Bard	--	1A	Touch	V,S	Instantaneous	PHB 230	V/S
<input type="radio"/> Disguise Self	Bard	--	1A	Self	V,S	1 hour	PHB 233	D: 1h, V/S
=== 2nd LEVEL ===	2 Slots OO							
<input type="radio"/> Invisibility	Bard	--	1A	Touch	V,S,M	Concentration, up to 1 hour	PHB 254	D: 1h, V/S/M
<input type="radio"/> Knock	Bard	--	1A	60 ft.	V	Instantaneous	PHB 254	V
<input type="radio"/> Hellish Rebuke	Infernal Legacy	DEX 13	1R	60 ft.	V,S	Instantaneous	PHB 250	1/LR, V/S

SPELLS