

# Contents

<b>1</b>	<b>Overview</b>	<b>1</b>
<b>2</b>	<b>Creation Bard Features</b>	<b>1</b>
2.1	Spells (as of TODO, 0/4 known)	1
2.1.1	Cantrips	1
2.1.2	1st Level	1
2.2	Bardic Inspiration	1
<b>3</b>	<b>Feats</b>	<b>2</b>
<b>4</b>	<b>Magic Items</b>	<b>2</b>
<b>5</b>	<b>Build Audit</b>	<b>2</b>
5.1	Character Creation	2
5.2	Levels	2

## 1 Overview

- TODO HP max
- Stats: TODO
- Skills: TODO

## 2 Creation Bard Features

- 2 cantrips (TODO)
- 2 Level 1 spell slots
  - 4 known spells
  - Spell save DC TODO (8 + CHA + proficiency)
  - Ritual casting

### 2.1 Spells (as of TODO, 0/4 known)

#### 2.1.1 Cantrips

- 2x TODO

#### 2.1.2 1st Level

- 4x TODO

### 2.2 Bardic Inspiration

- TODO uses (CHA) per long rest
- **Bonus action** to give a creature within 60 feet (not you) bardic inspiration
- Creature adds d6 to one ability check, attack roll, or saving throw
  - Can wait until after d20 roll to use Bardic, but must decide before result is declared
  - Can only have one bardic at a time
- ***Magical Inspiration*** (Tasha's): Bardic Inspiration can also be used to add damage or healing to a spell

### 3 Feats

None

### 4 Magic Items

None

## 5 Build Audit

### 5.1 Character Creation

- Stats: TODO
- Race: Half-Elf
  - Racial stat bonuses: 3x TODO
  - Skill proficiencies: 2x TODO
  - Darkvision (60 ft.)
  - Fey Ancestry
  - Languages: TODO
- Background: TODO

### 5.2 Levels

#### 1. Bard 1

- TODO HP ( $\max d8 + \text{CON} = 8 + \text{TODO}$ )
- Proficiencies
  - Skills (3x TODO)
  - DEX, CHA saves
  - Light armor, simple weapons, hand crossbows, longswords, rapiers, shortswords
- Equipment (TODO)
  - Rapier/longsword/any simple weapon
  - Diplomat's or entertainer's pack
  - Any musical instrument
  - Leather armor
  - Dagger
- Spellcasting (TODO: choose spells)
  - 2 bard cantrips (TODO)
  - 4 bard spells (TODO)