

D&D BEYOND

Silvana Diara

CHARACTER NAME

Bard 4

CLASS & LEVEL

PLAYER NAME

Human

RACE

Soldier

BACKGROUND

(Milestone)

EXPERIENCE POINTS

STRENGTH

-1

9

DEXTERITY

+3

16

CONSTITUTION

+0

11

INTELLIGENCE

+1

13

WISDOM

+2

14

CHARISMA

+3

17

- ☐ -1 Strength
- ☐ +5 Dexterity
- ☐ +0 Constitution
- ☐ +1 Intelligence
- ☐ +2 Wisdom
- ☐ +5 Charisma

Saving Throw Modifiers

SAVING THROWS

+4

INITIATIVE

ARMOR

13

CLASS

DEFENSES

INSPIRATION

+2

PROFICIENCY BONUS

ABILITY SAVE DC

30 ft. (Walking)

SPEED

Max HP

Current HP

Temp HP

23

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HIT POINTS

Total

4d8

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

=== ARMOR ===

Light Armor

=== WEAPONS ===

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

=== TOOLS ===

Flute, Lute, Lyre, Playing Card Set, Vehicles (Land)

=== LANGUAGES ===

Common, Elvish

PROFICIENCIES & LANGUAGES

=== ACTIONS ===

Standard Actions

Attack, Cast a Spell, Dash, Disengage, Dodge, Help, Hide, Ready, Search, Use an Object, Opportunity Attack, Grapple, Shove, Improvise, Two-Weapon Fighting, Interact with an Object

=== BONUS ACTIONS ===

Bardic Inspiration • 3 / Long Rest

As a bonus action, a creature 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

13

PASSIVE WISDOM (PERCEPTION)

13

PASSIVE WISDOM (INSIGHT)

13

PASSIVE INTELLIGENCE (INVESTIGATION)

SENSES

NAME

HIT

DAMAGE/TYPE

NOTES

Unarmed Strike

+1

0 Bludgeoning

WEAPON ATTACKS & CANTRIPS