

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

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

SKILLS

+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 SAVED

=== 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



EXPERIENCE POINTS



Silvana Diara

CHARACTER NAME

Female	31	Medium	167 cm	134
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Neutral Good		Light	Brown	Black
ALIGNMENT	FAITH	SKIN	EYES	HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

I'm full of inspiring and cautionary tales from my military experience relevant to almost every combat situation.

PERSONALITY TRAITS

Independence. When people follow orders blindly, they embrace a kind of tyranny. (Chaotic)

IDEALS

Those who fight beside me are those worth dying for.

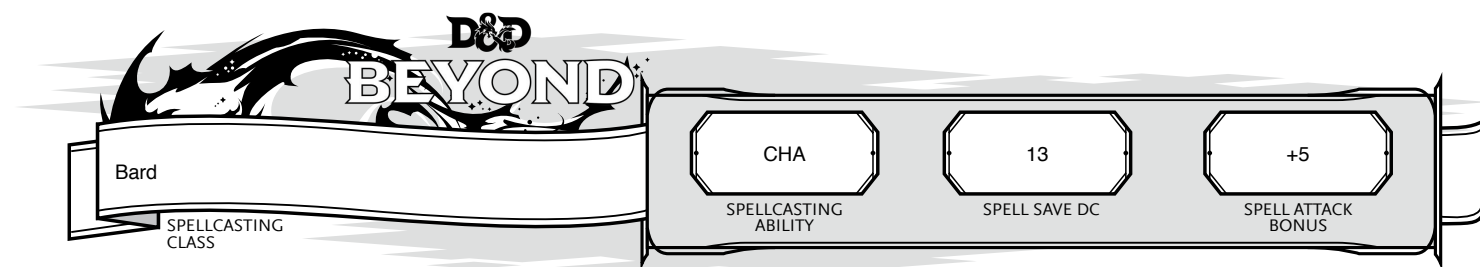
BONDS

I made a terrible mistake in battle that cost many lives—and I would do anything to keep that mistake secret.

FLAWS

CHARACTER BACKSTORY

ADDITIONAL NOTES



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