

## Brizzle

CHARACTER NAME

Bard/College of Lore 1

CLASS & LEVEL

Human/Mulan

RACE

Criminal

BACKGROUND

Chaotic Neutral

ALIGNMENT

Brian

PLAYER NAME

0

EXPERIENCE POINTS

STRENGTH

13

+1

DEXTERITY

14

+2

CONSTITUTION

10

0

INTELLIGENCE

14

+2

WISDOM

12

+1

CHARISMA

16

+3

INSPIRATION

+2

PROFICIENCY BONUS

- ☐ +1 Strength
- ☒ +4 Dexterity
- ☐ 0 Constitution
- ☐ +2 Intelligence
- ☐ +1 Wisdom
- ☒ +5 Charisma

SAVING THROWS

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

SKILLS

14

ARMOR CLASS

+2

INITIATIVE

30

SPEED

Hit Point Maximum 8

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Longsword

+3

1d8 +1 slashing

ATTACKS & SPELLCASTING

**Bardic Inspiration.** You can inspire others through stirring words or music. To do so, you use a bonus action on your turn to choose one creature other than yourself within 60 feet of you who can hear you. That creature gains one Bardic Inspiration die, a 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 Bardic Inspiration die, but must decide before the GM says whether the roll succeeds or fails. Once the Bardic Inspiration die is rolled, it is lost. A creature can have only one Bardic Inspiration die at a time. You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain any expended uses when you finish a long rest. Your Bardic Inspiration die changes when you reach certain levels in this class. The die becomes a d8 at 5th level, a d10 at 10th level, and a d12 at 15th level.

**Expertise.** At 3rd level, choose two of your skill proficiencies. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies. At 10th level, you can choose another two skill proficiencies to gain this benefit.

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PASSIVE WISDOM (PERCEPTION)

Languages.Common

Weapon.Simple, Crossbow hand, Longsword, Rapier, Shortsword

Armor.Light

Tools. Thieves tools

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

EQUIPMENT

FEATURES & TRAITS



**Brizzle**

CHARACTER NAME

28

AGE

5'9"

HEIGHT

155

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

Vicious Mockery is other Cantrip

ADDITIONAL FEATURES & TRAITS

CHARACTER BACKSTORY

TREASURE



# Bard

SPELLCASTING  
CLASS

Cha

SPELLCASTING  
ABILITY

13

SPELL SAVE DC

+5

SPELL ATTACK  
BONUS

0

CANTRIPS

Mage Hand

3

6

SPELL  
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

2

☐ Cure Wounds

☐ Detect Magic

☐ Healing Word

☐ Bane

4

7

8

2

5

9

SPILLS KNOWN