

Bard2

CHARACTER NAME

Bard 20

CLASS & LEVEL

Wood Elf

RACE

Spy

BACKGROUND

Neutral good

ALIGNMENT

Ben

PLAYER NAME

0

EXPERIENCE POINTS

STRENGTH

-1

8

DEXTERITY

+1

12

CONSTITUTION

+1

12

INTELLIGENCE

+1

13

WISDOM

+2

15

CHARISMA

+2

15

0

INSPIRATION

+6

PROFICIENCY BONUS

- SAVING THROWS
- ☐ -1 Strength
 - ☒ +7 Dexterity
 - ☐ +1 Constitution
 - ☐ +1 Intelligence
 - ☐ +2 Wisdom
 - ☒ +8 Charisma

- SKILLS
- ☐ +4 Acrobatics (Dex)
 - ☐ +5 Animal Handling (Wis)
 - ☐ +4 Arcana (Int)
 - ☐ +2 Athletics (Str)
 - ☒ +14 Deception (Cha)
 - ☐ +4 History (Int)
 - ☐ +5 Insight (Wis)
 - ☐ +5 Intimidation (Cha)
 - ☐ +4 Investigation (Int)
 - ☐ +5 Medicine (Wis)
 - ☐ +4 Nature (Int)
 - ☒ +8 Perception (Wis)
 - ☒ +14 Performance (Cha)
 - ☒ +8 Persuasion (Cha)
 - ☒ +7 Religion (Int)
 - ☐ +4 Sleight of Hand (Dex)
 - ☒ +7 Stealth (Dex)
 - ☐ +5 Survival (Wis)

12

ARMOR CLASS

+1

INITIATIVE

35

SPEED

Hit Point Maximum 105

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 20d8

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

TODO: How does your character behave? See the PHB for examples of all the sections below

PERSONALITY TRAITS

TODO: What does your character believe in?

IDEALS

TODO: Describe what debts your character has to pay, and other commitments or ongoing quests they have.

BONDS

TODO: Describe your characters interesting flaws.

FLAWS

NAME

Rapier

ATK BONUS

+7

DAMAGE/TYPE

1d8+1/p

Armor: Leather Armor

Shield: None

TODO: Describe how your character usually attacks or uses spells.

ATTACKS & SPELLCASTING

18

PASSIVE WISDOM (PERCEPTION)

Proficiencies:

Light armor, simple weapons, hand crossbows, longswords, rapiers, shortswords, three musical instruments of your choice, longswords, shortswords, shortbows, longbows.

Languages:

Common, Elvish

OTHER PROFICIENCIES & LANGUAGES

CP

0

SP

0

EP

0

GP

0

PP

0

TODO: list the equipment and magic items your character carries

EQUIPMENT

(See Features Page)

--Bardic Inspiration (2d12/SR)

--Countercharm

--Criminal Contact

--Darkvision (60')

--Expertise

--Fey Ancestry

--Font of Inspiration

--Jack of All Trades

--Magical Secrets

--Mantle of Whispers

--Mask of the Wild

--Psychic Blades (8d6)

--Shadow Lore

--Song of Rest (1d12)

--Superior Inspiration

--Trance

--Words of Terror

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TODO: Describe other features and abilities your character has.

FEATURES & TRAITS



SPELLCASTING CLASS

CHA

SPELLCASTING ABILITY

16

SPELL SAVE DC

+8

SPELL ATTACK BONUS

0

CANTRIPS

Blade Ward (V,S)

Light (V,M)

Minor Illusion (S,M)

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

PREPARED

SPELL NAME

© Bane (V,S,M) (C)

☒ Charm Person (V,S)

Ⓒ Identify (V,S,M) (R, \$)

☐ Silent Image (V,S,M) (C)

⦿ Sleep (V,S,M)

2

3

Ⓒ Invisibility (V,S,M) (C)

3

3

☐ Bestow Curse (V,S) (C)

☒ Fear (V,S,M) (C)

4

3

⊙ Confusion (V,S,M) (C)

5

3

Ⓒ Dream (V,S,M)

6

2

● Eyebite (V,S) (C)

7

2

☒ Teleport (V)

8

1

9

1