

## Bard1

CHARACTER NAME

Bard 20

CLASS & LEVEL

High Elf

RACE

Criminal

BACKGROUND

Chaotic good

ALIGNMENT

Ben

PLAYER NAME

0

EXPERIENCE POINTS

STRENGTH

-1

8

DEXTERITY

+1

12

CONSTITUTION

+1

12

INTELLIGENCE

+2

14

WISDOM

+2

14

CHARISMA

+2

15

0

INSPIRATION

+6

PROFICIENCY BONUS

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

SAVING THROWS

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

SKILLS

13

ARMOR CLASS

+1

INITIATIVE

30

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

ATK BONUS

DAMAGE/TYPE

Shortsword

+7

1d6+1/p

Armor: Studded 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, longbows, shortbows, longbows.

Languages:

Common, Elvish, [choose one]

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)

--Battle Magic

--Cantrip\*\*

--Combat Inspiration

--Countercharm

--Criminal Contact

--Darkvision (60')

--Expertise

--Extra Attack (x2)

--Fey Ancestry

--Font of Inspiration

--Jack of All Trades

--Magical Secrets

--Song of Rest (1d12)

--Superior Inspiration

--Trance

=====  
TODO: Describe other features and abilities your character has.

FEATURES & TRAITS



## SPELLCASTING CLASS

# CHA

## SPELLCASTING ABILITY

16

SPELL SAVE DC

**+8**

### SPELL ATTACK BONUS

**O**

## 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)

☒ Teleport (V)

8

1

9

1