

=== ACTIONS ===

Standard Actions

Attack, Magic, Dash, Disengage, Dodge, Help, Hide, Ready, Search, Utilize, Opportunity Attack, Grapple, Shove, Improvise, Two-Weapon Fighting, Interact with an Object, Study, Influence

=== BONUS ACTIONS ===

Bardic Inspiration • 3 / Long Rest

As a Bonus Action, you can inspire another creature within 60 ft. that can see or hear you. That creature gains one of your Bardic Inspiration dice (1d6). Once within the next hour, when the creature fails a D20 Test, the creature can roll the Bardic Inspiration die and add the number rolled to the total, potentially turning the failure into a success.

You can confer your Bardic Inspiration die 3 times per Long Rest.

PROFICIENCIES & TRAINING

=== REACTIONS ===

=== TOOLS ===

== LANGUAGES ===

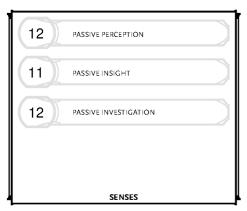
Flute, Hand Drum, Lute, Pan Flute

Celestial, Common, Draconic, Elvish

Cutting Words

When a creature that you can see within 60 ft. of you makes a damage roll or succeeds on an ability check or attack roll, you can expend one use of Bardic Inspiration; roll the Bardic Inspiration die and subtract the number rolled from the creature's roll, reducing the damage or potentially turning the success into a failure.

ACTIONS



NAME	НІТ	DAMAGE/TYPE	NOTES				
Crossbow, light	+5	1d8+3 Piercing	Simple, Ammunition, Loading, Range, Two-Handed, Slow, Range (80/320)				
Dagger	+5	1d4+3 Piercing	Simple, Finesse, Light, Thrown, Nick, Range (20/60)				
rapir with finesse property	+5	1d8+3 Piercing	Martial, Finesse, Vex, Dexterity (DEX) Modifier + Proficiency Bonus				
Unarmed Strike	+2	1 Bludgeoning					
WEAPON ATTACKS & CANTRIPS							



Bard 3 gunsso
CLASS & LEVEL PLAYER NAME

 Human
 Custom Background
 (Milestone)

 SPECIES
 BACKGROUND
 EXPERIENCE POINTS

=== BARD FEATURES ===

* Core Bard Traits • free-rules 59

* Bardic Inspiration • free-rules 59
As a Bonus Action, you can inspire another creature within 60 ft. that can see or hear you. That creature gains one of your Bardic Inspiration dice (1d6). Once within the next hour, when the creature fails a D20 Test, the creature can roll the Bardic Inspiration die and add the number rolled to the total, potentially turning the failure into a success.

You can confer your Bardic Inspiration die 3 times per Long Rest.

| 3 / Long Rest • 1 Bonus Action

* Spellcasting • free-rules 59 You can spells through your bardic arts. Charisma is your spellcasting ability for your Bard spells (Spell DC 13, Spell Attack +5). You can use a Musical Instrument as a Spellcasting Focus for your Bard spells.

* Expertise • free-rules 60 You gain Expertise in two skill proficiencies of your choice.

* Jack of All Trades • free-rules 60 You can add half your Proficiency Bonus (1) to ability checks you make that uses a skill proficiency you lack and that doesn't otherwise use your Proficiency Bonus.

* Bard Subclass • free-rules 60

| College of Lore

* Bonus Proficiencies • free-rules 66
You gain proficiency with three skills of your choice.

* Cutting Words • free-rules 66

When a creature that you can see within 60 ft. of you makes a damage roll or succeeds on an ability check or attack roll, you can take a Reaction to expend one use of Bardic Inspiration; roll the Bardic Inspiration die and subtract the number rolled from the creature's roll, reducing the damage or potentially turning the success into a failure.

| 1 Reaction

=== HUMAN SPECIES TRAITS ===

* Creature Type • free-rules 194 You're a Humanoid.

* Size • free-rules 194 Your Size is Medium or Small, chosen when you select this species.

* Speed • free-rules 194 Your Speed is 30 ft.

* Resourceful • free-rules 194 You gain Heroic Inspiration whenever you finish a Long Rest.

* Skillful • free-rules 193 You gain proficiency in one skill of your choice.

* Versatile • free-rules 194
You gain an Origin feat of your choice.

* Languages • free-rules 37
Your character knows at least three languages:
Common plus two languages you roll or choose from
the Standard Languages table. Knowledge of a
language means your character can communicate in it,
read it, and write it.

* Ability Score Increases • free-rules

When determining your character's ability scores, increase one score by 2 and a different one by 1, or increase three scores by 1.

| Increase two scores $(+2/+1) \cdot$ Increase one scores by 2 and a different score by 1.

=== FEATS ===

* Magic Initiate (Cleric) • free-rules 201
Two Cantrips. You learn two cantrips of your choice
from the Cleric spell list. Int., Wis., or Cha. is your
spellcasting ability for this feat's spells.

Level 1 Spell. Choose a level 1 spell from the Cleric spell list. You always have that spell prepared. You can cast it once without a spell slot, and you regain the ability to cast it in that way when you finish a Long Rest. You can also cast the spell using any spell slots you have.

Spell Change. Whenever you gain a new level, you can replace one of the spells you chose for this feat with a different spell of the same level from the chosen spell list.

Repeatable. You can take this feat more than once, but you must choose a different spell list each time.

| Wisdom •

FEATURES & TRAITS

		NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
	0	Leather	1	10 lb.	Tinderbox	1	1 lb.
		Dagger	1	1 lb.	Waterskin	1	5 lb.
$\mathcal{C}($	0	Dagger	1	1 lb.	Mirror	1	0.5 lb.
		Crossbow, light	1	5 lb.	Bullseye Lantern	1	2 lb.
\mathbb{Q}	0	rapir with finesse property	1	2 lb.	Costume	3	12 lb.
		Clothes, Fine	1	6 lb.	wine	2	
		Backpack	1	5 lb.	Thieves' Tools	1	1 lb.
يللر		Drum	1	3 lb.	wine	2	
	0	Lute	1	2 lb.			
	WEIGHT CARRIED	Pan Flute	1	2 lb.			
	96.5 lb.	Torch	5	5 lb.			
	ENCUMBERED	Oil	8	8 lb.	ATTUNED MAGIC ITEMS	QTY	WEIGHT
	150 lb.	Rations	9	18 lb.			
	PUSH/DRAG/LIFT	Bedroll	1	7 lb.			
	300 lb.	Bell	1				
EQUIPMENT							



male	32	Medium	5'10	150
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Chaotic Good	Oghma, god of I	white	blue	long black hai
ALIGNMENT	FAITH	SKIN	EYES	HAIR

CHARACTER APPEARANCE

I want to enjoy my life in full.

A tavern is the best place to be. It has everything you need - a grateful audience, wine, food, and women.

PERSONALITY TRAITS

Constantly moving and be free from everything.
Exploring new lands, food, culture, and people, and absorbing as much as possible from each new experience.

IDEALS

No bonds to the past. Life is the best that can happen to you. (each?) Life is a treasure.

BONDS

I am constantly in trouble due to my way of life.

FLAWS

ALLIES & ORGANIZATIONS

Tom's parents were deep worshipers of Oghma, the god of knowledge. From a young age, Tom was placed in the Oghma temple, where he was expected to be a diligent scholar. There was very little freedom and joy - only books and studying. Tom always found ways to run from the temple to the city for at least an hour a day. Listening to wandering bards was the most exciting thing to do in the city. After a while, Tom managed to sneak a lute into the temple and started to learn how to play. Years passed fast, and Tom became master of the Lute. He has been running away from the temple each evening to perform in one of the taverns. The public loved him, especially young women.

He managed to keep everything secret from the temple for a long time. But once, when he had turned 16, the main priest caught him in the tavern. The punishment was severe—Tom's lute and his finest clothes were burned, and Tom was placed in a cell where he could only study. He spent a year in the cell before he managed to convince the main priest that he had changed. After spending half a year in the temple, he ran away from the temple and the city, taking a few gold coins from the main priest's pocket and his daughter. From there, he started his journey, wandering from place to place, looking for freedom and joy.

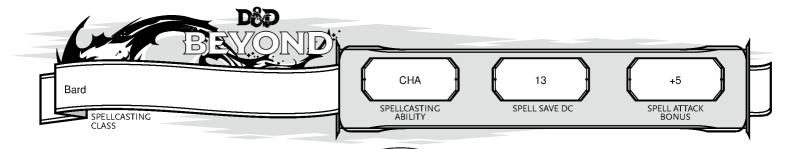
The attention of women, wine, and gambling have always brought him in trouble. Sometimes, he had to run from a place because he failed to return borrowed money in time or slept with someone's wife or daughter.

Eventually, he lost 300 gold to merchant Lucius Waardelandis and could not run away in time. He had to join the exploring operation to pay off his debt, but maybe the new land would bring even more freedom. And he will be able to meet a dragon and write the most crucial ballad of his life.

Tom desires to met a dragon and create the first written draconic ballad.

CHARACTER BACKSTORY

ADDITIONAL NOTES



PREP	SPELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
	=== CANTRIPS ===	(At Will)	,						
0	Vicious Mockery	Bard	WIS 13	1A	60 ft.	٧	Instantaneous	free-rules 337	V
0	Light	Bard	DEX 13	1A	Touch	V,M	1 hour	free-rules 292	D: 1h, V/M
0	Guidance	Magic Initiate (Cleric)		1A	Touch	V,S	Concentration, up to 1 minute	free-rules 282	D: 1m, V/S
0	Sacred Flame	Magic Initiate (Cleric)	DEX 10	1A	60 ft.	V,S	Instantaneous	free-rules 313	V/S
	=== 1st LEVEL ===	4 Slots OOOO							
0	Cure Wounds	Bard		1A	Touch	V,S	Instantaneous	free-rules 259	V/S
0	Unseen Servant [R]	Bard		1A	60 ft.	V,S,M	1 hour	free-rules 336	D: 1h, V/S/M
0	Thunderwave	Bard	CON 13	1A	Self/15 ft. Cube	V,S	Instantaneous	free-rules 334	15 ft. Cube, V/S
0	Dissonant Whispers	Bard	WIS 13	1A	60 ft.	٧	Instantaneous	free-rules 264	V
0	Bane	Magic Initiate (Cleric)	CHA 10	1A	30 ft.	V,S,M	Concentration, up to 1 minute	free-rules 245	1/LR, D: 1m, V/S/M
	=== 2nd LEVEL ===	2 Slots OO							
0	Hold Person	Bard	WIS 13	1A	60 ft.	V,S,M	Concentration, up to 1 minute	free-rules 286	D: 1m, V/S/M
0	Invisibility	Bard		1 A	Touch	V,S,M	Concentration, up to 1 hour	free-rules 289	D: 1h, V/S/M