



Tom Dondir

CHARACTER NAME

Bard 3
CLASS & LEVEL

Human
SPECIES

Custom Background
BACKGROUND

gunsso
PLAYER NAME

(Milestone)

EXPERIENCE POINTS

STRENGTH

10

+0

DEXTERY

16

+3

CONSTITUTION

12

+1

INTELLIGENCE

10

+0

WISDOM

11

+0

CHARISMA

16

+3

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

Saving Throw Modifiers

SAVING THROWS

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

SKILLS

+3

INITIATIVE

ARMOR

14

CLASS

DEFENSES

HEROIC INSPIRATION

+2

PROFICIENCY BONUS

ABILITY SAVE DC

30 ft. (Walking)

SPEED

Max HP

Current HP

Temp HP

21

--

HIT POINTS

Total 3d8

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

=== ARMOR ===
Light Armor

=== WEAPONS ===
Simple Weapons

=== TOOLS ===
Flute, Hand Drum, Lute, Pan Flute

=== LANGUAGES ===
Celestial, Common, Draconic, Elvish

PROFICIENCIES & TRAINING

=== 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.

=== REACTIONS ===

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

12

PASSIVE PERCEPTION

11

PASSIVE INSIGHT

12

PASSIVE INVESTIGATION

SENSES

NAME

HIT

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

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Human

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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) •

Increase one score 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
Leather	1	10 lb.	Tinderbox	1	1 lb.
Dagger	1	1 lb.	Waterskin	1	5 lb.
Dagger	1	1 lb.	Mirror	1	0.5 lb.
Crossbow, light	1	5 lb.	Bullseye Lantern	1	2 lb.
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.
Drum	1	3 lb.	wine	2	--
Lute	1	2 lb.			
Pan Flute	1	2 lb.			
Torch	5	5 lb.			
Oil	8	8 lb.	ATTUNED MAGIC ITEMS	QTY	WEIGHT
Rations	9	18 lb.			
Bedroll	1	7 lb.			
Bell	1	--			

EQUIPMENT



Tom Dondir

CHARACTER NAME

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

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

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

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.

CHARACTER BACKSTORY

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

ADDITIONAL NOTES

D&D BEYOND

Bard

SPELLCASTING
CLASS

CHA

SPELLCASTING
ABILITY

13

SPELL SAVE DC

+5

SPELL ATTACK
BONUS

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

SPELLS