

[CHARACTER NAME]

[Race] [Class]

Level 1
Proficiency Bonus +2

ABILITY SCORES

Ability	Value	Mod	Save
STR	8	-1	+0
DEX *	14	+2	+4
CON	12	+1	+1
INT	10	+0	+0
WIS	13	+1	+1
CHA *	15	+2	+4

SKILLS

Skills	Check
* Acrobatics (Dex)	+4
Animal Handling (Wis)	+1
Arcana (Int)	+0
Athletics (Str)	-1
* Deception (Cha)	+4
History (Int)	+0
Insight (Wis)	+1
Intimidation (Cha)	+2
Investigation (Int)	+0
Medicine (Wis)	+1
Nature (Int)	+0
Perception (Wis)	+1
* Performance (Cha)	+4
Persuasion (Cha)	+2
Religion (Int)	+0
* Sleight of Hand (Dex)	+4
* Stealth (Dex)	+4
Survival (Wis)	+1

Passive Wisdom (Perception): 11

Languages: Common, ...

STATUS

Armor Class	Initiative Mod	Movement
14	+3	30

HP (Max 10)	Temp HP	HD (Total 1d8)
10	0	1d8

FEATURES

ACTIONS

Feature	Note	Uses Left
Bardic Inspiration	1d6	4

PASSIVE

Feature	Note
By Popular Demand	music for food/lodging

SPELLCASTING

Spell Ability	Save DC	Attack Bonus
CHA	12	4

SPELL SLOTS

Spell Level	Slots	Expended
1	2	0
2	0	0
3	0	0
4	0	0
5	0	0
6	0	0
7	0	0
8	0	0
9	0	0

KNOWN SPELLS

Cantrips Known	Spells Known	Max level
2	4	1

Level	Spell
0	Prestidigitatation
0	Mage Hand
1	Healing Word
1	Sleep
1	Speak with Animals
1	Faerie Fire

EQUIPMENT

Weapon	ATK Bonus	Damage/Type	Range
Rapier	+5	1d8+3 piercing	
Crossbow (l)	+5	1d8+3 piercing	80/320

CP	0
SP	0
EP	0
GP	0
PP	0
Total (in GP)	0

Item	Weight	Notes	#
* Rapier	5		1
* Leather Armor	10	AC=11+DEX	1
* Crossbow (l)	5		1
ball bearings x1000	2		70
total weight	160	/120 max	

* indicates that the item is currently equipped (being worn, sheathed, on back or otherwise accessible)

PROFICIENCIES

Light armor, simple weapons, hand crossbows, longswords, rapiers, shortswords, disguise kit, ...

CHARACTER

Alignment: Neutral

"A thing your character might say"

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

APPEARANCE

BACKSTORY

CONTACTS

Some Guy Notes on that dude

Some Gal She seems pretty cool

NOTES

SPELLS

FAERIE FIRE

1st-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: Concentration, up to 1 minute

Each object in a 20-foot cube within range is outlined in blue, green, or violet light (your choice). Any creature in the area when the spell is cast is also outlined in light if it fails a Dexterity saving throw. For the duration, objects and affected creatures shed dim light in a 10-foot radius.

Any attack roll against an affected creature or object has advantage if the attacker can see it, and the affected creature or object can't benefit from being invisible.

HEALING WORD

1st-level evocation

Casting Time: 1 bonus action

Range: 60 feet

Components: V

Duration: Instantaneous

A creature of your choice that you can see within range regains hit points equal to 1d4 + your spellcasting ability modifier. This spell has no effect on undead or constructs.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 1d4 for each slot level above 1st.

MAGE HAND

0th-level conjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 1 minute

A spectral, floating hand appears at a point you choose within range. The hand lasts for the duration or until you dismiss it as an action. The hand vanishes if it is ever more than 30 feet away from you or if you cast this spell again.

You can use your action to control the hand. You can use the hand to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial. You can move the hand up to 30 feet each time you use it.

The hand can't attack, activate magic items, or carry more than 10 pounds.

PRESTIDIGITATION

0th-level transmutation

Casting Time: 1 action

Range: 10 feet

Components: V, S

Duration: Up to 1 hour

- You create an instantaneous, harmless sensory effect, such as a shower of sparks, a puff of wind, faint musical notes, or an odd odor.
- You instantaneously light or snuff out a candle, a torch, or a small campfire.
- You instantaneously clean or soil an object no larger than 1 cubic foot.
- You chill, warm, or flavor up to 1 cubic foot of nonliving material for 1 hour.
- You make a color, a small mark, or a symbol appear on an object or a surface for 1 hour.
- You create a nonmagical trinket or an illusory image that can fit in your hand and that lasts until the end of your next turn.

If you cast this spell multiple times, you can have up to three of its non-instantaneous effects active at a time, and you can dismiss such an effect as an action.

SLEEP

1st-level enchantment

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a pinch of fine sand, rose petals, or a cricket)

Duration: 1 minute

This spell sends creatures into a magical slumber. Roll 5d8; the total is how many

hit points of creatures this spell can affect. Creatures within 20 feet of a point you choose within range are affected in ascending order of their current hit points (ignoring unconscious creatures).

Starting with the creature that has the lowest current hit points, each creature affected by this spell falls unconscious until the spell ends, the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake. Subtract each creature's hit points from the total before moving on to the creature with the next lowest hit points. A creature's hit points must be equal to or less than the remaining total for that creature to be affected.

Undead and creatures immune to being charmed aren't affected by this spell.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, roll an additional 2d8 for each slot level above 1st.

SPEAK WITH ANIMALS

1st-level divination (ritual)

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 10 minutes

You gain the ability to comprehend and verbally communicate with beasts for the duration. The knowledge and awareness of many beasts is limited by their intelligence, but at a minimum, beasts can give you information about nearby locations and monsters, including whatever they can perceive or have perceived within the past day. You might be able to persuade a beast to perform a small favor for you, at the DM's discretion.

FEATURES

ACTIONS

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.

PASSIVE

By Popular Demand. You can always find a place to perform, usually in an inn or tavern but possibly with a circus, at a theater, or even in a noble's court. At such a place, you receive free lodging and food of a modest or comfortable standard (depending on the quality of the establishment), as long as you perform each night. In addition, your performance makes you something of a local figure. When strangers recognize you in a town where you have performed, they typically take a liking to you.