

2 Countripts, 6 spells: 4 1st, 2 2nd (Recommended Dispel Magic (L3)
Faerie Fire (L1) Dimension Door (L4), Feeblemind (L8)
Counterspell (L3), Telekinesis (L5)

Countripts
Vicious Mockery
Minor Illusions

Eravan (Ryan)
Niros (Tanner)
Gundebed (Chris)

Level 1:

- Thunderwave
- Tasha's Hideous Laughter
- Faerie Fire
- Dissonant Whispers

Level 2:

- Heat Metal
- Phantasmal Force

Girdis - Dwarf
who may know
abt Giants

~~80~~
pouch & bean pic
3 colorful beans inside

Landar Rutsk

CHARACTER NAME

Bard of Lore 3

CLASS & LEVEL

Human

RACE

Entertainer

BACKGROUND

Chaotic Neutral

ALIGNMENT

Shawn

PLAYER NAME

EXPERIENCE POINTS

STRENGTH

+1

13

DEXTERITY

+2

15

CONSTITUTION

+2

14

INTELLIGENCE

+1

13

WISDOM

+2

14

CHARISMA

+3

16

INSPIRATION

+2

PROFICIENCY BONUS

- ☐ +1 Strength
- ☒ +4 Dexterity
- ☐ +2 Constitution
- ☐ +1 Intelligence
- ☐ +2 Wisdom
- ☒ +5 Charisma

SAVING THROWS

- ☒ +4 Acrobatics (Dex)
- ☐ +3 Animal Handling (Wis)
- ☐ +2 Arcana (Int)
- ☐ +2 Athletics (Str)
- ☒ +7 Deception (Cha)
- ☐ +2 History (Int)
- ☒ +5 Insight (Wis)
- ☐ +4 Intimidation (Cha)
- ☐ +2 Investigation (Int)
- ☐ +3 Medicine (Wis)
- ☐ +2 Nature (Int)
- ☒ +4 Perception (Wis)
- ☒ +5 Performance (Cha)
- ☒ +7 Persuasion (Cha)
- ☐ +2 Religion (Int)
- ☒ +4 Sleight of Hand (Dex)
- ☒ +4 Stealth (Dex)
- ☐ +3 Survival (Wis)

SKILLS

14

PASSIVE WISDOM (PERCEPTION)

Languages: Common, Aquan

Armor: Light armor

Weapons: Simple weapons, hand crossbows, longswords, rapiers, shortswords

Tools: Disguise kit, lute, flute, harpsichord

OTHER PROFICIENCIES & LANGUAGES

13

ARMOR CLASS

+2

INITIATIVE

30

SPEED

Hit Point Maximum 24

-6

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 3d8

d8

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVED

NAME

ATK BONUS

DAMAGE/TYPE

Rapier

+4

1d8+2 prc

Dagger

+4

1d4+2 prc

Ranged attack - You can throw your dagger 20 feet, or up to 60 feet with disadvantage.

Cantrips - You know Light and Vicious Mockery

Spell Slots - You have four 1st-level spell slots.

Bard Spells - You know the following spells permanently and do not need to prepare them: Thunderwave, Tasha's Hideous Laughter, Healing Word, Comprehend Languages

ATTACKS & SPELLCASTING

A lute, a small tigerseye pendant, rapier, dagger, small pouch, shard of

carpet, gauntlets w 2 eye agate (109 ea)

188 +27 invisibility potion

cursed ear bean pouch 3 colorful beans 8 days rations

EQUIPMENT

I love a good insult, even one directed at me.

PERSONALITY TRAITS

The world is in need of new ideas and bold action.

IDEALS

My instrument is my most treasured possession, and it reminds me of someone I love.

BONDS

I once satirized a noble who still wants my head. It was a mistake that I will likely repeat.

FLAWS

Expertise - You add double your proficiency bonus to Persuasion and Deception checks.

Spellcasting Ability - Charisma is your spellcasting ability for your spells. The saving throw DC to resist a spell you cast is 13. Your attack bonus when you make an attack with a spell is +5.

Bardic Inspiration - You can choose one creature other than yourself who can hear you. That creature gains one Bardic Inspiration d6 die. Once within the next 10 minutes the creature can roll the die and add the number rolled to one ability check. You can use this feature 3 times before a long rest.

Song of Rest - You can use soothing music or oration to help revitalize your wounded allies during a short rest. Allies who hear your performance gain an additional 1d6 hit points.

Cutting Words - When a creature that you can see within 60 feet of you makes an attack roll, an ability check, or a damage roll, you can use your reaction to expend one of your uses of Bardic Inspiration, rolling a Bardic Inspiration die and subtracting the number rolled from the creature's roll.

FEATURES & TRAITS