

Date	Episode	Notes	EXP Earned
			1060
			4000
			4500
			2850
			1050
			3450
			3450
			4633
			1050
			5175
			1050
			1200

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DAHG	
Background	
Species	Locathoh
Class	Bard
Subclass	Cloistered Scholar

Level	1
	0/300
	XP

Armor Class	
	15

Hit Points		Hit Dice		Death Saves		
9/9		1	d8	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Current		Spent	Total	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Proficiency Bonus
2

Strength	
Modifier	Score
2	14
Saving Throw	2
Athletics	4

Dexterity	
Modifier	Score
3	17
Saving Throw	5
Acrobatics	3
Sleight of Hand	5
Stealth	5

Constitution	
Modifier	Score
2	15
Saving Throw	2

Heroic Inspiration

Equipment Training & Proficiencies				
Armor	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	Light	Medium	Heavy	Shields
Weapons	Simple weapons, hand crossbows, longswords, rapiers, shortswords			
Tools	Three musical instruments of your choice			
Packs	entertainer's pack			

Intelligence	
Modifier	Score
1	13
Saving Throw	0
Arcana	3
History	3
Investigation	1
Nature	1
Religion	3

Wisdom	
Modifier	Score
3	17
Saving Throw	3
Animal Handling	3
Insight	3
Medicine	3
Perception	5
Survival	3

Charisma	
Modifier	Score
4	18
Saving Throw	6
Deception	4
Intimidation	4
Performance	6
Persuasion	4

Initiative
3

Speed
30 walk/30 swim

Size
med

Passive Perception
15

Weapons & Damage			
Name	Attack Bonus	Damage	Type
long sword			
17,18,13,16,12,15			

Class/Subclass Features			
Feat	Description	Feat	Description
<b>Bardic Inspiration</b>	<p>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.</p> <p>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 DM 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.</p> <p>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.</p> <p>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.</p>		

Feats			
Trait	Description	Feat	Description
<b>Library Access</b>	<p>Though others must often endure extensive interviews and significant fees to gain access to even the most common archives in your library, you have free and easy access to the majority of the library, though it might also have repositories of lore that are too valuable, magical, or secret to permit anyone immediate access.</p> <p>You have a working knowledge of your cloister's personnel and bureaucracy, and you know how to navigate those connections with some ease.</p> <p>Additionally, you are likely to gain preferential treatment at other libraries across the Realms, as professional courtesy to a fellow scholar.</p>	<b>Leviathan Will</b>	You have advantage on saving throws against being charmed, frightened, paralyzed, poisoned, stunned, or put to sleep.
<b>Natural Armor</b>	You have tough, scaly skin. When you aren't wearing armor, your AC is 12 + your Dexterity modifier. You can use your natural armor to determine your AC if the armor you wear would leave you with a lower AC. A shield's benefits apply as normal while you use your natural armor.	<b>Limited Amphibiousness</b>	You can breathe air and water, but you need to be submerged at least once every 4 hours to avoid suffocating.



Coins				
Copper	Silver	Electrum	Gold	Platinum
			50	

Languages	
Common, Aquan, Celestial, Primordial	

## Spellcasting Class:

Spellcasting Ability	Spell Save DC	Spell Attack Bonus
Charisma		

Cantrips	Spells Known	Spells Prepared	Arcane Focus	Bardic Inspiration	
2	4		instrument		

Spell Slots					
Level	Used	Slots	Level	Used	Slots
1st	0	2	6th		
2nd			7th		
3rd			8th		
4th			9th		
5th					

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Cantrips
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## 1st Level

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Name:	Dahg
Age:	
Race:	
Place of Origin:	
Class/Subclass	
Personailty Traits	
Ideals	
Bond	
Flaws	
known affiliations	
How you got here:	

Origin Story

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