

Aarzon

CHARACTER NAME

Bard 5

CLASS & LEVEL

Human

RACE

Entertainer

BACKGROUND

Chaotic neutral

ALIGNMENT

Fabian

PLAYER NAME

0

EXPERIENCE POINTS

STRENGTH

+0

11

DEXTERITY

+3

16

CONSTITUTION

+2

14

INTELLIGENCE

+1

13

WISDOM

+1

12

CHARISMA

+4

18

0

INSPIRATION

+3

PROFICIENCY BONUS

- ☐ +0 Strength
- ☒ +6 Dexterity
- ☐ +2 Constitution
- ☐ +1 Intelligence
- ☐ +1 Wisdom
- ☒ +7 Charisma

SAVING THROWS

- ☒ +6 Acrobatics (Dex)
- ☐ +2 Animal Handling (Wis)
- ☐ +2 Arcana (Int)
- ☐ +1 Athletics (Str)
- ☒ +10 Deception (Cha)
- ☐ +2 History (Int)
- ☐ +2 Insight (Wis)
- ☐ +5 Intimidation (Cha)
- ☐ +2 Investigation (Int)
- ☐ +2 Medicine (Wis)
- ☐ +2 Nature (Int)
- ☐ +2 Perception (Wis)
- ☒ +7 Performance (Cha)
- ☒ +7 Persuasion (Cha)
- ☐ +2 Religion (Int)
- ☒ +6 Sleight of Hand (Dex)
- ☐ +4 Stealth (Dex)
- ☐ +2 Survival (Wis)

SKILLS

17

ARMOR CLASS

+3

INITIATIVE

30

SPEED

Hit Point Maximum 38

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 5d8

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

personality traits

PERSONALITY TRAITS

ideals

IDEALS

bonds

BONDS

flaws

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Rapir +1

+7

d8+4/p

Dagger

+6

1d4+3/p

Crossbow,

+6

1d10+3/p

Armor: Half Plate

Shield: None

Saphire of the War Mage am

Rapir

ATTACKS & SPELLCASTING

12

PASSIVE WISDOM (PERCEPTION)

Proficiencies:

Horn, harp, piano, drum, Light armor, simple weapons, hand crossbows, longswords, rapiers, shortswords, three musical instruments of your choice.

Languages:

Common, Elvish

OTHER PROFICIENCIES & LANGUAGES

CP

12

SP

5

EP

30

GP

1

PP

110

Endless Summer, Half Plate of Gleaming, Rapir +1, Saphire of the Warmage, Disguise kit, Costume, Formal Cloth, Diplomat Pack (Fine Cloths, Ink/Pen, Lamp +2x Oil, 5 Sheets of Paper, Pefrume, Sealing Wax, Soap, 2 cases for maps and scrolls), Instrumente Leather Armor Grüne Feder Duklaimer (Guitarre) Horn Harfe Leather Armor

EQUIPMENT

(See Features Page)

--Bardic Inspiration (4d8/SR)

--By Popular Demand

--Combat Inspiration

--Expertise

--Font of Inspiration


--Jack of All Trades

--Song of Rest (1d6)

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Schreib hier was tolles hin! :)

FEATURES & TRAITS



Bard 5

SPELLCASTING CLASS

CHA

SPELLCASTING ABILITY

15

SPELL SAVE DC

+7

SPELL ATTACK BONUS

0

CANTRIPS

- Mage Hand (V,S)
- Minor Illusion (S,M)
- Vicious Mockery (V)

SPELL LEVEL

1

SLOTS TOTAL

4

SLOTS EXPENDED

- PREPARED

SPELL NAME
- Healing Word (V)
 - Tashas Hideous Laughter (V,S,M) (C)
 - Thunderwave (V,S)

2

3

- Enhance Ability (V,S,M) (C)
- Heat Metal (V,S,M) (C)
- Suggestion (V,M) (C)

3

2

- Dispel Magic (V,S)
- Leomunds Tiny Hut (V,S,M) (R)

4

0

5

0

6

0

7

0

8

0

9

0

SPELLS KNOWN

Features and Magic Items

Aarzon

Subclasses

Subclass: College of Valor

Bards of the College of Valor are daring skalds whose tales keep alive the memory of the great heroes of the past, and thereby inspire a new generation of heroes. These bards gather in mead halls or around great bonfires to sing the deeds of the mighty, both past and present. They travel the land to witness great events firsthand and to ensure that the memory of those events doesn't pass from the world. With their songs, they inspire others to reach the same heights of accomplishment as the heroes of old

Features

Bardic Inspiration (4d8/SR)

Source: Bard

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 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

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.

By Popular Demand

Source: Background (Entertainer)

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.

Combat Inspiration

Source: Bard (College of Valor)

Also at 3rd level, you learn to inspire others in battle. A creature that has a Bardic Inspiration die from you can roll that die and add the number rolled to a weapon damage roll it just made. Alternatively, when an attack roll is made against the creature, it can use its reaction to roll the Bardic Inspiration die and add the number rolled to its AC against that attack, after seeing the roll but before knowing whether it hits or misses

Expertise

Source: Bard

At 3rd level, choose two of your skill proficiencies. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies. At 10th level, you can choose another two skill proficiencies to gain this benefit.

Add these skills to "skill_expertise" in your character.py file

Font of Inspiration

Source: Bard

Beginning when you reach 5th level, you regain all of your expended uses of Bardic Inspiration when you finish a short or long rest.

Jack of All Trades

Source: Bard

Starting at 2nd level, you can add half your proficiency bonus, rounded down, to any ability check you make that doesn't already include your proficiency bonus. (Included in stats on Character Sheet above).

Song of Rest (1d6)

Source: Bard

Beginning at 2nd level, you can use soothing music or oration to help revitalize your wounded allies during a short

rest. If you or any friendly creatures who can hear your performance regain hit points at the end of the short rest, each of those creatures regains an extra 1d6 hit points. The extra hit points increase when you reach certain levels in this class: to 1d8 at 9th level, to 1d10 at 13th level, and to 1d12 at 17th level.

Magic Items

Sapphire of the Warmage

Requires Attunement: True

Rarity: Common

1 inch saqhire, attach to weapon, the weapon can then be used as a spellcasting focus. Cannot be removed

Half Plate of Gleaming

Requires Attunement: False

Rarity: Common

The armor never gets dirty

Endless Summer

Requires Attunement: True

Rarity: Very Rare

magic, indistructable Advantage on tragic performances (reminder: phil)

Rapir +1

Requires Attunement: False

Rarity: Uncommon

Magical Damage

Spell Descriptions

Aarzon

Dispel Magic

Abjuration Level 3

Casting Time: 1 action

Duration: Instantaneous

Range: 120 feet

Components: V, S

Choose any creature, object, or magical effect within range. Any spell of 3rd level or lower on the target ends. For each spell of 4th level or higher on the target, make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a successful check, the spell ends.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, you automatically end the effects of a spell on the target if the spell's level is equal to or less than the level of the spell slot you used.

Enhance Ability

Transmutation Level 2 (concentration)

Casting Time: 1 action

Duration: Concentration, up to 1 hour

Range: Touch

Components: V, S, M (Fur or a feather from a beast)

You touch a creature and bestow upon it a magical enhancement. Choose one of the following effects: the target gains the effect until the spell ends. - Bear's Endurance. The target has advantage on Constitution checks. It also gains 2d6 temporary hit points, which are lost when the spell ends. - Bull's Strength. The target has advantage on Strength checks, and his or her carrying capacity doubles. - Cat's Grace. The target has advantage on Dexterity checks. It also doesn't take damage from falling 20 feet or less if it isn't incapacitated. - Eagle's Splendor. The target has advantage on Charisma checks. - Fox's Cunning. The target has advantage on Intelligence checks. - Owl's Wisdom. The target has advantage on Wisdom checks.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.

Healing Word

Evocation Level 1

Casting Time: 1 bonus action

Duration: Instantaneous

Range: 60 feet

Components: V

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.

Heat Metal

Transmutation Level 2 (concentration)

Casting Time: 1 action

Duration: Concentration, up to 1 minute

Range: 60 feet

Components: V, S, M (A piece of iron and a flame)

Choose a manufactured metal object, such as a metal weapon or a suit of heavy or medium metal armor, that you can see within range. You cause the object to glow red-hot. Any creature in physical contact with the object takes 2d8 fire damage when you cast the spell. Until the spell ends, you can use a bonus action on each of your subsequent turns to cause this damage again.

If a creature is holding or wearing the object and takes the damage from it, the creature must succeed on a Constitution saving throw or drop the object if it can. If it doesn't drop the object, it has disadvantage on attack rolls and ability checks until the start of your next turn.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd.

Leomunds Tiny Hut

Evocation Level 3 (ritual)

Casting Time: 1 minute

Duration: 8 hours

Range: Self (10-foot-radius hemisphere)

Components: V, S, M (A small crystal bead)

A 10-foot-radius immobile dome of force springs into existence around and above you and remains stationary for the duration. The spell ends if you leave its area.

Nine creatures of Medium size or smaller can fit inside the dome with you. The spell fails if its area includes a larger creature or more than nine creatures. Creatures and objects within the dome when you cast this spell can move through it freely. All other creatures and objects are barred from passing through it. Spells and other magical effects can't extend through the dome or be cast through it. The atmosphere inside the space is comfortable and dry, regardless of the weather outside.

Until the spell ends, you can command the interior to become dimly lit or dark. The dome is opaque from the outside, of any color you choose, but it is transparent from the inside.

Mage Hand

Conjuration Cantrip

Casting Time: 1 action

Duration: 1 minute

Range: 30 feet

Components: V, S

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 magical items, or carry more than 10 pounds.

Minor Illusion

Illusion Cantrip

Casting Time: 1 action

Duration: 1 minute

Range: 30 feet

Components: S, M (A bit of fleece)

You create a sound or an image of an object within range that lasts for the duration. The illusion also ends if you dismiss it as an action or cast this spell again.

If you create a sound, its volume can range from a whisper to a scream. It can be your voice, someone else's voice, a lion's roar, a beating of drums, or any other sound you choose. The sound continues unabated throughout the duration, or you can make discrete sounds at different times before the spell ends.

If you create an image of an object such as a chair, muddy footprints, or a small chest it must be no larger than a 5-foot cube. The image can't create sound, light, smell, or any other sensory effect. Physical interaction with the image reveals it to be an illusion, because things can pass through it.

If a creature uses its action to examine the sound or image, the creature can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell save DC. If a creature discerns the illusion for what it is, the illusion becomes faint to the creature.

Suggestion

Enchantment Level 2 (concentration)

Casting Time: 1 action

Duration: Concentration, up to 8 hours

Range: 30 feet

Components: V, M (A snake's tongue and either a bit of honeycomb or a drop of sweet oil)

You suggest a course of activity (limited to a sentence or two) and magically influence a creature you can see within range that can hear and understand you. Creatures that can't be charmed are immune to this effect. The suggestion must be worded in such a manner as to make the course of action sound reasonable. Asking the creature to stab itself, throw itself onto a spear, immolate itself, or do some other obviously harmful act ends the spell.

The target must make a Wisdom saving throw. On a failed save, it pursues the course of action you described to the best of its ability. The suggested course of action can continue for the entire duration. If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes what it was asked to do.

You can also specify conditions that will trigger a special activity during the duration. For example, you might suggest that a knight give her warhorse to the first beggar she meets. If the condition isn't met before the spell expires, the activity isn't preformed.

If you or any of your companions damage the target, the spell ends.

Tashas Hideous Laughter

Enchantment Level 1 (concentration)

Casting Time: 1 action

Duration: Concentration, up to 1 minute

Range: 30 feet

Components: V, S, M (Tiny tarts and a feather that is waved in the air)

A creature of your choice that you can see within range perceives everything as hilariously funny and falls into fits of laughter if this spell affects it. The target must succeed on a Wisdom saving throw or fall prone, becoming incapacitated and unable to stand up for the duration. A creature with an Intelligence score of 4 or less isn't affected.

At the end of each of its turns, and each time it takes damage, the target can make another Wisdom saving throw. The target has advantage on the saving throw if it's triggered by damage. On a success, the spell ends.

Thunderwave

Evocation Level 1

Casting Time: 1 action

Duration: Instantaneous

Range: Self (15-foot cube)

Components: V, S

A wave of thunderous force sweeps out from you. Each creature in a 15-foot cube originating from you must make a Constitution saving throw. On a failed save, a creature takes 2d8 thunder damage and is pushed 10 feet away from you. On a successful save, the creature takes half as much damage and isn't pushed.

In addition, unsecured objects that are completely within the area of effect are automatically pushed 10 feet away from you by the spell's effect, and the spell emits a thunderous boom audible out to 300 feet.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the damage increases by **1d8** for each slot level above 1st.

Vicious Mockery

Enchantment Cantrip

Casting Time: 1 action

Duration: Instantaneous

Range: 60 feet

Components: V

You unleash a string of insults laced with subtle enchantments at a creature you can see within range. If the target can hear you (though it need not understand you), it must succeed on a Wisdom saving throw or take **1d4** psychic damage and have disadvantage on the next attack roll it makes before the end of its next turn.

At Higher Levels: This spell's damage increases by **1d4** when you reach 5th level (**2d4**), 11th level (**3d4**), and 17th level (**4d4**).