

Masca'Bo

CHARACTER NAME

Bard 3

CLASS & LEVEL

Half-Elf

RACE

Grinner

BACKGROUND

Chaotic Neutral

ALIGNMENT

Carlos

PLAYER NAME

EXPERIENCE POINTS

STRENGTH

+0

10

DEXTERITY

+2

14

CONSTITUTION

+1

12

INTELLIGENCE

-1

8

WISDOM

+1

13

CHARISMA

+4

19

↑ race bonus
15+2

INSPIRATION

+2

PROFICIENCY BONUS

- ☐ +0 Strength
- ☒ +4 Dexterity
- ☐ +1 Constitution
- ☐ -1 Intelligence
- ☐ +1 Wisdom
- ☒ +6 Charisma

SAVING THROWS

- ☐ +2 Acrobatics (Dex)
- ☐ +1 Animal Handling (Wis)
- ☐ -1 Arcana (Int)
- ☐ +0 Athletics (Str)
- ☒ +6 Deception (Cha)
- ☐ -1 History (Int)
- ☒ +3 Insight (Wis)
- ☐ +4 Intimidation (Cha)
- ☐ -1 Investigation (Int)
- ☐ +1 Medicine (Wis)
- ☐ -1 Nature (Int)
- ☒ +3 Perception (Wis)
- ☒ +8 Performance (Cha) x2
- ☒ +8 Persuasion (Cha) x2
- ☐ -1 Religion (Int)
- ☒ +4 Sleight of Hand (Dex)
- ☒ +4 Stealth (Dex)
- ☐ +1 Survival (Wis)

SKILLS

13

ARMOR CLASS

+2

INITIATIVE

30

SPEED

Hit Point Maximum 21

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1

d8

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

Crossbow dex

ATK BONUS

1d8+2

DAMAGE/TYPE

Piercing

Dagger dex

1d4+1

Piercing

ATTACKS & SPELLCASTING

Darkvision (60ft)

Fey Ancestry Adv against charmed & magic can't put you to sleep

Bardic Insp (BA) Give people +1d6 help

Jack of all Trades +1 proficiency to things I'm not proficient in

Song of Rest +1d6 healing on short rest

13

PASSIVE WISDOM (PERCEPTION)

Languages Common, Elvish, +1?

Armor Light Armor

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

Tools Conga, Bass, Drum kit

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

CP

PP

3

13

light
Crossbow, Congas
Leather Armor, Dagger

Entertainer's Pack:

- Backpack
- Bedroll
- 2 costumes
- 2 oil flask
- Water skin
- Disguise kit

Cultist Witch

EQUIPMENT

FEATURES & TRAITS



19

AGE

5'10

HEIGHT

10 lbs (starved)

WEIGHT

CHARACTER NAME

EYES

SKIN

HAIR

S'ina
Sho'ri
Ba'je

CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

GLAMOUR

Mantle of Insp (BA):

Use one Bardic Insp to
gain a wondrous appearance
with 60 ft.

→ A number of orentums \leq charisma
gain +5 hp & can use
a reaction to move without
opportunity attacks

Enthralling Performance:

Play music for one minute
humanoids within 60 ft. \leq charisma
do a wisdom saving throw against
the spell save DC or charmed by me.
Lasts for one hour.
If fail, they don't react to
stuff.

Mantle of Majesty, at lvl 6

Unbratenable Majesty at lvl 14

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

TREASURE



Charisma

SPELLCASTING
CLASS

SPELLCASTING
ABILITY

SPELL SAVE DC

SPELL ATTACK
BONUS

0

CANTRIPS

Vicious Mockery
Prestidigitation

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

3

PREPARED

SPELL NAME

Healing Word (BA)
Cure Wound
Speak with Animals
Unseen Servant
Thunderwave

2

2

Blindness/Deafness
Cloud of Daggers

3

6

7

4

8

5

9

SPELLS KNOWN