

Thia Amastacia

CHARACTER NAME

Bard/College of Valor
CLASS & LEVEL

Entertainer
BACKGROUND

Sue
PLAYER NAME

Half-Elf
RACE

Neutral Good
ALIGNMENT

EXPERIENCE POINTS

STRENGTH

12

+1

DEXTERITY

16

+3

CONSTITUTION

12

+1

INTELLIGENCE

10

0

WISDOM

10

0

CHARISMA

16

+3

INSPIRATION

+2

PROFICIENCY BONUS

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

SAVING THROWS

- ☒ +7 Acrobatics (Dex)
- ☐ 1 Animal Handling (Wis)
- ☐ 1 Arcana (Int)
- ☐ +1 Athletics (Str)
- ☐ +3 Deception (Cha)
- ☐ 1 History (Int)
- ☐ 1 Insight (Wis)
- ☐ +3 Intimidation (Cha)
- ☒ +2 Investigation (Int)
- ☒ +2 Medicine (Wis)
- ☐ 1 Nature (Int)
- ☐ 1 Perception (Wis)
- ☒ +5 Performance (Cha)
- ☒ +5 Persuasion (Cha)
- ☐ 1 Religion (Int)
- ☒ +5 Sleight of Hand (Dex)
- ☒ +7 Stealth (Dex)
- ☐ 1 Survival (Wis)

SKILLS

14

ARMOR
CLASS

+3

INITIATIVE

30

SPEED

Hit Point Maximum 21

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

1d8

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

Nobody stays angry as I can defuse tension.
Loves making up random tunes randomly.

PERSONALITY TRAITS

I like seeing smiles on people's faces when I perform.
Art comes from within.

IDEALS

My instrument is my most treasured possession.

BONDS

I have trouble keeping my true feelings hidden.

FLAWS

Fey Ancestry. You have advantage on saving throws against being charmed, and magic can't put you to sleep.

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.

Darkvision. See in dim conditions within 60 feet. Only discern greyscale.

Skill Versatility. Gain proficiency in two skills you choose.

Jack of All Trades. Level 2

Song of Rest. Level 2

Bard College. Level 3

Expertise. Level 3

Ability Score Improvement. Level 4

Font of Inspiration. Level 5

Countercharm. Level 6

Magical Secrets. Level 10

10

PASSIVE WISDOM (PERCEPTION)

Languages. Dwarvish, Elvish, Common

Weapon. Simple, Crossbow hand, Longsword, Rapier, Shortsword, Martial

Armor. Light, Medium, Shields

Tools. Flute, Disguise kit

Saving throws. Dexterity, Charisma

OTHER PROFICIENCIES & LANGUAGES

CR Rapier, Dagger
SP Flute
Leather Armor

EP Entertainer's Pack:
backpack, bedroll, 2 costumes,
5 candles, 5 days of rations,
water skin, disguise kit

CR Crossbow light

PP 278 gold coins
Pearls

EQUIPMENT

FEATURES & TRAITS



CHARACTER NAME

25

AGE

Green

EYES

5'

HEIGHT

Light

SKIN

110 lbs

WEIGHT

Pink

HAIR



Thia grew up in a human household. When she reached 16 years old, she found that she had some odd strengths that were more than human, like magic abilities. Her parents finally confessed, she isn't 100% human, and they aren't her true parents. They then handed her a flute, and told her this flute and her were left at their front doorstep when she was a baby. When Thia picked up the flute, she had the urge to play it, so she did. It came naturally to her. This flute was the only link to her real parents, and she wanted to know where they are, why they left her, and perhaps they may help her find her true identity. From 16 to 25, she went to school, and made a living as a traveling musician. Thus began her journey to find her identity and her biological parents.

CHARACTER BACKSTORY

A blank, lined page from a notebook. The page features horizontal ruling lines and a vertical margin line on the left. The page is framed by a dark border. The word "NAME" is printed at the top left, and the word "SYMBOL" is printed at the bottom center.

ALLIES & ORGANIZATIONS

ADDITIONAL FEATURES & TRAITS

TREASURE