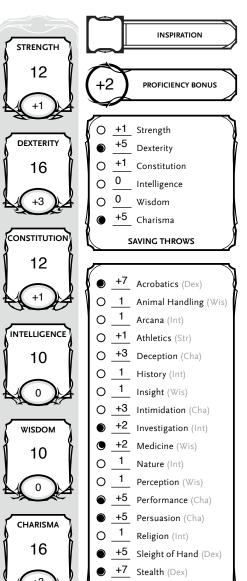


Bard/College of Valor Entertainer Sue
CLASS & LEVEL BACKGROUND PLAYER NAME

Half-Elf Neutral Good
RACE ALIGNMENT EXPERIENCE POINTS



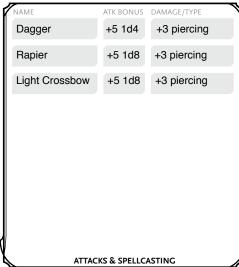


FAILURES O=O

DEATH SAVES

1d8

HIT DICE



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.

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

IDEALS

My instrument is my most treasured posession.

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

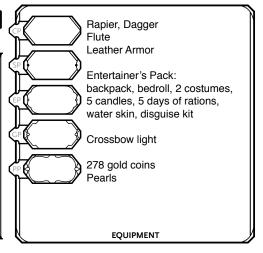
Languages. Dwarvish, Elvish, Common
Weapon. Simple, Crossbow hand, Longsword, Rapier, Shortsword, Martial
Armor. Light, Medium, Shields
Tools. Flute, Disguise kit
Saving throws. Dexterity, Charisma

1

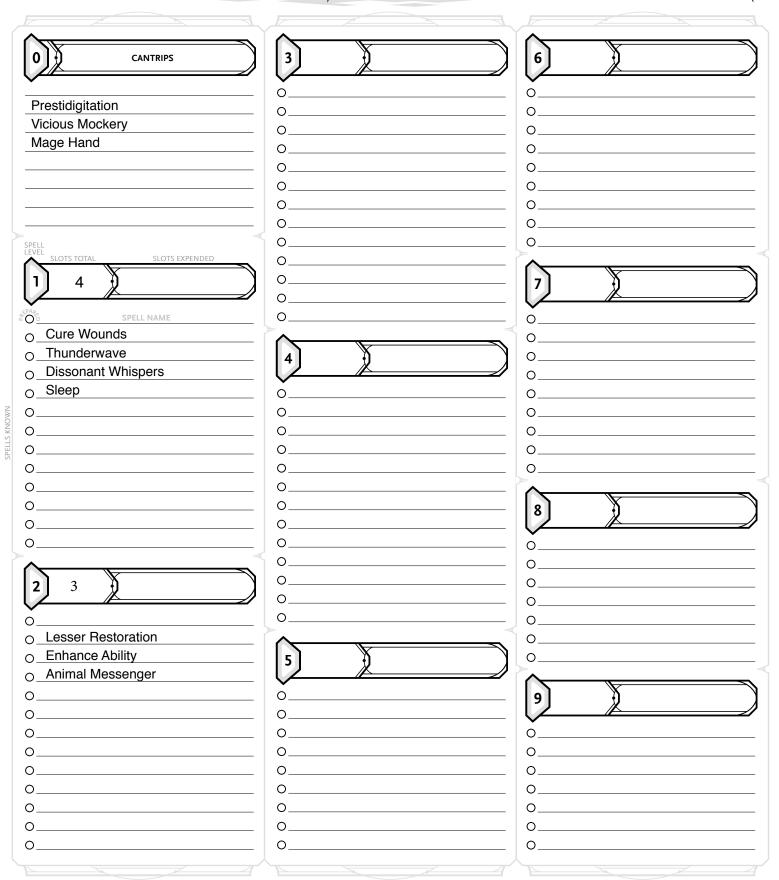
PASSIVE WISDOM (PERCEPTION)

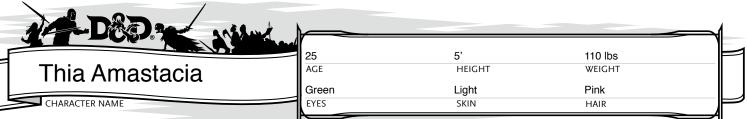
Survival (Wis)

SKILLS

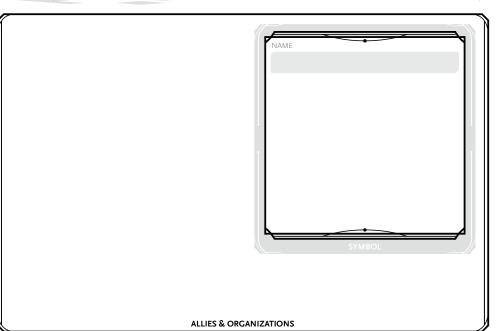


FEATURES & TRAITS









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

ADDITIONAL FEATURES & TRAITS

TREASURE