

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

SKILLS

14

ARMOR CLASS

+3

INITIATIVE

30

SPEED

Hit Point Maximum 9

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

1d8

HIT DICE

SUCCESSSES

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

NAME

Dagger

ATK BONUS

+5 1d4

DAMAGE/TYPE

+3 piercing

Rapier

+5 1d8

+3 piercing

ATTACKS & SPELLCASTING

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

SP

EP

CR

PP

Rapier, Dagger
Flute
Leather Armor

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

EQUIPMENT

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

FEATURES & TRAITS

Thia Amastacia

CHARACTER NAME

25

AGE

Green

EYES

5'

HEIGHT

Light

SKIN

110 lbs

WEIGHT

Pink

HAIR



CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

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

ADDITIONAL FEATURES & TRAITS

TREASURE

TREASURE

Spells

Level: 0

Name: Prestidigitation

Casting Time: 1 Action

Range: 10 feet

Components: V, S

Duration: up to 1 hour

Details: This spell is a minor magical trick that novice spellcasters use for practice. You create one of the following magical effects within range:

- You create an instantaneous, harmless sensory effect, such as a shower of sparks, a puff of wind, faint musical notes, or an odd odor.
- You instantaneously light or snuff out a candle, a torch, or a small campfire.
- You instantaneously clean or soil an object no larger than 1 cubic foot.
- You chill, warm, or flavor up to 1 cubic foot of nonliving material for 1 hour.
- You make a color, a small mark, or a symbol appear on an object or a surface for 1 hour.
- You create a nonmagical trinket or an illusory image that can fit in your hand and that lasts until the end of your next turn.

If you cast this spell multiple times, you can have up to three of its non-instantaneous effects active at a time, and you can dismiss such an effect as an action.

Level: 0

Name: Vicious Mockery

Casting Time: 1 Action

Range: 60 feet

Components: V

Duration: Instantaneous

Details: You unleash a string of insults laced with subtle enchantments at a creature you can see within range. If the target can hear you (thought 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.

Level: 1

Name: cure wounds

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

Details: A creature you touch regains a number of hit points equal to 1d8 + 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 1d8 for each slot level above 1st

Level: 1

Name: identify (ritual)

Casting Time: 1 action

Range: touch

Components: V, S, M

Materials: a pearl worth at least 100 gp and an owl feather

Duration: instantaneous

Details: You choose one object that you must touch throughout the casting of the spell. If it is a magic item or some other magic-imbued object, you learn its properties and how to use them, whether it requires attunement to use, and how many charges it has, if any. You learn whether any spells are affecting the item and what they are. If the item was created by a spell, you learn which spell created it.

If you instead touch a creature throughout the casting, you learn what spells, if any, are currently affecting it.

Level: 1

Name: thunderwave

Casting Time: 1 action

Range: self (15 foot cube)

Components: V, S

Duration: Instantaneous

Details: 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

Level: 1

Name: dissonant whispers

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: instantaneous

Details: You whisper a discordant melody that only one creature of your choice within range can hear, wracking it with terrible pain.

The target must make a Wisdom saving throw. On a failed save, it takes 3d6 psychic damage and must immediately use its reaction, if available, to move as far as its speed allows away from you. The creature doesn't move into obviously dangerous ground, such as a fire or a pit. On a successful save, the target takes half as much damage and doesn't have to move away. A deafened creature automatically succeeds on the save.

When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st

Level: 1

Name: Sleep

Casting Time: 1 action

Range: 90 feet

Components: V, S, M,

Duration: 1 minute

Details: This spell sends creatures into a magical slumber. Roll 5d8, the total is how many hit points of creatures this spell can affect. Creatures within 20 feet of a point you choose within range are affected in ascending order of their current hit points (ignoring unconscious creatures).

Starting with the creature that has the lowest current hit points, each creature affected by this spell falls unconscious until the spell ends, the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake. Subtract each creature's hit points from the total before moving on to the creature with the next lowest hit points. A creature's hit points must be equal to or less than the remaining total for that creature to be affected.

Undead and creatures immune to being charmed aren't affected by this spell.

At higher level

When you cast this spell using a spell slot of 2nd level or higher, roll an additional 2d8 for each slot level above 1st.

Level: 2

Name: Lesser Restoration

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

Details: You touch a creature and can end either one disease or one condition afflicting it. The condition can be blinded, deafened, paralyzed, or poisoned.

Level: 2

Name: Enhance Ability

Casting time: 1 Action

Range: Touch

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

Duration: Concentration, up to 1 hour

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 level

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.

Jack of All Trades. Level 2

You can add half your proficiency bonus, rounded down, to any ability check you make that doesn't already include your proficiency bonus.

Song of Rest. Level 2

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 by spending one or more Hit Dice, 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.

Bard College. Level 3

Expertise. Level 3

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.

Bardic inspiration can now be used for attack throws, saving throws, ability checks, weapon damage, or 1 attack buff to AC

Ability Score Improvement. Level 4

Font of Inspiration. Level 5

You regain all of your expended uses of Bardic Inspiration when you finish a short or long rest

Countercharm. Level 6

You gain the ability to use musical notes or words of power to disrupt mind-influencing effects. As an action, you can start a performance that lasts until the end of your next turn. During that time, you and any friendly creatures within 30 feet of you have advantage on saving throws against being frightened or charmed. A creature must be able to hear you to gain this benefit. The performance ends early if you are incapacitated or silenced or if you voluntarily end it (no action required).

Magical Secrets. Level 10

You have plundered magical knowledge from a wide spectrum of disciplines. Choose two spells from any class, including this one. A spell you choose must be of a level you can cast, as shown on the Bard table, or a cantrip. The chosen spells count as bard spells for you and are included in the number in the Spells Known column of the Bard table. You learn two additional spells from any class at 14th level and again at 18th level.

Superior Inspiration Level 20

When you roll initiative and have no uses of Bardic Inspiration left, you regain one use.