

Bard 1

CLASS & LEVEL

Criminal / Spy

BACKGROUND

David

PLAYER NAME

Human

RACE

Chaotic Neutral

ALIGNMENT

0

EXPERIENCE POINTS

CHARACTER NAME

STRENGTH
+2

DEXTERITY
+1

CONSTITUTION
+2

INTELLIGENCE
-2

WISDOM
-2

CHARISMA
+4

INSPIRATION

+2 PROFICIENCY BONUS

SAVING THROWS

- +2 Strength
- +3 Dexterity
- +2 Constitution
- 2 Intelligence
- 2 Wisdom
- +6 Charisma

SKILLS

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

12 ARMOR CLASS

+1 INITIATIVE

30 SPEED

Hit Point Maximum 10

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d8 HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

The best way to get me to do something is to tell me I can't do it. I blow up at the slightest insult.

PERSONALITY TRAITS

Freedom. Chains are meant to be broken, as are those who would forge them. (Chaotic)

IDEALS

I will become the greatest thief that ever lived.

BONDS

If there's a plan, I'll forget it. If I don't forget it, I'll ignore it.

FLAWS

NAME	ATK BONUS	DAMAGE/TYPE
Dagger	+4	1d4+2 Piercing
Unarmed Strike	+4	3 Bludgeoning

=== ACTIONS ===
Standard Actions
Attack, Cast a Spell, Dash, Disengage, Dodge, Help, Hide, Ready, Search, Use an Object, Opportunity Attack, Grapple, Shove, Improve, Two-Weapon Fighting, Interact with an Object

=== BONUS ACTIONS ===
Bardic Inspiration ? 4 / Long Rest
As a bonus action, a creature (other than yourself) within 60 ft. that can hear you gains an inspiration die (1d6). For 10 minutes, the creature can add it to one ability check, attack roll, or saving throw. This can be added after seeing the roll, but before knowing the outcome.

ATTACKS & SPELLCASTING

BARD FEATURES ===

- * Hit Points ? PHB 52
- * Proficiencies ? PHB 52
- * Spellcasting ? PHB 52
You can cast known bard spells using CHA as your spellcasting modifier (Spell DC 14, Spell Attack +6) and known bard spells as rituals if they have the ritual tag. You can use a musical instrument as a spellcasting focus.
- * Bardic Inspiration ? PHB 53
As a bonus action, a creature (other than you) within 60 ft. that can hear you gains an inspiration die (1d6). For 10 minutes, the creature can add it to one ability check, attack roll, or saving throw. This can be added after seeing the roll, but before knowing the outcome.
- | 4 / Long Rest ? 1 Bonus Action

=== HUMAN RACIAL TRAITS ===

- * Ability Score Increase ? BR 31
- * Languages ? BR 31
You can speak, read, and write Common and one extra language.

FEATURES & TRAITS

8 PASSIVE WISDOM (PERCEPTION)

=== ARMOR ===
Light Armor

=== WEAPONS ===
Crossbow, Hand, Longsword, Rapier, Shortsword, Simple Weapons

=== TOOLS ===
Hand Drum, Horn, Pan Flute, Playing Card Set, Thieves' Tools

=== LANGUAGES ===
Common, Giant

OTHER PROFICIENCIES & LANGUAGES

Leather

Dagger

Sling

Backpack

Clothes, common

Crowbar

Horn

bedroll

Candle

Clothes, costume

Rations (1 day)

Waterskin

Disguise kit

EQUIPMENT



100+ maybe 200+

AGE

Blue

EYES

178cm

HEIGHT

Bone

SKIN

12kg

WEIGHT

None

HAIR

CHARACTER NAME

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

TREASURE



Bard

SPELLCASTING CLASS

CHA

SPELLCASTING ABILITY

14

SPELL SAVE DC

+6

SPELL ATTACK BONUS

0 CANTRIPS

Vicious Mockery
True Strike <C>

1 2

SPELL LEVEL SLOTS TOTAL SLOTS EXPENDED

PROCESSED SPELL NAME

- Cure Wounds
- Comprehend Languages [R]
- Bane <C>

2

3

4

5

6

7

8

9

SPELLS KNOWN