

Bard

CLASS & LEVEL

Criminal / Spy

BACKGROUND

David

PLAYER NAME

Human

RACE

Chaotic Neutral

ALIGNMENT

9000

EXPERIENCE POINTS

CHARACTER NAME

STRENGTH
+2
15

DEXTERITY
+1
12

CONSTITUTION
+2
14

INTELLIGENCE
-2
7

WISDOM
-2
6

CHARISMA
+5
20

INSPIRATION

+3 PROFICIENCY BONUS

SAVING THROWS

- +2 Strength
- +4 Dexterity
- +2 Constitution
- 2 Intelligence
- 2 Wisdom
- +8 Charisma

SKILLS

- +2 Acrobatics (Dex)
- 1 Animal Handling (Wis)
- 1 Arcana (Int)
- +3 Athletics (Str)
- +8 Deception (Cha)
- 1 History (Int)
- 1 Insight (Wis)
- +6 Intimidation (Cha)
- 1 Investigation (Int)
- 1 Medicine (Wis)
- 1 Nature (Int)
- 1 Perception (Wis)
- +8 Performance (Cha)
- +6 Persuasion (Cha)
- +4 Religion (Int)
- +2 Sleight of Hand (Dex)
- +7 Stealth (Dex)
- +1 Survival (Wis)

12 ARMOR CLASS

+2 INITIATIVE

30 SPEED

Hit Point Maximum **38**

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total **5d8**

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	+5	1d4+2 Piercing
Unarmed Strike	+5	3 Bludgeoning

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

==== BONUS ACTIONS ====
Bardic Inspiration ? 5 / Short Rest
As a bonus action, a creature (other than yourself) within 60 ft. that can hear you gains an inspiration die (1d8). 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 16, Spell Attack +8) 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 (1d8). 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.
| 5 / Short Rest ? 1 Bonus Action
- * Jack of All Trades ? PHB 54
You can add half your proficiency bonus, rounded down (+1), to any ability check you make that doesn't already include it.
- * Song of Rest ? PHB 54
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.
- * Bard College ? PHB 54
- * Expertise ? PHB 54
Your proficiency bonus is doubled for any ability check you make with chosen proficiencies (2 at 3rd and 10th level).
- * Ability Score Improvement ? PHB 54
- * Font of Inspiration ? PHB
You regain all of your expended uses of Bardic Inspiration when you finish a short or long rest.

==== HUMAN RACIAL TRAITS ====

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

FEATURES & TRAITS

9 PASSIVE WISDOM (PERCEPTION)

Crossbow, Hand, Longsword, Rapier, Shortsword, Simple Weapons, medium armor, shields, martial weapons.

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

==== LANGUAGES ====
Common, Giant

OTHER PROFICIENCIES & LANGUAGES

EQUIPMENT

- CP Leather Dagger
- SP Sling
- EP Backpack
- EP Clothes, common
- EP Crowbar
- EP Horn
- CP 35 Bedroll
- CP Candle
- PP Clothes, costume
- PP Ration (1 day)
- PP Waterskin
- PP Disguise kit



100+ maybe 200+	178cm	12kg
AGE	HEIGHT	WEIGHT
Blue	Bone	None
EYES	SKIN	HAIR

CHARACTER NAME

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

TREASURE



Bard

SPELLCASTING CLASS

CHA

SPELLCASTING ABILITY

16

SPELL SAVE DC

+8

SPELL ATTACK BONUS

0

CANTRIPS

Vicious Mockery
True Strike

3

2

Dispel Magic

6

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

PREPARED

SPELL NAME

- Cure Wounds
- Healing Word
- Comprehend Languages
- Bane

4

7

8

2

3

- Enhance Ability
- Heat Metal

5

9

SPELLS KNOWN