DUNGEONS & DRAGONS®

CHARACTER NAME

Bard 8	Entertainer	
CLASS & LEVEL	BACKGROUND	PLAYER NAME
Half Elf	Neutral good	
RACE	ALIGNMENT	EXPERIENCE POINTS

STRENGTH	8 (-1)
DEXTERITY	18 (+4)
CONSTITUTION	14 (+2)
INTELLIGENCE	12 (+1)
WISDOM	10 (+0)
CHARISMA	18 (+4)

INSPIRATION

+3 PROFICIENCY BONUS

○	-1	Strength
●	+7	Dexterity
○	+2	Constitution
○	+1	Intelligence
○	+0	Wisdom
●	+7	Charisma

SAVING THROWS

●	+7	Acrobatics (Dex)
○	+1	Animal Handling (Wis)
●	+4	Arcana (Int)
●	+2	Athletics (Str)
●	+10	Deception (Cha)
●	+4	History (Int)
●	+6	Insight (Wis)
○	+5	Intimidation (Cha)
○	+2	Investigation (Int)
○	+1	Medicine (Wis)
○	+2	Nature (Int)
●	+3	Perception (Wis)
●	+7	Performance (Cha)
●	+7	Persuasion (Cha)
○	+2	Religion (Int)
●	+7	Sleight of Hand (Dex)
○	+5	Stealth (Dex)
○	+1	Survival (Wis)

SKILLS

16 ARMOR CLASS

+4 INITIATIVE

30 SPEED

Hit Point Maximum 59

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 8d8

HIT DICE

SUCCESSES ○○○

FAILURES ○○○

DEATH SAVES

You change your mood or your mind as quickly as you change key in a song.

PERSONALITY TRAITS

When you perform, you make the world better than it was.

IDEALS

You will do anything to prove yourself superior to your hated rival.

BONDS

You're a sucker for a pretty face.

FLAWS

NAME	ATK BONUS	DAMAGE/TYPE
Rapier	+7	1d8+4/p
Hand CB	+8	1d6+5/p

Countercharm. Perform to grant yourself and friendly creatures advantage against fear and charm.

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

ATTACKS & SPELLCASTING

Bardic Inspiration. You may 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 d8.
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 DM 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 4 times. You regain any expended uses when you nish a short or long rest.

Jack of All Trades. You can add half your pro ciency bonus, rounded down, to any ability check you make that doesn't already include your pro ciency bonus.

Song of Rest. You can use soothing music or oration to help revitalize
your wounded allies. If you or any friendly creatures who can hear your performance regain hit points at the end of a short rest, each of those creatures regains an extra 1d6 hit points.

Countercharm. You can use musical notes or words of power to disrupt mind-in uencing e ects. 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 bene t. The performance ends early if you are incapacitated or
silenced or if you voluntarily end it (no action required).

Bard College: College of Lore
Cutting Words. When a creature that you can see within 60 feet of you makes an attack roll, an ability check, or a damage roll, you can use your reaction to expend one of your uses of Bardic Inspiration, rolling a Bardic Inspiration die and subtracting the number rolled from the creature's roll. You can choose to use this feature after the creature makes its roll, but before the DM determines whether the attack roll or ability check succeeds or fails, or before the creature deals its damage. The creature is immune
if it can't hear you or if it's immune to being charmed.

Additional Magical Secrets. The spells hunter's mark and mass healing word are added to your known spells.

FEATURES & TRAITS

13 PASSIVE WISDOM (PERCEPTION)

Armor: Light.

Weapons: Simple weapons, hand crossbows, longswords, rapiers, shortswords.

Tools: Disguise kit, drum, flute, lute, shawm.
Darkvision,.

Languages Common, Elvish, Halfling.

OTHER PROFICIENCIES & LANGUAGES

CP
SP
EP
GP 620
PP

Rapier, studded leather, hand crossbow+1 with 20 bolts, set of fine clothes (10), entertainer's pack, lute, shawm, potion of healing (2), Potion of diminution

EQUIPMENT

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CHARACTER NAME

50	1,60 m	50 kg
AGE	HEIGHT	WEIGHT
Green	Pale	Red
EYES	SKIN	HAIR

CHARACTER APPEARANCE

Faction.
You are a member of the Harpers, a clandestine organization who work against tyranny through the sharing of information and lore.

NAME

SYMBOL

ALLIES & ORGANIZATIONS

The life of a vagabond is the only life you've ever known, and your various talents have rarely failed to provide you a warm bed and a hot supper. But mere survival is not enough anymore. You have discovered the hidden magic of words and music, and it is time for you to weave yourself into the stories told in hushed tones over steaming drinks, inspiring wonder in their listeners.

You have been the center of attention since before you could walk, and once you learned to sing and play, you never surrendered the spotlight again. And who deserves it more than you?

By Popular Demand. You can always find a place to perform. You receive free lodging and food of a modest or comfortable standard as long as you perform each night. When strangers recognize you in a town where you have performed, they typically take a liking to you.

CHARACTER BACKSTORY

Potion of healing x2 (4d4+4).

Ring of feather falling: when you fall while wearing this ring, you descend 60 feet per round and take no damage from falling.

Potion of diminution: when you drink this potion, you gain the "reduce" effect of the enlarge/reduce spell for 1d4 hours (no concentration required). The red in the potion's liquid continuously contracts to a tiny bead and then expands to color the clear liquid around it. Shaking the bottle fails to interrupt this process.

ADDITIONAL FEATURES & TRAITS

TREASURE

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Bard

SPELLCASTING CLASS

Cha	15	+7
SPELLCASTING ABILITY	SPELL SAVE DC	SPELL ATTACK BONUS

SPELLS KNOWN

0 CANTRIPS

- Mending
- Minor Illusion
- Vicious mockery

SPELL LEVEL | SLOTS TOTAL | SLOTS EXPENDED

1 — 4

PREPARED | SPELL NAME

- Charm person
- Faerie fire
- Healing word
- Hunter's mark

2 — 3

- Crown of madness
- Enhance ability
- Invisibility

3 — 3

- Dispel magic
- Major image
- Mass healing word
- Tongues

4 — 2

- Dimension door
- Greater invisibility

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