

CHARACTER NAME

Bard 8

CLASS & LEVEL

Human (Chultan)

RACE

Outlander

BACKGROUND

Neutral Good

ALIGNMENT

PLAYER NAME

34,000

EXPERIENCE POINTS

STRENGTH

10

+0

DEXTERITY

16

+3

CONSTITUTION

14

+2

INTELLIGENCE

11

+0

WISDOM

14

+2

CHARISMA

18

+4

INSPIRATION

+3

PROFICIENCY BONUS

- ☐ +0 Strength
- ☒ +6 Dexterity
- ☐ +2 Constitution
- ☐ +0 Intelligence
- ☐ +2 Wisdom
- ☒ +7 Charisma

SAVING THROWS

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

SKILLS

14

ARMOR CLASS

+4

INITIATIVE

30 ft.

SPEED

Hit Point Maximum 59

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 8d8

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

shtsword

+6

1d6+3

dagger*

+6

1d4+3

*thrown dagger range (20/60)

ATTACKS & SPELLCASTING

13

PASSIVE WISDOM (PERCEPTION)

Armor.
Light Armor

Weapons.
Simple Weapons, Hand Crossbow,
Longsword, Rapier, Shortsword

Tools.
Musical Instrument (lute, shawm, steel drum,
viol)

Languages.
Common, Chultan, Goblin

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

GP

GP

GP

GP

GP

10

shortsword, steel
drum, leather armor,
dagger, entertainer's
pack, staff, hunting
trap, tyranosaur
tooth, traveler's
clothes, pouch

EQUIPMENT

BARDIC INSPIRATION (d8).

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 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 a number of times equal to your Charisma modifier (a minimum of once). You regain any expended uses when you finish a short or long rest.

COUNTERCHARM.

You have 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).

COLLEGE OF LORE.

CUTTING WORDS.

You know how to use your wit to distract, confuse, and otherwise sap the confidence and competence of others. 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.

FEATURES & TRAITS



CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

WANDERER.

You have an excellent memory for maps and geography, and you can always recall the general layout of terrain, settlements, and other features around you. In addition, you can find food and fresh water for yourself and up to five other people each day, provided that the land offers berries, small game, water, and so forth.

BACKSTORY.

You've trained and studied all your life to be a jungle guide for those visiting Port Nyanzaru. Unfortunately, nobody wants to hire a penniless musician to lead them on a jungle expedition.

CHARACTER BACKSTORY

RITUAL CASTING.

You can cast any bard spell you know as a ritual if that spell has the ritual tag.

JACK OF ALL TRADES.

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.

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.

EXPERTISE.

Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies (Athletics, Performance).

ADDITIONAL MAGICAL SECRETS.

You know two spells of your choice from any class (Misty Step, Shield). 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 but don't count against the number of bard spells you know.

ADDITIONAL FEATURES & TRAITS

TREASURE



Bard

SPELLCASTING
CLASS

Charisma

SPELLCASTING
ABILITY

15

SPELL SAVE DC

+7

SPELL ATTACK
BONUS

0

CANTRIPS

Dancing Lights

Message

Vicious Mockery

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

PREPARED

SPELL NAME

- ☐ Cure Wounds
- ☐ Dissonant Whispers
- ☐ Shield
- ☐ Sleep
- ☐ Speak with Animals

2

3

- ☐ Animal Messenger
- ☐ Lesser Restoration
- ☐ Misty Step
- ☐ Shatter

3

3

- ☐ Hypnotic Pattern
- ☐ Tongues

4

2

- ☐ Freedom of Movement
- ☐ Greater Invisibility

5

6

7

8

9

SPILLS KNOWN