

CHARACTER NAME

Bard 1

CLASS & LEVEL

Halfling, Lightfoot

RACE

Outlander

BACKGROUND

Chaotic Good

ALIGNMENT

PLAYER NAME

EXPERIENCE POINTS

STRENGTH
+0
10

DEXTERITY
+3
16

CONSTITUTION
+1
12

INTELLIGENCE
+0
10

WISDOM
+2
14

CHARISMA
+2
14

INSPIRATION

+2 PROFICIENCY BONUS

SAVING THROWS

- +0 Strength
- +5 Dexterity
- +1 Constitution
- +0 Intelligence
- +2 Wisdom
- +4 Charisma

SKILLS

- +3 Acrobatics (Dex)
- +2 Animal Handling (Wis)
- +0 Arcana (Int)
- +2 Athletics (Str)
- +2 Deception (Cha)
- +0 History (Int)
- +4 Insight (Wis)
- +2 Intimidation (Cha)
- +0 Investigation (Int)
- +2 Medicine (Wis)
- +0 Nature (Int)
- +2 Perception (Wis)
- +4 Performance (Cha)
- +2 Persuasion (Cha)
- +0 Religion (Int)
- +3 Sleight of Hand (Dex)
- +5 Stealth (Dex)
- +4 Survival (Wis)

14 ARMOR CLASS

+3 INITIATIVE

25 ft SPEED

Hit Point Maximum 9

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d8 HIT DICE

SUCCESSSES FAILURES DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME ATK BONUS DAMAGE/TYPE

Rapier +5 1d8+3 /P

Shortbow +5 1d6+3 /P

You can shoot your shortbow 80 ft, or up to 320 ft with disadvantage on the attack roll.

> Cantrips
You know two cantrips and can cast them at will:
Dancing Lights, Minor Illusion.

> Spell Known
You know four 1st-level spells:
Detect Magic, Healing Word, Thunderwave, Sleep.

> Spell Slots - 1st-level --- 2

ATTACKS & SPELLCASTING

> Lucky
When you roll a 1 on an attack roll, ability check or saving throw, you can reroll the die and must use the new roll.

> Brave
You have advantage on saving throws against being frightened.

> Halfling Nimbleness
You can move through the space of any creature that is of a size larger than yours.

> Naturally Stealthy
You can attempt to hide even when you are obscured only by a creature that is at least one size larger than you.

> Spellcasting Ability
Charisma is your spellcasting ability for your spells. The saving throw DC to resist a spell you cast is 12. Your attack bonus when you make an attack with a spell is +4. See the rulebook for rules on casting your spells.

> Bardic Inspiration (d6)
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 ft of you who can hear you. That creature gain one Bardic Inspiration die. 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, but before knowing if the roll succeeds or fails. A creature can have only 1 Bardic Inspiration die at a time. You can use this feature a number of times equal to your Charisma modifier and regain any expended uses when you finish a long rest.

> Wanderer (Forester)
You have 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.

FEATURES & TRAITS

12 PASSIVE WISDOM (PERCEPTION)

> Proficiencies
Light armor, simple weapons, hand crossbows, longswords, rapiers, shortswords, flute, lute, horn, drum.

> Languages
Common, Halfling, Sylvan

OTHER PROFICIENCIES & LANGUAGES

Rapier, flute, leather armor, shortbow, staff, backpack, bedroll, 2 cases for maps and scrolls, bottle of ink, ink pen, a lamp, 2 flasks of oil, sealing wax, a waterskin, a hunting trap, a necklace made of wolves' fangs, a set of traveler's clothes, soap.

Arrows x20
Paper sheets x5

EQUIPMENT