



Bard 5 (College of Valor)

CLASS & LEVEL

Half-Elf

RACE/ANCESTRY/HERITAGE

6,955

EXPERIENCE POINTS

Entertainer

BACKGROUND

PLAYER NAME

CAMPAIGN or PLAYER ID

STR
+1
12

+3 PROFICIENCY
BONUS

SAVING THROWS

- +1 Strength Saves
- +5 Dexterity Saves *
- +2 Constitution Saves
- +0 Intelligence Saves
- 1 Wisdom Saves
- +7 Charisma Saves *
- * Prof. bonus added

DEX
+2
15

CON
+2
14

INT
+0
10

WIS
-1
8

CHA
+4
19

SKILLS

- +5 Acrobatics (*Dex*) *
- +0 Animal Handling (*Wis*)
- +1 Arcana (*Int*)
- +2 Athletics (*Str*)
- +7 Deception (*Cha*) *
- +1 History (*Int*)
- +2 Insight (*Wis*) *
- +5 Intimidation (*Cha*)
- +1 Investigation (*Int*)
- +0 Medicine (*Wis*)
- +1 Nature (*Int*)
- +2 Perception (*Wis*) *
- +10 Performance (*Cha*) **
- +7 Persuasion (*Cha*) *
- +1 Religion (*Int*)
- +5 Sleight of Hand (*Dex*) *
- +8 Stealth (*Dex*) **
- +0 Survival (*Wis*)

* Prof. bonus added

12 PASSIVE WISDOM
(PERCEPTION)

PROFICIENCIES & LANGUAGES

Armor: light armor, medium armor, shields

Weapons: simple weapons, martial weapons, hand crossbow, longsword, rapier, shortsword

Tools: musical instrument (bagpipes), disguise kit, musical instrument (drum), musical instrument (lute)

Saving Throws: Dexterity, Charisma

Skills: Acrobatics, Deception, Insight, Perception, Performance, Persuasion, Sleight of Hand, Stealth

Languages: Common, Elvish, Goblin



ARMOR
CLASS
(AC)

15



INITIATIVE

+3



SPEED

30 ft.

Armor Worn: chain shirt



HIT POINTS

38

HIT DICE

5d8

DEATH SAVES: Success O O O Fail O O O

WEAPON & UNARMED ATTACKS

Basic Attack. One target per Attack action.

Rapier. *Melee Weapon Attack:* +5 to hit, reach 5 ft. *Hit:* 1d8+2 piercing damage.

Dagger (offhand, two-weapon fighting as bonus action). *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. 1d4 piercing damage. (If thrown, normal range to 20 ft.; disadvantage long range 21 to 60 ft.)

MAGIC, FEATS & SPECIAL ATTACKS

Vicious Mockery Cantrip. *Ranged Spell Attack:* Target within 60 feet that can hear you must make a DC 15 Wisdom saving throw or take 2d4 psychic damage and have disadvantage on next attack made before the end of its next turn. (No damage if made save.)

EQUIPMENT & TREASURE

Carried Gear [PHB, p. 143]: chain shirt (AC 13), rapier, dagger, diplomat's pack (chest, 2 cases for papers, set of fine clothes, ink bottle, ink pen, lamp, 2 flasks of oil, 5 paper sheets, perfume vial, sealing wax, soap), belt pouch, set of common clothes, set of costume clothes, a musical instrument, an admirer's love letter. (This load is about 96 lbs.; add 1 lb. per 50 coins carried.)

Coins & Gems: 561 gold pieces (gp); 38 silver pieces (sp); 4 copper pieces (cp); 2 gems (worth 50 gp each)

FEATURES, TRAITS & MORE

Alignment: Neutral. I will help others, but avoid serious personal risks or loyalties that don't benefit me.

Entertainer Background [PHB p. 130]

- **Feature:** By Popular Demand.
- **Traits:** Knows every song and tale ever made. Escaping from supernatural tyrant.
- **Ideal:** Seeks to increase fame.
- **Bond:** New towns, new audiences.
- **Flaw:** Wastes money in taverns.

Half-Elf Traits [PHB p. 38]

- Creature Type: Humanoid
- Age: 83 years old
- Medium Size (5' 2", 125 lbs.)
- Darkvision (60 feet)
- Fey Ancestry (vs. charm, no sleep)

Bard Class Features [PHB p. 41]

- Ritual Casting
- Bardic Inspiration (d8) (4 uses per day)
- Jack of All Trades (non-prof. bonus)
- Song of Rest (+1d6 hp/rest)
- Combat Inspiration (boost ally dmg. or AC)
- Expertise (prof. noted with **)
- Font of Inspiration (short rest resets)

Spellcasting [PHB p. 201]

Spell Attack Modifier +7
Spell Save DC 15



Cantrips Known: *Blade Ward, Friends, Vicious Mockery*

Prepared Spells

1st Level (4 slots): *Cure Wounds, Charm Person, Faerie Fire*

2nd Level (3 slots): *Invisibility, Phantasmal Force*

3rd Level (2 slots): *Clairvoyance, Fear, Hypnotic Pattern*

ENCUMBRANCE

Lifting & Carrying: 180 lbs. max. carrying capacity; 360 lbs. pushing or dragging (speed -5 ft.); 360 lbs. max. lift.

PLAYING THE GAME

- The Dungeon Master (DM) describes a scene and players take turns describing their characters' responses.
- For ability checks, saving throws, and attack rolls, roll 1d20 + one ability modifier + proficiency bonus (if proficient in task). The higher the total, the better the effort. The DM tracks minimum totals needed for successful results.
- For initiative rolls, roll 1d20 + Initiative (Dex) modifier. Higher totals act before lower totals in the same 6-second round.
- During a turn, a character or creature may do 1 movement, 1 action and up to 1 bonus action. Between turns, do up to 1 reaction.
- Advantage: Roll two d20s and use the higher result. Disadvantage: Roll two d20s and use the lower result.
- On attack rolls only, a "natural 20" is always a critical hit, while a "natural 1" is always a miss.
- Saving throws are rolled as needed at any time due to attacks, spells, or hazards.
- A character may die if failing three death saves while at 0 hit points, gaining 6 levels of exhaustion, or suffering certain deadly spells and hazards.
- Specific traits, features, spells, and magic items may create exceptions to any rules.

ACTIONS (1 per turn)

- **Attack:** Roll to hit, melee or ranged. Some classes and creatures make extra attacks at higher levels with this action.
- **Cast Spell:** If casting time 1 action.
- **Dash:** Double Speed this turn.
- **Disengage:** Avoiding all opportunity attacks while moving; "defensive retreat."
- **Dodge:** Give attackers disadvantage.
- **Escape:** Try to break free from grapple.
- **Grapple:** Special melee attack.
- **Help:** Give an ally advantage on one ability check or attack roll.
- **Hide:** Stealth allowed only if unobserved.
- **Ready:** Plan to take action as reaction when trigger occurs.
- **Search:** Perception or Investigation check.
- **Shove:** Special melee attack.
- **Stabilize:** DC 10 Medicine check to aid 0 h.p. dying creature; automatic success if using healer's kit.
- **Use Object:** Pick a lock, activate magical item, cover a hooded lantern, etc.
- **Use Potion:** Drink or administer.
- **Use Shield:** Equip or drop a shield.

BONUS ACTIONS (up to 1 per turn)

- **Offhand Attack:** If doing Attack as action, may make one attack this turn if light weapon in other hand.
- **Cast Spell:** If casting time 1 bonus action.

MOVEMENTS (limited by Speed)

- **Move:** Distance equal to Speed.
- **Crawl, Climb, Swim, Squeeze, Move Across Difficult Terrain or Move While Grappling:** "Half speed," uses up 10 ft. of Speed per 5 ft. distance.
- **Drop Prone:** No cost to Speed.
- **Stand Up:** From Prone position/condition, costs half Speed that turn.
- **Take Cover:** At end of move, half cover gives +2 to Armor Class and Dexterity saving throws; three-quarter cover gives +5 AC and Dex saves.

REACTIONS (1 between turns)

- **Cast Spell:** If casting time 1 reaction.
- **Opportunity Attack:** May make one attack if enemy moves out of reach.
- **Readied Action:** After trigger occurs, else action wasted.

FREE ACTIONS

- **Concentration (Maintain A Spell):** Ends if caster starts another concentration spell, or the caster is incapacitated, stunned, unconscious, or killed. If caster takes damage, a Constitution saving throw is needed to avoid immediately ending spell. DC is equal to 10 or half damage taken, whichever is greater. Each hit needs a separate saving throw check.
- **Interacting With An Object:** Generally part of another Movement or Action. Examples: Draw one weapon, drop a held object, or open an unlocked door.