

College of Lore Bard - 5 Entertainer

CLASS & LEVEL BACKGROUND

PLAYER NAME

Tiefling

ALIGNMENT

EXPERIENCE POINTS

CHARACTER NAME

STRENGTH

-1

8

DEXTERITY

+2

14

CONSTITUTION

+1

12

INTELLIGENCE

+2

14

WISDOM

+0

10

CHARISMA

+4

18

INSPIRATION

+3

PROFICIENCY BONUS

- 1 Strength
- +5 Dexterity
- +1 Constitution
- +2 Intelligence
- +0 Wisdom
- +6 Charisma

SAVING THROWS

- +5 Acrobatics (Dex)
- +1 Animal Handling (Wis)
- +3 Arcana (Int)
- +0 Athletics (Str)
- +5 Deception (Cha)
- +5 History (Int)
- +1 Insight (Wis)
- +5 Intimidation (Cha)
- +3 Investigation (Int)
- +1 Medicine (Wis)
- +3 Nature (Int)
- +1 Perception (Wis)
- +10 Performance (Cha)
- +7 Persuasion (Cha)
- +2 Religion (Int)
- +8 Sleight of Hand (Dex)
- +3 Stealth (Dex)
- +1 Survival (Wis)

SKILLS

11

PASSIVE WISDOM (PERCEPTION)

Languages: Common, Infernal

Armour: Light

Weapons: Simple

Tools: Flute, Lute, Drum, Disguise Kit

OTHER PROFICIENCIES & LANGUAGES

13

ARMOR CLASS

+3

INITIATIVE

30

SPEED

Hit Point Maximum 33

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 508

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS DAMAGE/TYPE

Dagger*

+5

1d4+2 Piercing

Unarmed Strike

+2

1 Bludgeoning

Vicious Mockery

WIS DC15

2d4 Psychic

*You can throw a dagger 20 feet, or up to 60 feet with disadvantage on the attack roll.

ATTACKS & SPELLCASTING

CP

- Dagger x2

SP

- Backpack

BP

- Bedroll

BP

- Bell

BP

- Bullseye Lantern

CP

- Musical instrument x 2

CP

- 8 flasks of oil

CP

- Rations (1 day)

CP

- Waterskin

CP

- 3 Costumes

CP

- Tinderbox

EQUIPMENT

BARDIC INSPIRATION | 4 times per Long Rest
As a bonus action, a creature of your choice (other than yourself) within 60ft. that can see or hear you, gains an Inspiration Die (1d8). Once within the next 1 hour, when the creature fails a d20 roll, they can roll the Inspiration Die and add it to the first roll, potentially turning failure into success. The Inspiration Die is then expended.

INFERNAL LEGACY |

You have Resistance to Fire damage.

JACK OF ALL TRADES |

You can add half your proficiency bonus, rounded down (+1) to any ability check you make that doesn't already include it. (This has already been included in your skills.)

DARKVISION |

You can see in darkness up to 60ft as though it was dim light.

ENCOURAGING SONG | At the end of any Short or Long Rest

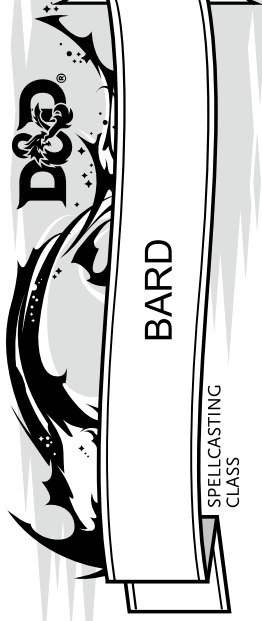
You can perform on a musical instrument and give 2 allies Heroic Inspiration. While they have Heroic Inspiration, they can expend it to reroll any die immediately after rolling it. The new roll must be kept.

FONT OF INSPIRATION |

You regain all your expended uses of Bardic Inspiration when you finish a Short or Long Rest.

In addition, you can expend a spell slot (no action required) to regain one expended use of Bardic Inspiration.

FEATURES & TRAITS



BARD

SPELLCASTING CLASS

CHA

SPELLCASTING ABILITY

15

SPELL SAVE DC

+7

SPELL ATTACK BONUS

0 CANTRIPS

- Dancing Lights
- Firebolt
- Prestigation
- Thaumaturgy
- Vicious Mockery

1 4 SLOTS EXPENDED

SPELL NAME

- Detect Magic (R)
- Faerie Fire
- Healing Word
- Hellish Rebuke
- Thunderwave

2 3

- Darkness
- Hold Person
- Shatter
- Suggestion

3 2

Mass Healing Word

7

4

8

5

9