

Bard

CHARACTER NAME

Bard 2

CLASS & LEVEL

PLAYER NAME

Human (medium)

SPECIES

Entertainer

BACKGROUND

(Milestone)

EXPERIENCE POINTS

STRENGTH

8

-1

DEXTERITY

14

+2

CONSTITUTION

14

+2

INTELLIGENCE

12

+1

WISDOM

12

+1

CHARISMA

16

+3

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

Saving Throw Modifiers

SAVING THROWS

- ☒ +4 Acrobatics DEX
- ☒ +2 Animal Handling WIS
- ☒ +2 Arcana INT
- ☒ +0 Athletics STR
- ☒ +5 Deception CHA
- ☒ +3 History INT
- ☒ +3 Insight WIS
- ☒ +4 Intimidation CHA
- ☒ +2 Investigation INT
- ☒ +2 Medicine WIS
- ☒ +2 Nature INT
- ☒ +2 Perception WIS
- ☒ +7 Performance CHA
- ☒ +7 Persuasion CHA
- ☒ +2 Religion INT
- ☒ +3 Sleight of Hand DEX
- ☒ +3 Stealth DEX
- ☒ +2 Survival WIS

SKILLS

+2

INITIATIVE

ARMOR

13

CLASS

DEFENSES

HEROIC INSPIRATION

+2

PROFICIENCY BONUS

ABILITY SAVE DC

30 ft. (Walking)

SPEED

Spell attack bonus: +5
Spell save DC: 13

Spell slots available: 3 [] [] []

Cantrips (at will):
Friends, Vicious Mockery

lvl 1 spells (uses spell slots, 1/spell):
Charm Person, Command, Cure Wounds, Faerie Fire, Tasha's Hideous Laughter

=== SPECIAL ===
Encouraging Song. As you finish a Short or Long Rest, you can play a song on a Musical Instrument with which you have proficiency and give Heroic Inspiration to 2 allies who hear the song.

=== BONUS ACTIONS ===
Bardic Inspiration • 3 / Long Rest [] [] []
As a Bonus Action, you can inspire another creature within 60 ft. that can see or hear you. That creature gains one of your Bardic Inspiration dice (1d6).

ACTIONS

=== ARMOR - WEAPONS ===
Light Armor, Simple Weapons

=== TOOLS ===
Drum, Fiddle, Flute, Lute, Lyre, Pan Flute, Trumpet

=== LANGUAGES ===
Common, Elvish, Gnomish

=== ACTIONS === Attack, Magic, Dash, Disengage, Dodge, Help, Hide, Ready, Search, Utilize, Opportunity Attack, Grapple, Shove, Improvise, Two-Weapon Fighting, Interact with an Object, Study, Influence

PROFICIENCIES & TRAINING

12

PASSIVE PERCEPTION

13

PASSIVE INSIGHT

12

PASSIVE INVESTIGATION

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES
Dagger	+4	1d4+2 Piercing	Simple, Finesse, Light, Thrown, Nick, Range (20/60)
Dagger	+4	1d4+2 Piercing	Simple, Finesse, Light, Thrown, Nick, Range (20/60)
Unarmed Strike	+1	0 Bludgeoning	

WEAPON ATTACKS & CANTRIPS

