



DUNGEONS & DRAGONS
 Current Standard v1.4

Dolver
 CHARACTER NAME

Bard 6 CLASS & LEVEL	Entertainer BACKGROUND	M.Shiga PLAYER NAME
Half-Elf RACE	NG ALIGNMENT	EXPERIENCE POINTS

10 0 STRENGTH	<input type="checkbox"/> 0 SAVING THROW <input type="checkbox"/> 1 ATHLETICS
16 3 DEXTERITY	<input checked="" type="checkbox"/> 6 SAVING THROW <input checked="" type="checkbox"/> 6 ACROBATICS <input type="checkbox"/> 4 SLEIGHT OF HAND <input type="checkbox"/> 4 STEALTH
14 2 CONSTITUTION	<input type="checkbox"/> 2 SAVING THROW
10 0 INTELLIGENCE	<input type="checkbox"/> 0 SAVING THROW <input type="checkbox"/> 1 ARCANA <input type="checkbox"/> 1 HISTORY <input type="checkbox"/> 1 INVESTIGATION <input type="checkbox"/> 1 NATURE <input type="checkbox"/> 1 RELIGION
10 0 WISDOM	<input type="checkbox"/> 0 SAVING THROW <input type="checkbox"/> 1 ANIMAL HANDLING <input type="checkbox"/> 1 INSIGHT <input type="checkbox"/> 1 MEDICINE <input checked="" type="checkbox"/> 3 PERCEPTION <input type="checkbox"/> 1 SURVIVAL
16 3 CHARISMA	<input checked="" type="checkbox"/> 6 SAVING THROW <input checked="" type="checkbox"/> 6 DECEPTION <input checked="" type="checkbox"/> 6 INTIMIDATION <input checked="" type="checkbox"/> 9 PERFORMANCE <input checked="" type="checkbox"/> 9 PERSUASION
3 PROFICIENCY BONUS	
13 PASSIVE WISDOM (PERCEPTION)	
150 CURRENT WEIGHT	150 MAX WEIGHT

20 ARMOR CLASS

CONDITIONS

4 INITIATIVE

30 SPEED

TEMP HP

6d8 HIT DICE

45 CURRENT HIT POINTS / MAXIMUM HIT POINTS

SUCCESSSES
 FAILURES
 DEATH SAVES

NAME	ATK BONUS	DAMAGE/TYPE
Silvered Rapier	+6	1d8+3/p
Dagger x5	+6	1d4+3/p

ATTACKS & SPELLCASTING

Bardic Inspiration ○○○○●●●●●●●●

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CLASS RESOURCES, AMMO & CHARGES

INSPIRATION

I'm a hopeless romantic, always searching for that "special someone."

PERSONALITY TRAITS

People: I like seeing the smiles on people's faces when I perform. That's all that matters.

IDEALS

I would do anything for the other members of my old troupe.

BONDS

I'm a sucker for a pretty face.

FLAWS

Armor: Light, Medium, Shield
 Weapon: Simple, Martial, Hand Crossbow
 Tools: Musical Instrument(Drum, Flute, Lute, Lyre), Disguise Kit
 Save: Dex, Cha

Languages: Common, Elvish, Orc

PROFICIENCIES & LANGUAGES

Spellcasting(Save DC 13, Atk modifier +5)

Bardic Inspiration/ Font of Inspiration(bonus action, a friend within 60ft gains a bardic inspiration die for 10 min, he can use it to ability check/attack roll/ST after rolled d20, 3/Enc, d8)

Jack of All Trades(add half of proficiency bonus to all ability checks without proficiency)

Song of Rest(d6)

Bard College(College of Valor)
 Combat Inspiration(as a reaction, bardic inspiration die is used to AC against an attack after rolled d20), Extra Attack (attack twice when you take attack action in your turn)
 Extra Attack(attack twice when you take attack action on your turn)

Expertise(add double proficiency bonus to 2 skills you choice)

Counter Charm(action, friends within 30ft gain advantage on ST against charmed and frightened)

FEATURES & TRAITS

Material Component pearl(100gp for identify)

281gp at start

EQUIPMENT

Brestplate+1 -, AC15+dex(max2), 20lb
 Silvered Rapier 125gp, 1d8p, 2lb
 Dagger x5 2gpx5, 1d4p(20/60), 1lbx5
 Shield 10gp, AC+2, 6lb
 Drum 6gp, 3lb
 Flute 2gp, 1lb
 Lute 35gp, 2lb
 Lyre 30gp, 2lb
 Disguise kit 25gp, 3lb
 Component pouch 25gp, 2lb
 Entertainer's Pack 40gp, 59lb
 backpack, bedroll, mess kit, tinderbox, 10 torches, 10d rations, waterskin, 50ft hampen rope
 Potion of Greater Healing(4d4+4) -, 0.5lb?
 Potion of Healing(2d4+2) x6 50gpx6, 0.5lbx5
 Lantern bullseye 10gp, 2lb
 Oilx10 1spx10, 1lbx10

EQUIPMENT CONT.



Bard/ Cha.

SPELLCASTING
CLASS/ABILITY

9

Prepared Spells
Total

14

Spell Save DC

+6

Spell Attack
Bonus

0 CANTRIPS

Light
Prestidigitation
Vicious Mockery

SPELL LEVEL SLOTS TOTAL SLOTS REMAINING
1 4

SPELL NAME

- Comprehend Languages
- Cure Wounds
- Detect Magic
- Dissonant Whispers
- Healing Word
- Identify

2 3

- See Invisible
- Shatter

3 3

- Tongues

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SPELLS KNOWN