

Bard 6 - College of Discord Entertainer (Instrumentalist)

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Dragonborn

RACE

ALIGNMENT

FACTION

CHARACTER NAME

STRENGTH

12

+1

DEXTERITY

14

+2

CONSTITUTION

14

+2

INTELLIGENCE

10

-

WISDOM

10

-

CHARISMA

17

+3

INSPIRATION

+3

PROFICIENCY BONUS

- SAVING THROWS
- ☐ +1 Strength
 - ☒ +5 Dexterity
 - ☐ +2 Constitution
 - ☐ - Intelligence
 - ☐ - Wisdom
 - ☒ +6 Charisma

- SKILLS
- ☒ +5 Acrobatics (Dex)
 - ☐ +1 Animal Handling (Wis)
 - ☐ +1 Arcana (Int)
 - ☐ +2 Athletics (Str)
 - ☒ +6 Deception (Cha)
 - ☐ +1 History (Int)
 - ☐ +1 Insight (Wis)
 - ☐ +4 Intimidation (Cha)
 - ☐ +1 Investigation (Int)
 - ☐ +1 Medicine (Wis)
 - ☐ +1 Nature (Int)
 - ☐ +1 Perception (Wis)
 - ☒ +9 Performance (Cha)
 - ☒ +9 Persuasion (Cha)
 - ☐ +1 Religion (Int)
 - ☐ +3 Sleight of Hand (Dex)
 - ☒ +5 Stealth (Dex)
 - ☐ +1 Survival (Wis)

13

ARMOR CLASS

+2

INITIATIVE

30'

SPEED

Hit Point Maximum 45

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 6

d8 (5)

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

NAME

ATK BONUS

DAMAGE/TYPE

rapier*

+5

1d8 + 2

dagger*

+5

1d4 + 2

flute*

+5

1d6 + 2

*dagger range 20/60

*rapier finesse

*flute 2 hands versatile (1d8), 1 hand finesse, 2 hands +2 AC, magical

Bonus: Battaglia - teleport 30', knock prone 10'

ATTACKS & SPELLCASTING

DARKVISION 60'

DRACONIC ANCESTRY (GREEN)

You have draconic ancestry. Choose one type of dragon from the Draconic Ancestry table. Your breath weapon and damage resistance are determined by the dragon type, as shown in the table.

BREATH WEAPON (POISON, 15' CONE, CON DC 13)

You can use your action to exhale destructive energy. Your draconic ancestry determines the size, shape, and damage type of the exhalation.

When you use your breath weapon, each creature in the area of the exhalation must make a saving throw, the type of which is determined by your draconic ancestry. The DC for this saving throw equals 8 + your Constitution modifier + your proficiency bonus. A creature takes 2d6 damage on a failed save, and half as much damage on a successful one. The damage increases to 3d6 at 6th level, 4d6 at 11th level, and 5d6 at 16th level.

After you use your breath weapon, you can't use it again until you complete a short or long rest.

DAMAGE RESISTANCE (POISON)

You have resistance to the damage type associated with your draconic ancestry.

SPELLCASTER

You have learned to untangle and reshape the fabric of reality in harmony with your wishes and music. Your spells are part of your vast repertoire, magic that you can tune to different situations. See chapter 10 for the general rules of spellcasting and chapter 11 (or the Spells Listing) for the bard spell list.

Cantrips

You know two cantrips of your choice from the bard spell list. You learn additional bard cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Bard table.

Spell Slots

The Bard table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

Spells Known of 1st Level and Higher

You know four 1st-level spells of your choice from the bard spell list.

The Spells Known column of the Bard table shows when you learn more bard spells of your choice. Each of these spells must be of a level for which you have spell slots, as shown on the table. For instance, when you reach 3rd level in this class, you can learn one new spell of 1st or 2nd level.

Additionally, when you gain a level in this class, you can choose one of the bard spells you know and replace it with another spell from the bard spell list, which also must be of a level for which you have spell slots.

OVER --->

11

PASSIVE WISDOM (PERCEPTION)

common, draconic

Tools: disguise kit, lyre, lute, triangle, flute

Weapon: simple, hand crossbow, longsword, rapier, shortsword

Armor: light/medium

OTHER PROFICIENCIES & LANGUAGES

CP

85

leather armor, rapier, dagger, flute

SP

EP

GP

PP

a backpack, a bedroll, 2 costumes, 5 candles, 5 days of rations, a waterskin, and a disguise kit.

favor of an admirer (love letter), a costume, and a pouch

EQUIPMENT

FEATURES & TRAITS



Bard (known 9)

SPELLCASTING
CLASS

Charisma

SPELLCASTING
ABILITY

14

SPELL SAVE DC

+6

SPELL ATTACK
BONUS

0

CANTRIPS

BLADE WARD

VICIOUS MOCKERY

FRIENDS

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

PREPARED

SPELL NAME

☐ CURE WOUNDS

☐ HEALING WORD

☐ SLEEP

2

3

☐ CROWN OF MADNESS

☐ HOLD PERSON

☐ INVISIBILITY

3

3

☐ FEAR

☐ HYPNOTIC PATTERN

☐ TONGUES

4

5

6

7

8

9

SPILLS KNOWN



CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

BARDIC INSPIRATION (3, d8)

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 feet of you who can hear you. That creature gains one Bardic Inspiration die, a d6.

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 before deciding to use the Bardic Inspiration die, but must decide before the DM says whether the roll succeeds or fails. Once the Bardic Inspiration die is rolled, it is lost. A creature can have only one Bardic Inspiration die at a time.

You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain any expended uses when you finish a long rest.

Your Bardic Inspiration die changes when you reach certain levels in this class. The die becomes a d8 at 5th level, a d10 at 10th level, and a d12 at 15th level.

NAME

SYMBOL

ALLIES & ORGANIZATIONS

Entertainer Routines (Instrumentalist, singer)

A good entertainer is versatile, spicing up every performance with a variety of different routines.

Popular Demand

You can always find a place to perform, usually in an inn or tavern but possibly with a circus, at a theater, or even in a noble's court. At such a place, you receive free lodging and food of a modest or comfortable standard (depending on the quality of the establishment), as long as you perform each night. In addition, your performance makes you something of a local figure. When strangers recognize you in a town where you have performed, they typically take a liking to you.

CHARACTER BACKSTORY

JACK OF ALL TRADES

Starting at 2nd level, you can add half your proficiency bonus, rounded down, to any ability check you make that doesn't already include your proficiency bonus.

SONG OF REST (d6)

Beginning at 2nd level, you can use soothing music or oration to help revitalize your wounded allies during a short rest. If you or any friendly creatures who can hear your performance regain hit points at the end of the short rest by spending one or more Hit Dice, each of those creatures regains an extra 1d6 hit points.

The extra hit points increase when you reach certain levels in this class: to 1d8 at 9th level, to 1d10 at 13th level, and to 1d12 at 17th level.

EXPERTISE (Performance, Persuasion)

At 3rd level, choose two of your skill proficiencies. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.

At 10th level, you can choose another two skill proficiencies to gain this benefit.

ADDITIONAL FEATURES & TRAITS

FONT OF INSPIRATION

Beginning when you reach 5th level, you regain all of your expended uses of Bardic Inspiration when you finish a short or long rest.

COUNTERCHARM

At 6th level, you gain the ability to use musical notes or words of power to disrupt mind-influencing effects. As an action, you can start a performance that lasts until the end of your next turn. During that time, you and any friendly creatures within 30 feet of you have advantage on saving throws against being frightened or charmed. A creature must be able to hear you to gain this benefit. The performance ends early if you are incapacitated or silenced or if you voluntarily end it (no action required).

OVER --->

TREASURE



CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

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