

Bard 6 - College of Keys Entertainer (singer)

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Drow Elf

RACE

ALIGNMENT

FACTION

CHARACTER NAME

STRENGTH

10

DEXTERITY

16

CONSTITUTION

13

INTELLIGENCE

10

WISDOM

10

CHARISMA

18

INSPIRATION

+3

PROFICIENCY BONUS

- ☐ - Strength
- ☒ +6 Dexterity
- ☐ +1 Constitution
- ☐ - Intelligence
- ☐ - Wisdom
- ☒ +7 Charisma

SAVING THROWS

- ☒ +6 Acrobatics (Dex)
- ☐ +1 Animal Handling (Wis)
- ☐ +1 Arcana (Int)
- ☐ +1 Athletics (Str)
- ☒ +7 Deception (Cha)
- ☐ +1 History (Int)
- ☐ +1 Insight (Wis)
- ☐ +5 Intimidation (Cha)
- ☒ +3 Investigation (Int)
- ☐ +1 Medicine (Wis)
- ☐ +1 Nature (Int)
- ☒ +3 Perception (Wis)
- ☒ +10 Performance (Cha)
- ☒ +10 Persuasion (Cha)
- ☐ +1 Religion (Int)
- ☐ +4 Sleight of Hand (Dex)
- ☐ +4 Stealth (Dex)
- ☐ +1 Survival (Wis)

SKILLS

14

ARMOR CLASS

+3

INITIATIVE

30'

SPEED

Hit Point Maximum 39

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 6

d8 (5)

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

NAME

ATK BONUS

DAMAGE/TYPE

Rapier

+6

1d8 + 3

Dagger*

+6

1d4 + 3

*dagger throw (range 20/60), finesse

THIEVE'S TOOLS: +7

ATTACKS & SPELLCASTING

13

PASSIVE WISDOM (PERCEPTION)

Language: Common, Elven

Armor: Light Armor

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

Tools: 3 musical instruments, thief's tools, disguise kit

OTHER PROFICIENCIES & LANGUAGES

CP

100

Leather armor, rapier, dagger, lute

SP

EP

GP

PP

backpack, a bedroll, 2 costumes, 5 candles, 5 days of rations, a waterskin, and a disguise kit, thief's tools

disguise kit, pan-pipes, favor of an admirer, costume, pouch.

EQUIPMENT

DARKVISION 120'

KEEN SENSES.

You have proficiency in the Perception skill.

FEY ANCESTRY.

You have advantage on saving throws against being charmed, and magic can't put you to sleep.

TRANCE.

Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

SUNLIGHT SENSITIVITY.

You have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight.

DROW MAGIC.

You know the dancing lights cantrip. When you reach 3rd level, you can cast the faerie fire spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast the darkness spell once with this trait and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.

DROW WEAPON TRAINING.

You have proficiency with rapiers, shortswords, and hand crossbows.

SPELLCASTING

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.

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.

BARDIC INSPIRATION (4,1d8)

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.

OVER --->

FEATURES & TRAITS



CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

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.

NAME

SYMBOL

ALLIES & ORGANIZATIONS

BY 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

FONT OF INSPIRATION

you regain all of your expended uses of Bardic Inspiration when you finish a short or long rest.

COUNTERCHARM

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).

ADDITIONAL FEATURES & TRAITS

TIMBRE ILLUMINOUS

At 3rd level, you can coax a variety of information from a mechanism regarding its composition using merely verse and rhyme. When you spend at least 1 minute in speaking or singing to a construct or inanimate mechanism, you can expend one Bardic Inspiration to learn certain information about its capabilities compared to your own. The DM tells you two of the following characteristics of the mechanism, of your choice:

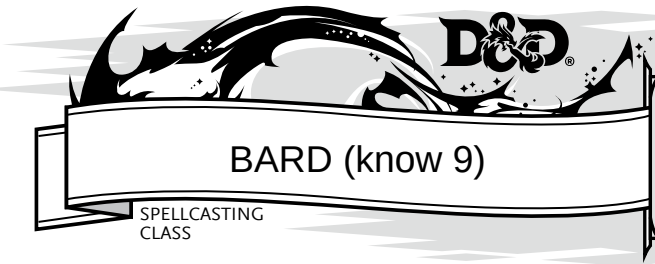
- Purpose (lock, trap, surveillance, etc.)
- Intricacy (singular, compound, or complex)
- Nature (magical, mundane, or otherwise)
- Approximate difficulty class (easy, hard, nearly impossible, etc.)
- Elemental energies present (if any)
- Additional imbed magical qualities (if any)

CYPHERIC OSTINATO

Starting at 6th level, you learn to control vocal range and resonance of your voice to offset the magic or material mechanisms within security and surveillance spells.

When you use your action to disarm, dispel, or dodge a glyph, lock, trap, or ward, or when you must make a saving throw as part of a divination spell to locate or scry with you as the target, you can choose to expend one use of your Bardic Inspiration, rolling a Bardic Inspiration die and adding the number rolled to the skill check or saving throw. You can choose to use this feature after seeing the roll but before the DM determines whether the ability check or saving throw succeeds or fails, or before the trap deals its damage.

TREASURE



BARD (know 9)

SPELLCASTING CLASS

Charisma

15

+7

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

0

CANTRIPS

Dancing Lights

Friends

Vicious Mockery

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

- PREPARED
- SPELL NAME
- ☐ Cure Wounds
 - ☐ Healing Word
 - ☐ Tasha's Hideous Laughter
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- ☐ Heat Metal
- ☐ Invisibility
- ☐ Knock
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- ☐ Dispel Magic
- ☐ Hypnotic Pattern
- ☐ Sending
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