

CHARACTER NAME

Bard 1

CLASS & LEVEL

Lightfoot Halfling

RACE

Entertainer

BACKGROUND

Lawful Good

ALIGNMENT

Carson

PLAYER NAME

0

EXPERIENCE POINTS

STRENGTH

-1

8

DEXTERITY

+3

16

CONSTITUTION

0

10

INTELLIGENCE

+1

13

WISDOM

+1

12

CHARISMA

+3

16

INSPIRATION

+2

PROFICIENCY BONUS

- Strength
- Dexterity
- Constitution
- Intelligence
- Wisdom
- Charisma

SAVING THROWS

- Acrobatics (Dex)
- Animal Handling (Wis)
- Arcana (Int)
- Athletics (Str)
- Deception (Cha)
- History (Int)
- Insight (Wis)
- Intimidation (Cha)
- Investigation (Int)
- Medicine (Wis)
- Nature (Int)
- Perception (Wis)
- Performance (Cha)
- Persuasion (Cha)
- Religion (Int)
- Sleight of Hand (Dex)
- Stealth (Dex)
- Survival (Wis)

SKILLS

14

ARMOR CLASS

+3

INITIATIVE

25

SPEED

Hit Point Maximum 8

8

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d8

1d8

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

NAME

ATK BONUS

DAMAGE/TYPE

Rapier

+5

1d8+3 piercing

Dagger

+5

1d4+3 piercing

Dagger, thrown (20/60)

+5

1d4+3 piercing

ATTACKS & SPELLCASTING

+1

PASSIVE WISDOM (PERCEPTION)

Languages: Common and Halfling

Tools: Lute, Flute, Viol, Drum, Disguise kit

Armor: Light Armor

OTHER PROFICIENCIES & LANGUAGES

CP

50

SP

15

EP

CP

5

PP

- A rapier
- A suit of leather armor
- A costume for performing
- A set of fine clothes
- A dagger
- A viol
- A flute
- A belt pouch
- A donkey named Chocko
- A chest
- 2 cases for maps and scrolls
- A bottle of ink
- An ink pen
- A lamp
- 2 flasks of oil
- 5 sheets of paper
- A vial of perfume
- Some sealing wax
- A block of Soap
- A cameo locket, containing a portrait of your parents

EQUIPMENT

I know a story relevant to almost every situation.

I love a good insult, even one directed at me.

PERSONALITY TRAITS

Tradition: The stories, legends, and songs of the past must never be forgotten, for they teach us who we are.

IDEALS

I idolize a hero of the old tales and measure my deeds against that person's.

BONDS

I have trouble keeping my true feelings hidden. My sharp tongue lands me in trouble.

FLAWS

Lucky: When you roll a 1 on an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

Brave: You have advantage on saving throws against being frightened.

Halfling Nimbleness: You can move through the space of any creature that is of a size larger than yours.

Naturally Stealthy: You can attempt to hide even when you are obscured only by a creature that is at least one size larger than you.

Bard Spellcasting (Charisma): You can cast any spell you know as long as you have a slot available.

Ritual Casting: You can cast any bard spell you know as a ritual if it has the ritual tag.

Spellcasting Focus: You can use a musical instrument as a spellcasting focus for your spells.

Bardic Inspiration: As a bonus action on your turn, you may grant a 1d6 Inspiration die to one creature other than yourself within 60 feet of you who can hear you. Within the next 10 minutes, that creature can roll the die and add the result to any ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the die, but must decide before the DM says whether the roll succeeds or fails. Once the Inspiration die is rolled, it is lost. A creature can have only one Bardic Inspiration die at a time.

By Popular Demand: You can always find a place to perform in any colonized area. At such a place, you receive free lodging and food of a modest or comfortable standard, as long as you perform each night.

FEATURES & TRAITS



26	3'1"	41 pounds
AGE	HEIGHT	WEIGHT
Brown	Tan	Blond
EYES	SKIN	HAIR

CHARACTER NAME

CHARACTER APPEARANCE

Syndra Silvane: An old wizard and friend of your parents. You have been asked to find her in the hopes that she might have a clue how to cure the Death Curse that has affected your mother.

Harpers (1 renown): Your parents were both members of this scattered network of spellcasters and spies who advocate equality and covertly oppose the abuse of power, magical or otherwise. You have been initiated to the rank of Watcher, but have not undertaken any serious missions for the Harpers yet.

NAME

SYMBOL

ALLIES & ORGANIZATIONS

ADDITIONAL FEATURES & TRAITS

Your parents were adventurers, and you grew up fascinated by the stories of places they went, heroes they met, and people they helped. You even got to travel quite a bit yourself.

Now, your mother is very sick. Years ago, she was killed by an owlbear and your father paid to have her resurrected at a temple. But two tendays ago, she began wasting away under a curse that apparently is affecting everyone who's ever been raised from the dead around the world.

You have come to Baldur's Gate to find an old friend of your parents, Syndra Silvane. Your father told you she was raised once too, in her youth, and asked you to check in on her. He also said she was the smartest person he'd ever known and might be able to figure out a way to help both your mother and herself.

Now, with History clearly in the making, it is your time to set forth on adventure, and become a part of the tales you have always loved yourself!

CHARACTER BACKSTORY

TREASURE



Bard

SPELLCASTING CLASS

Cha

SPELLCASTING ABILITY

13

SPELL SAVE DC

+5

SPELL ATTACK BONUS

0

CANTRIPS

Light
Vicious Mockery

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

2

PREPARED

SPELL NAME

- Dissonant Whispers
- Healing Word
- Tasha's Hideous Laughter
- Thunderwave

2

3

6

7

4

8

5

9

SPELLS KNOWN