

Bruce

CHARACTER NAME

bard, lvl 2

CLASS & LEVEL

Sea Elf

RACE

BACKGROUND

Neutral-Good

ALIGNMENT

Nate

PLAYER NAME

EXPERIENCE POINTS

STRENGTH

10

+0

DEXTERITY

16

+3

CONSTITUTION

18

+4

INTELLIGENCE

16

+3

WISDOM

13

+2

CHARISMA

20

+5

INSPIRATION

+2

PROFICIENCY BONUS

- ☐ Strength
- ☒ Dexterity
- ☐ Constitution
- ☐ Intelligence
- ☐ Wisdom
- ☒ Charisma

SAVING THROWS

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

SKILLS

17

ARMOR CLASS

+3

INITIATIVE

30

SPEED

Hit Point Maximum

22

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

2d8

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Rapier

+5

1d6

Cmp Shbw

+6

1d8

ATTACKS & SPELLCASTING

Bardic Inspirations: 5x 1d6

+2

PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

Studded Leather
(AC12+dex)

Shield

EQUIPMENT

FEATURES & TRAITS



Bruce

CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

ADDITIONAL FEATURES & TRAITS

CHARACTER BACKSTORY

TREASURE



SPELLCASTING CLASS

+5

SPELLCASTING ABILITY

15

SPELL SAVE DC

+7

SPELL ATTACK BONUS

O

CANTRIPS

Guidance

Viscious Mockery

3

6

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

3

PREPARED

SPELL NAME

 Disonant Whispers

 Healing Word

 Cure Wounds

 Fairie Fires

 Speak With Animals

4

7

8

9

5

2

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