

CHARACTER LEVEL, RACE, & CLASS

EXPERIENCE

CHARACTER NAME

BACKGROUND

ALIGNMENT

DEITY

PLAYER NAME

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

PROFICIENCY BONUS

SAVING THROWS

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

SKILLS

- 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)

PASSIVE PERCEPTION

STEALTH DISADVANTAGE

ARMOR

SHIELD

AC

ARMOR CLASS

MAXIMUM HIT DICE TEMPORARY

CURRENT HIT POINTS

DEATH SAVING THROWS

SPEED FLY CLIMB SWIM

VISION INSPIRATION EXHAUSTION

SPEED, SENSES, & CONDITIONS

Feline Agility. When you move on your turn in combat, you can double your speed until the end of the turn. Once you use this trait, you can't use it again until you move 0 feet on one of your turns.

Cat's Claws. Because of your claws, you have a climbing speed of 20 feet. In addition, your claws are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal slashing damage equal to 1d4+1, instead of the bludgeoning damage normal for an unarmed strike.

RACIAL TRAITS

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light.

Bardic Inspiration (Bonus Action—3/Long Rest). Inspire one creature other than yourself within 60 feet of you who can hear you. It 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.

Song of Rest. You or any friendly creatures who can hear your performance regain hp at the end of the short rest by spending one or more Hit Dice, each of those creatures regains an extra 1d6 hit points.

Cutting Words (Reaction). When a creature that you can see within 60 feet of you makes an attack roll, an ability check, or a damage roll, you can use your reaction to expend one of your uses of Bardic Inspiration, rolling a Bardic Inspiration die and subtracting the number rolled from the creature's roll. You can choose to use this feature after the creature makes its roll, but before the GM determines whether the attack roll or ability check succeeds or fails, or before the creature deals its damage. The creature is immune if it can't hear you or if it's immune to being charmed.

FEATURES & TRAITS

ADVANTAGE

INITIATIVE

NAME	RANGE	ATTACK	DAMAGE / TYPE

ATTACKS & SPELLCASTING

Armor Proficiencies. Light Armor

Weapon Proficiencies. Simple Weapons, Crossbow, Hand, Longsword, Rapier, Shortsword

Tool Proficiencies. Disguise kit, Flute, Pan flute, Lyre, Viol

Languages. Common, Sylvan

PROFICIENCIES & LANGUAGES



GENDER	AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR	

CHARACTER NAME

CHARACTER PORTRAIT

ALLIES & ORGANIZATIONS

NAME

SYMBOL

Nobody stays angry at me or around me for long, since I can defuse tension well and strive for harmony and joy. Whenever I come to a new place, I collect local rumors and stories of old for my own repertoire.

PERSONALITY TRAITS

People. I like seeing the smiles on people's faces when I perform. It is my calling and passion in life.

IDEAL

My instrument is my most treasured possession, and it reminds me of someone I care about deeply.

BOND

I have trouble keeping my true feelings hidden. My loose tongue can land me in trouble or hurt people I care about.

FLAW

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.

BACKGROUND FEATURE

A piece of crystal that faintly glows in the moonlight

TRINKET

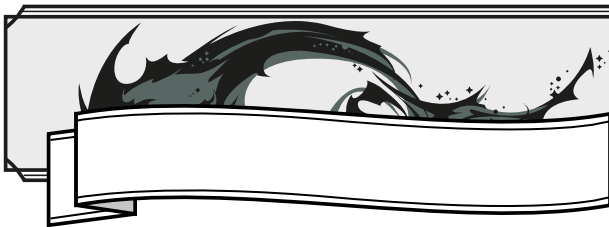
BACKGROUND STORY

ADDITIONAL FEATURES

- Is lactose intolerant and sensitive to funky smells (pretends she isn't)
- Is awkward talking to (demi-) humans that resemble prey animals
- Is bisexual but prefers female & feminine beings, humanoids only.

NOTES

NOTES



SPELLCASTING ABILITY SPELL ATTACK BONUS SAVING THROW DC SPELLS TO PREPARE

CANTRIPS ○ ○

1ST LEVEL 4 SPELL SLOTS ● ● ● ● ○ ○

2ND LEVEL 2 SPELL SLOTS ● ● ○ ○

Blade Ward

Abjuration Cantrip

CASTING TIME	1 action
RANGE	Self
DURATION	1 round
COMPONENTS	V, S

You extend your hand and trace a sigil of warding in the air. Until the end of your next turn, you have resistance against bludgeoning, piercing, and slashing damage dealt by weapon attacks.

Spellcasting (Bard)

Player's Handbook

True Strike

Divination Cantrip

CASTING TIME	1 action
RANGE	30 feet
DURATION	Concentration, up to 1 round
COMPONENTS	S

You extend your hand and point a finger at a target in range. Your magic grants you a brief insight into the target's defenses. On your next turn, you gain advantage on your first attack roll against the target, provided that this spell hasn't ended.

Spellcasting (Bard)

Player's Handbook

Charm Person

1st-level enchantment

CASTING TIME	1 action
RANGE	30 feet
DURATION	1 hour
COMPONENTS	V, S

You attempt to charm a humanoid you can see within range. It must make a Wisdom saving throw, and does so with advantage if you or your companions are fighting it. If it fails the saving throw, it is charmed by you until the spell ends or until you or your companions do anything harmful to it. The charmed creature regards you as a friendly acquaintance. When the spell ends, the creature knows it was charmed by you.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st. The creatures must be within 30 feet of each other when you target them.

Spellcasting (Bard)

Player's Handbook

Feather Fall

1st-level transmutation

CASTING TIME	1 reaction
RANGE	60 feet
DURATION	1 minute
COMPONENTS	V, M (a small feather or piece of down)

Reaction: When you or a creature within 60 feet of you falls Choose up to five falling creatures within range. A falling creature's rate of descent slows to 60 feet per round until the spell ends. If the creature lands before the spell ends, it takes no falling damage and can land on its feet, and the spell ends for that creature.

Spellcasting (Bard)

Player's Handbook

Longstrider

1st-level transmutation

CASTING TIME	1 action
RANGE	Touch
DURATION	1 hour
COMPONENTS	V, S, M (a pinch of dirt)

You touch a creature. The target's speed increases by 10 feet until the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

Spellcasting (Bard)

Player's Handbook

Sleep

1st-level enchantment

CASTING TIME	1 action
RANGE	90 feet
DURATION	1 minute
COMPONENTS	V, S, M (a pinch of fine sand, rose petals, or a cricket)

This spell sends creatures into a magical slumber. Roll 5d8, the total is how many hit points of creatures this spell can affect. Creatures within 20 feet of a point you choose within range are affected in ascending order of their current hit points (ignoring unconscious creatures).

Starting with the creature that has the lowest current hit points, each creature affected by this spell falls unconscious until the spell ends, the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake. Subtract each creature's hit points from the total before moving on to the creature with the next lowest hit points. A creature's hit points must be equal to or less than the remaining total for that creature to be affected.

Undead and creatures immune to being charmed aren't affected by this spell.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, roll an additional 2d8 for each slot level above 1st.

Spellcasting (Bard)

Player's Handbook

Thunderwave

1st-level evocation

CASTING TIME	1 action
RANGE	Self (15-foot cube)
DURATION	Instantaneous
COMPONENTS	V, S

A wave of thunderous force sweeps out from you. Each creature in a 15-foot cube originating from you must make a Constitution saving throw. On a failed save, a creature takes 2d8 thunder damage and is pushed 10 feet away from you. On a successful save, the creature takes half as much damage and isn't pushed. In addition, unsecured objects that are completely within the area of effect are automatically pushed 10 feet away from you by the spell's effect, and the spell emits a thunderous boom audible out to 300 feet.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

Spellcasting (Bard)

Player's Handbook

Enhance Ability

2nd-level transmutation

CASTING TIME	1 action
RANGE	Touch
DURATION	Concentration, up to 1 hour
COMPONENTS	V, S, M (fur or a feather from a beast)

You touch a creature and bestow upon it a magical enhancement. Choose one of the following effects: the target gains the effect until the spell ends.

Bear's Endurance. The target has advantage on Constitution checks. It also gains 2d6 temporary hit points, which are lost when the spell ends.

Bull's Strength. The target has advantage on Strength checks, and his or her carrying capacity doubles.

Cat's Grace. The target has advantage on Dexterity checks. It also doesn't take damage from falling 20 feet or less if it isn't incapacitated.

Eagle's Splendor. The target has advantage on Charisma checks.

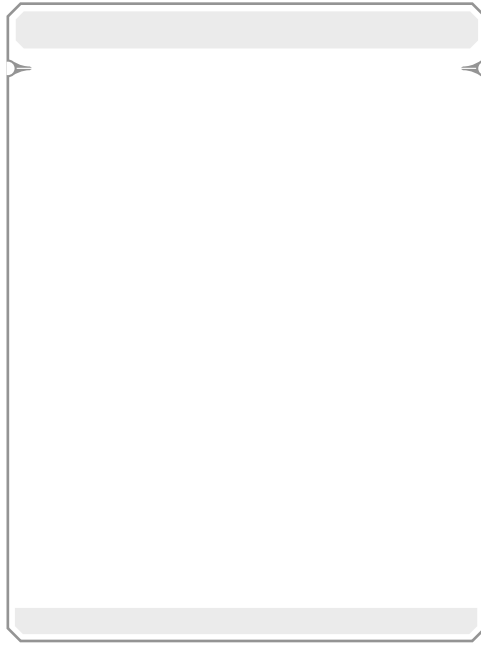
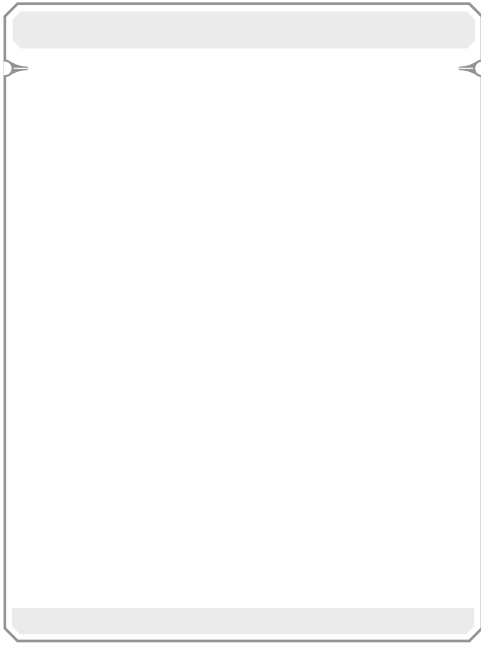
Fox's Cunning. The target has advantage on Intelligence checks.

Owl's Wisdom. The target has advantage on Wisdom checks.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.

Spellcasting (Bard)

Player's Handbook



The breastplate and shoulder protectors of this armor are made of leather that has been stiffened by being boiled in oil. The rest of the armor is made of softer and more flexible materials.

If you have proficiency with the flute, you can add your proficiency bonus to any ability checks you make to play music with the instrument. A bard can use a musical instrument as a spellcasting focus.

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