

Bartap Beersucker

CHARACTER NAME

Bard/College of Lore 1

CLASS & LEVEL

Halfling/Lightfoot

RACE

Outlander

BACKGROUND

Chaotic Evil

ALIGNMENT

Zach M.

PLAYER NAME

EXPERIENCE POINTS

STRENGTH
10
0

DEXTERITY
16
+3

CONSTITUTION
12
+1

INTELLIGENCE
12
+1

WISDOM
13
+1

CHARISMA
15
+2

INSPIRATION

+2 PROFICIENCY BONUS

SAVING THROWS

- 0 Strength
- +5 Dexterity
- +1 Constitution
- +1 Intelligence
- +1 Wisdom
- +4 Charisma

SKILLS

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

14 ARMOR CLASS +3 INITIATIVE 25 SPEED

Hit Point Maximum 9

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total HIT DICE SUCCESSES FAILURES DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME	ATK BONUS	DAMAGE/TYPE
Rapier	+5	1d8 +3 piercing
Crossbow, light	+5	1d8 +3 piercing

ATTACKS & SPELLCASTING

Lucky. When you roll a 1 on the d20 for 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.

Bardic Inspiration. 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 GM 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.

Expertise. 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.

13 PASSIVE WISDOM (PERCEPTION)

Languages. Sylvan, Common, Halfling

Weapon. Simple, Crossbow hand, Longsword, Rapier, Shortsword

Armor. Light

Tools. Poisoners kit, Navigators tools, Dice set, Herbalism kit, Disguise kit, Land, Brewerss supplies, Bagpipes, Water

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

EQUIPMENT



Bartap Beersucker

CHARACTER NAME

19 years

AGE

5'6"

HEIGHT

170 lbs.

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

TREASURE



Bard

SPELLCASTING CLASS

Cha

SPELLCASTING ABILITY

12

SPELL SAVE DC

+4

SPELL ATTACK BONUS

0

CANTRIPS

Minor Illusion
Mending

3

6

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

2

Disguise Self

SPELL NAME

Feather Fall

7

4

8

5

9

SPELLS KNOWN