

DUNGEONS & DRAGONS

CHARACTER NAME

CHARACTER LEVEL, RACE, & CLASS

EXPERIENCE

BACKGROUND

ALIGNMENT

DEITY

PLAYER NAME

STRENGTH

PROFICIENCY BONUS

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

CONDITIONAL

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

PASSIVE PERCEPTION

INTELLIGENCE

WISDOM

CHARISMA

INITIATIVE

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

Fey Ancestry. 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.

Fey Step (1/Short Rest). You can cast the misty step spell once using this trait.

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—2/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

Armor Proficiencies. Light Armor

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

Tool Proficiencies. Disguise kit, Thieves' tools, Dulcimer, Pan flute, Lute

Languages. Common, Elvish

PROFICIENCIES & LANGUAGES

NAME RANGE ATTACK DAMAGE / TYPE

ATTACKS & SPELLCASTING



CHARACTER NAME

GENDER

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER PORTRAIT

ALLIES & ORGANIZATIONS

NAME

SYMBOL

I ask a lot of questions.
I like to squeeze into small places where no one else
can get to me.

PERSONALITY TRAITS

Community. We have to take care of each other,
because no one else is going to do it. (Lawful)

IDEAL

I sponsor an orphanage to keep others from
enduring what I was forced to endure.

BOND

Gold seems like a lot of money to me, and I'll do just
about anything for more of it.

FLAW

You know the secret patterns and flow to cities and
can find passages through the urban sprawl that
others would miss. When you are not in combat, you
(and companions you lead) can travel between any
two locations in the city twice as fast as your speed
would normally allow.

BACKGROUND FEATURE

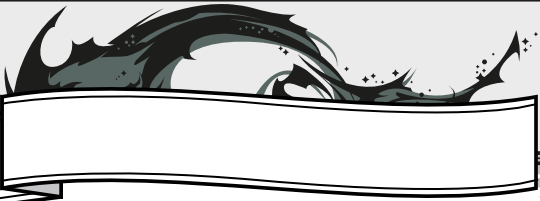
TRINKET

BACKGROUND STORY

ADDITIONAL FEATURES

[illegible]

QUEST ITEMS & TRINKETS

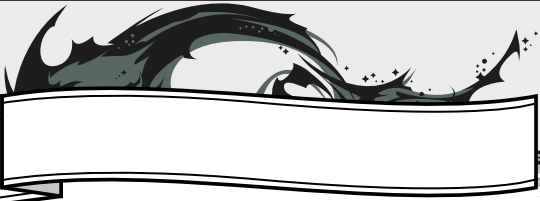


SPELLCASTING ABILITY SPELL ATTACK BONUS SAVING THROW DC SPELLS TO PREPARE

CANTRIPS

1ST LEVEL 4 SPELL SLOTS

2ND LEVEL 2 SPELL SLOTS



SPELLCASTING ABILITY SPELL ATTACK BONUS SAVING THROW DC SPELLS TO PREPARE

2ND LEVEL

Minor Illusion

Illusion Cantrip

CASTING TIME	1 action
RANGE	30 feet
DURATION	1 minute
COMPONENTS	S, M (a bit of fleece)

You create a sound or an image of an object within range that lasts for the duration. The illusion also ends if you dismiss it as an action or cast this spell again. If you create a sound, its volume can range from a whisper to a scream. It can be your voice, someone else's voice, a lion's roar, a beating of drums, or any other sound you choose. The sound continues unabated throughout the duration, or you can make discrete sounds at different times before the spell ends. If you create an image of an object—such as a chair, muddy footprints, or a small chest—it must be no larger than a 5-foot cube. The image can't create sound, light, smell, or any other sensory effect. Physical interaction with the image reveals it to be an illusion, because things can pass through it. If a creature uses its action to examine the sound or image, the creature can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell save DC. If a creature discerns the illusion for what it is, the illusion becomes faint to the creature.

Spellcasting (Bard)

Player's Handbook

Vicious Mockery

Enchantment Cantrip

CASTING TIME	1 action
RANGE	60 feet
DURATION	Instantaneous
COMPONENTS	V

You unleash a string of insults laced with subtle enchantments at a creature you can see within range. If the target can hear you (thought it need not understand you), it must succeed on a Wisdom saving throw or take 1d4 psychic damage and have disadvantage on the next attack roll it makes before the end of its next turn. This spell's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4) and 17th level (4d4)

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

Healing Word

1st-level evocation

CASTING TIME	1 bonus action
RANGE	60 feet
DURATION	Instantaneous
COMPONENTS	V

A creature of your choice that you can see within range regains hit points equal to 1d4 + your spellcasting ability modifier. This spell has no effect on undead or constructs.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 1d4 for each slot level above 1st.

Spellcasting (Bard)

Player's Handbook

Heroism

1st-level enchantment

CASTING TIME	1 action
RANGE	Touch
DURATION	Concentration, up to 1 minute
COMPONENTS	V, S

A willing creature you touch is imbued with bravery. Until the spell ends, the creature is immune to being frightened and gains temporary hit points equal to your spellcasting ability modifier at the start of each of its turns. When the spell ends, the target loses any remaining temporary hit points from this spell.

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

Silent Image

1st-level illusion

CASTING TIME	1 action
RANGE	60 feet
DURATION	Concentration, up to 10 minutes
COMPONENTS	V, S, M (a bit of fleece)

You create the image of an object, a creature, or some other visible phenomenon that is no larger than a 15-foot cube. The image appears at a spot within range and lasts for the duration. The image is purely visual; it isn't accompanied by sound, smell, or other sensory effects.

You can use your action to cause the image to move to any spot within range. As the image changes location, you can alter its appearance so that its movements appear natural for the image. For example, if you create an image of a creature and move it, you can alter the image so that it appears to be walking.

Physical interaction with the image reveals it to be an illusion, because things can pass through it. A creature that uses its action to examine the image can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell save DC. If a creature discerns the illusion for what it is, the creature can see through the image.

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

Misty Step

2nd-level conjuration

CASTING TIME	1 bonus action
RANGE	Self
DURATION	Instantaneous
COMPONENTS	V

Briefly surrounded by silvery mist, you teleport up to 30 feet to an unoccupied space that you can see.

Fey Step (Eladrin)

Player's Handbook

Silence

2nd-level illusion (ritual)

CASTING TIME	1 action
RANGE	120 feet
DURATION	Concentration, up to 10 minutes
COMPONENTS	V, S

For the duration, no sound can be created within or pass through a 20-foot-radius sphere centered on a point you choose within range. Any creature or object entirely inside the sphere is immune to thunder damage, and creatures are deafened while entirely inside it. Casting a spell that includes a verbal component is impossible there.

Spellcasting (Bard)

Player's Handbook