

Erasmus Stonehand

CHARACTER NAME

Bard 1
CLASS & LEVEL
Half-Elf
RACE

Charlatan
BACKGROUND
Chaotic Neutral
ALIGNMENT
PLAYER NAME
EXPERIENCE POINTS

STRENGTH
12
+1

DEXTERITY
14
+2

CONSTITUTION
14
+2

INTELLIGENCE
10
0

WISDOM
9
-1

CHARISMA
16
+3

INSPIRATION

+2 PROFICIENCY BONUS

SAVING THROWS

- +1 Strength
- +4 Dexterity
- +2 Constitution
- 0 Intelligence
- 1 Wisdom
- +5 Charisma

SKILLS

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

14 ARMOR CLASS
+2 INITIATIVE
30ft SPEED

Hit Point Maximum 10
CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d8
1d8 HIT DICE
SUCCESSSES
FAILURES
DEATH SAVES

I'm a born gambler who can't resist taking a risk for a potential payoff. Sarcasm and insults are my weapons of choice.
PERSONALITY TRAITS

Friendship: Material goods come and go. Bonds of friendship last forever.
IDEALS

Someone I loved died because of a mistake I made. That will never happen again.
BONDS

I can't resist a pretty face
FLAWS

NAME ATK BONUS DAMAGE/TYPE

S.Sword	+4	1d6+3

ATTACKS & SPELLCASTING

Darkvision: Can see 60ft in dim light as though it was bright light, and in darkness as though it was dim light.

Fey Ancestry: You have advantage on saving throws vs. being charmed, and magic cannot put you to sleep.

Spellcasting

Bardic Inspiration: You can grant one creature within 60 ft. who can hear you an inspiration die (1d6). That creature can use the die within the next ten minutes to add to the result of one ability check, attack roll, or saving throw. You can use this ability a number of times equal to your charisma modifier (3), and regain all spent uses after a long rest.

False Identity: You have created a secondary identity that includes documents, acquaintances, and disguises that allow you to donne that persona. Additionally, you can forge documents, as long as you can see an example of the document or handwriting you mean to copy.

FEATURES & TRAITS

11 PASSIVE WISDOM (PERCEPTION)

Weapons: Light armor, simple weapons, hand crossbows, longswords, rapiers, shortswords

Languages: Common, Elvish,

Tools: Drum, Pan-Flute, Mandolin, Disguise kit, Forgery kit

OTHER PROFICIENCIES & LANGUAGES

CP Shortsword

SP Studded Leather Armor

EP Fine clothes

CP Disguise Kit

EP Deck of Marked Cards

CP Mandolin

CP 165

PP Explorer's Pack (backpack, bedroll, mess kit, tinderbox, 10 torches, 10 days' rations, waterskin, 50ft. hempen rope)

EQUIPMENT



Erasmus Stonehand

CHARACTER NAME

31

AGE

Green

EYES

5'10"

HEIGHT

Tanned

SKIN

162lbs

WEIGHT

Chestnut

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

TREASURE



Bard

SPELLCASTING CLASS

1

SPELLCASTING ABILITY

13

SPELL SAVE DC

+5

SPELL ATTACK BONUS

0

CANTRIPS

Friends
Vicious Mockery

3

6

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

2

PREPARED

SPELL NAME

- Charm Person
- Cure Wounds
- Faerie Fire
- Sleep

2

4

7

8

5

9

SPELLS KNOWN