

Clarissa

CHARACTER NAME

20 Bard (College of Valor)

LEVEL & CLASS

PLAYER NAME

Charlatan

Human

355,000

BACKGROUND Sell junk as expensive necessities RACE

EXPERIENCE

Next Level

STRENGTH

0

10

DEXTERITY

+4

18

CONSTITUTION

+3

16

INTELLIGENCE

+2

14

WISDOM

+1

12

CHARISMA

+5

20

STR 0 DEX +10 CON +3 INT +2 WIS +1 CHA +11

RESISTANCES

SAVING THROWS

Acrobatics (Dex) +10  
Animal Handling (Wis) +4  
Arcana (Int) +8  
Athletics (Str) +3  
Deception (Cha) +11  
History (Int) +8  
Insight (Wis) +4  
Intimidation (Cha) +11  
Investigation (Int) +8  
Medicine (Wis) +4  
Nature (Int) +5  
Perception (Wis) +4  
Performance (Cha) +8  
Persuasion (Cha) +11  
Religion (Int) +5  
Sleight of Hand (Dex) +10  
Stealth (Dex) +10  
Survival (Wis) +4  
Tool

SKILLS

163

MAXIMUM HIT POINTS

+6

PROFICIENCY BONUS

17

ARMOR CLASS

Temporary Hit Points:

CURRENT HIT POINTS

+7

INITIATIVE

SUCCESSSES

FAILURES

DEATH SAVES

LEVEL 20 DIE d8+3 USED

HIT DICE

ENCUMBERED

20 ft

30 ft

SPEED

FEATURE

Bardic Inspiration (d12)

MAX

RECOVER

USED

LIMITED FEATURES

ACTIONS

Attack (2 attacks per action)

Countercharm

BONUS ACTIONS

Bardic Inspiration

Battle Magic (with Bard spell)

REACTIONS

ACTIONS

AC

12

Armor

Shield

4

Dex

1

Magic

Misc

Misc

DESCRIPTION

Studded Leather

Medium Armor

Heavy Armor

armor

ARMOR

INSPIRATION

19

ABILITY SAVE DC

CHARISMA

ARMOR

Light

Medium

Heavy

Shields

Simple

Martial

Other Weapons:

Common

+1 from Human

Disguise kit

Forgery kit

Three musical instruments

PROFICIENCIES

LANGUAGES

TOOLS & OTHERS

Common

+1 from Human

Disguise kit

Forgery kit

Three musical instruments

PROFICIENCIES

LANGUAGES

TOOLS & OTHERS

Common

+1 from Human

Disguise kit

Forgery kit

Three musical instruments

PROFICIENCIES

LANGUAGES

TOOLS & OTHERS

Common

+1 from Human

Disguise kit

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PROFICIENCIES

LANGUAGES

TOOLS & OTHERS

Common

+1 from Human

Disguise kit

Forgery kit

Three musical instruments

PROFICIENCIES

LANGUAGES

TOOLS & OTHERS

Common

+1 from Human

Disguise kit

Forgery kit

Three musical instruments

PROFICIENCIES

14

PASSIVE WISDOM (PERCEPTION)

SENSES

NAME TOTAL

Bolts

↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑

AMMUNITION

NAME TOTAL

Bolts

↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑

AMMUNITION

ATTACK NAME

Hand Crossbow

PROF ABILITY

✓ Dex

RANGE

30/120 ft

TO HIT

+10

DAMAGE

1d6+4

DAMAGE TYPE

Piercing

Ammunition, light, loading

DESCRIPTION

Rapier

✓ Dex

Melee

+10

1d8+4

Piercing

Finesse

Dagger

✓ Dex

Melee, 20/60 ft

+10

1d4+4

Piercing

Finesse, light, thrown

ATTACKS: WEAPONS & CANTRIPS

- Bardic Inspiration (Bard 1, PHB 53) [d12, Charisma modifier per short rest]  
As a bonus action, a creature in 60 ft that can hear me gets an inspiration die (max 1)  
For 10 min, the recipient can add it to one ability check, attack roll, or saving throw  
This addition can be done after seeing the d20 roll, but before knowing the outcome
- Spellcasting (Bard 1, PHB 52) [4 cantrips & 22 spells known]  
I can cast bard cantrips/spells that I know, using Charisma as my spellcasting ability  
I can use a musical instrument as a spellcasting focus  
I can cast my known bard spells as rituals if they have the ritual tag
- Jack of All Trades (Bard 2, PHB 54)  
I can add half my proficiency bonus to any ability check that doesn't already include it
- Song of Rest (Bard 2, PHB 54) [d12]  
Those that use HD and can hear my performance during a short rest get extra healing
- Bonus Proficiencies (College of Valor 3, PHB 55)  
I gain proficiency with medium armor, shields, and martial weapons
- Combat Inspiration (College of Valor 3, PHB 55)  
My Bardic Inspiration can also be used to add the die to a weapon damage roll  
Alternatively, it can be used as a reaction to add the die to AC against one attack
- Expertise (Bard 3, PHB 54) [with four skills]  
I gain expertise with two skills I am proficient with; two more at 10th level
- Font of Inspiration (Bard 5, PHB 54)  
I can now also recover my expended Bardic Inspiration uses after a short rest
- Countercharm (Bard 6, PHB 54)  
As an action, I can do a performance that lasts until the end of my next turn  
While it lasts, any friend in earshot & 30 ft has adv. on saves vs. frightened/charmed
- Magical Secrets (Bard 10, PHB 54) [six spells/cantrips]  
I can add two spells/cantrips from any class to my spells known; +2 at level 14 & 18
- Battle Magic (College of Valor 14, PHB 55)  
When I use my action to cast a Bard spell, I can make one bonus action weapon attack
- Superior Inspiration (Bard 20, PHB 54)  
I regain one use of Bardic Inspiration if I have no more remaining when I roll initiative


OTHER HOLDINGS

MAGIC ITEM: **armor +1**

☐ Attuned

MAGIC ITEM: **helm of comprehending languages**

☒ Attuned

MAGIC ITEM: **winged boots**

☒ Attuned

While you wear these boots, you have a flying speed equal to your walking speed. You can use the boots to fly for up to 4 hours, all at once or in several shorter flights, each one using a minimum of 1 minute from the Duration.

MAGIC ITEM:

☐ Attuned

If you are flying when the Duration expires, you descend at a rate of 30 feet per round until you land. The boots regain 2 hours of flying capability for every 12 hours they aren't in use.

MAGIC ITEM:

☐ Attuned

MAGIC ITEMS



Clarissa

CHARACTER NAME

GENDER	AGE	Medium SIZE	HEIGHT	WEIGHT
ALIGNMENT	FAITH	HAIR	EYES	SKIN

CHARACTER PORTRAIT

ALLIES & ORGANIZATIONS

ORGANIZATION

SYMBOL

APPEARANCE

Comfortable LIFESTYLE DAILY PRICE 2 gp

ENEMIES

CHARACTER HISTORY

[illegible]

[illegible]

This image shows a single page from a notebook or ledger. It features a series of evenly spaced horizontal lines across its width. A single vertical line runs down the left side, creating a narrow margin. The paper is otherwise blank, with no handwriting or other markings.

Clarissa

CHARACTER NAME

1ST LEVEL	2ND LEVEL	3RD LEVEL	4TH LEVEL	5TH LEVEL	6TH LEVEL	7TH LEVEL	8TH LEVEL	9TH LEVEL
○○	○○	○○	○○	○○	○	○	○	○
○○	○	○	○	○	○	○		

SPELL SLOTS

## BARD SPELLS

Charisma

SPELLCASTING ABILITY

+11

ATTACK MODIFIER

DC 19

SAVING THROW DC

### CANTRIPS (0 LEVEL)

SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
Light	1 obj up to 10-ft cube sheds bright light 20-ft rad and dim light 20-ft; cannot have multiple instances	—	Evoc	1 a	Touch	V,M	1 h (D)	P	255
Message	1 crea you point to hears whispered message and can reply with a whisper; nobody can overhear	—	Trans	1 a	120 ft	V,S,M	1 rnd	P	259
Minor Illusion	5-ft cube illusion includes visible or audible; Int(Investigation) check vs. Spell DC; see book	—	Illus	1 a	30 ft	S,M	1 min (D)	P	260
Vicious Mockery	1 creature save or 1d4 Psychic dmg and dis. on next attack roll; +1d4 at CL 5, 11, and 17	Wis	Ench	1 a	60 ft	V	Instantaneous	P	285

### 1ST LEVEL

SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
Comp. Languages (R)	Understand all spoken language or written language when touched; does not help vs. cyphers	—	Div	1 a	Self	V,S,M	1 h	P	224
Longstrider	1+1/SL creature's speed increases by 10 ft for the duration	—	Trans	1 a	Touch	V,S,M	1 h	P	256

### 2ND LEVEL

SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
Enthrall	As you speak any crea save (adv. if fighting) or dis. on Wis(Perception) for any other than you	Wis	Ench	1 a	60 ft	V,S	1 min	P	238
Zone of Truth	15-ft rad all in or enter save or unable to lie; you aware if saved or not; crea aware it cannot lie	Cha	Ench	1 a	60 ft	V,S	10 min	P	289

### 3RD LEVEL

SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
Dispel Magic	Dispel any magical effect on crea or object; make DC 10+SL spellcasting ability check if above SL used	—	Abjur	1 a	120 ft	V,S	Instantaneous	P	234
Sending	Send a 25 word message to a familiar creature; it recognizes you and can respond with 25 words	—	Evoc	1 a	Unlimited	V,S,M	1 rnd	P	274

### 4TH LEVEL

SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
Dimension Door	Teleport yourself and 1 willing crea within 5 ft, up to 500 ft to a place you see, specify, or describe	—	Conj	1 a	500 ft	V	Instantaneous	P	233
Polymorph	1 creature with > 0 hp save or transformed into beast of choice of same CR or lower; see book	Wis	Trans	1 a	60 ft	V,S,M	Conc, 1 h	P	266

### 5TH LEVEL

SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
Greater Restoration	Reduce exhaustion or end charm, petrify, curse, stat or max hp reduction (100gp cons.)	—	Abjur	1 a	Touch	V,S,M+	Instantaneous	P	246
Raise Dead	Restores a creature's body that has died in the last 10 days to life with 1 hp; see book (500gp cons.)	—	Necro	1 h	Touch	V,S,M+	Instantaneous	P	270

### 6TH LEVEL

SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
Mass Suggestion	12 crea save or follow stated course of action; SL7: 10 day; SL8: 30 days; SL9: 366 days; see book	Wis	Ench	1 a	60 ft	V,M	24 h	P	258

### 7TH LEVEL

SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
Etherealness	1/SL willing crea go to Ethereal Plane; move there, but able to perceive 60 ft into the normal plane	—	Trans	1 a	Self	V,S	8 h (D)	P	238
Forcecage	20-ft cube cage, or 10-ft cube solid; blocks all spells; extraplanar travel in/out on save (1500gp)	Cha	Evoc	1 a	100 ft	V,S,Mf	1 h	P	243

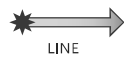
### 8TH LEVEL

SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
Glibness	You can choose to roll a 15 on any Charisma check; magic cannot detect if you are lying	—	Trans	1 a	Self	V	1 h	P	245
Power Word Stun	1 creature with 150 current hp or less is stunned; save at end of each turn to end spell	Con	Ench	1 a	60 ft	V	Instantaneous	P	267

### 9TH LEVEL

SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
Power Word Heal	1 crea heals all hp and stops being charmed, frightened, paralyzed, stunned; it can use rea to stand up	—	Evoc	1 a	Touch	V,S	Instantaneous	P	266

# PLAYER REFERENCE



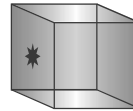
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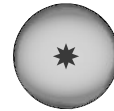
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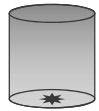
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CUBE



SPHERE



CYLINDER

## AREA OF EFFECT

### ATTACK (ACTION)

Make one melee or ranged attack with a weapon, or multiple attacks with the 'Extra Attack' class feature. (See the 'Attack Action' section below.)

### CAST A SPELL (CASTING TIME OF THE SPELL)

Effect depends on the spell being cast.

### DASH (ACTION)

Gain your speed as extra movement for this turn.

### DISENGAGE (ACTION)

Your movement doesn't provoke opportunity attacks for the rest of the turn.

### DODGE (ACTION)

Attack rolls from attackers you can see have disadvantage and you have advantage on Dex saving throws until the start of your next turn, until you become incapacitated or your speed drops to 0.

### ESCAPE (ACTION)

Escape a grapple by winning a Str (Athletics) or Dex (Acrobatics) check vs. grappler's Str (Athletics) check.

### HELP (ACTION)

Give an ally advantage on next ability check or attack roll vs. an opponent within 5 ft of you, if done before the start of your next turn.

### HIDE (ACTION)

Hide from those that can't perceive you. Your Dex (Stealth) check is the DC for anybody's Wis (Perception) check to discover you.

### OVERRUN (ACTION OR BONUS ACTION) (DMG 272)

Move through hostile's space once by winning opposing Str (Athletics) check. Advantage if you are larger or disadvantage if you are smaller than the opponent.

### READY (ACTION)

Choose an action that you will take in response to a set trigger. Taking the action uses your reaction. Readyng a spell requires concentration.

### SEARCH (ACTION)

Search for something, possibly with a Wis (Perception) or Int (Investigation) check.

### TUMBLE (ACTION OR BONUS ACTION) (DMG 272)

Move through hostile's space once by winning opposing Dex (Acrobatics) check.

### USE OBJECT (ACTION)

You can interact with an object once per turn for free. A second interaction and special cases take an action to complete (e.g. draw a second weapon, equip a shield, drink a potion, retrieve an item from a backpack).

## COMBAT ACTIONS

(PHB 192)

### MELEE ATTACK (ONE ATTACK)

Normal attack on target within 5 ft. If attacking with a light melee weapon in one hand, allowed to make an attack with a light melee weapon in other hand as a bonus action, see 'Two-Weapon Fighting'. If either weapon has the thrown property, it may be thrown as part of this action.

### RANGED ATTACK (ONE ATTACK)

Normal attack up to normal range (first number). Disadvantage on the attack if a hostile is within 5 ft that is not incapacitated or the target is up to long range away (second number).

### TWO-WEAPON FIGHTING (BONUS ACTION WITH ATTACK ACTION)

If making an attack with a light melee weapon in one hand, allowed to make an attack with a light melee weapon in other hand as a bonus action. This off-hand attack can't add a positive ability score modifier to the damage roll. If the weapon has the thrown property, it may be thrown as part of this action.

### DISARM (INSTEAD OF ONE ATTACK) (DMG 271)

Knock an item from grasp by winning weapon attack roll vs. opponent's Str (Athletics) or Dex (Acrobatics) check. Disadvantage if item is being held by two or more hands. Larger opponents have advantage and smaller have disadvantage.

### GRAPPLE (INSTEAD OF ONE ATTACK)

With a free hand, give the grappled condition to an opponent that is within reach and up to one size larger than you by winning Str (Athletics) check vs. opponent's Str (Athletics) or Dex (Acrobatics) check.

### MARK (WITH MELEE ATTACK) (DMG 271)

With a melee attack you can mark the target of that attack. The next opportunity attack against the marked target before the end of your next turn has advantage and doesn't cost you your reaction.

### SHOVE (INSTEAD OF ONE ATTACK)

Move opponent 5 ft or make prone by winning opposing Str (Athletics) check. Disadvantage if trying to move the opponent to a side rather than to directly away from you.

## ATTACK ACTION

(PHB 195)

HALF	+2 AC and Dex saving throws
3/4	+5 AC and Dex saving throws
TOTAL	Can't be targeted directly by attack or spell
COVER	(PHB 196)

### MOVE (LIMITED BY MOVEMENT SPEED)

You can move your movement speed every turn. You can break up your movement between actions. You can switch back and forth between different types (e.g. from flying to walking), by subtracting the distance already moved from the new speed.

You can freely move through a nonhostile's space, and through a hostile's space if it is two sizes larger or smaller than you. Another creature's space counts as difficult terrain.

### CLIMB / SWIM (AT ½ SPEED)

May involve a Str (Athletics) check if the climb / swim is difficult.

### CRAWL (AT ½ SPEED)

Crawl while prone (see conditions). Dropping prone costs no movement speed.

### DIFFICULT TERRAIN (AT ½ SPEED)

Moving through difficult terrain costs twice as much speed. Another creature's space counts as difficult terrain.

### JUMP

After moving at least 10 feet on foot, you can jump you Str score in feet straight forward, or 3 + your Str modifier in feet up. The jump distance is halved when performing a standing jump.

### STAND UP (COSTS ½ SPEED)

Standing up from being prone costs half your movement speed for this turn.

## MOVEMENT

(PHB 182)

### FORCED MARCH

Marching more than 8 hours per day requires a Con saving throw at DC 10 + 1 per additional hour, at the end of each additional hour. If failed, suffer one level of exhaustion (see conditions).

### FOOD (ONE POUND PER DAY)

Go without food for 3 + Con modifier of consecutive days (1 day minimum). At the end of each day beyond that, suffer one level of exhaustion (see conditions).

### WATER (ONE GALLON PER DAY)

If only half a gallon is consumed, DC 15 Con saving throw at end of day. If failed or consumed less than half, suffer one level of exhaustion, or two levels of exhaustion if currently already exhausted (see conditions).

### FALLING

1d6 bludgeoning damage per 10 feet fallen, to a maximum of 20d6. End prone if taken any damage from the fall.

### SUFFOCATING

Hold breath for 1 + Con modifier in minutes (30 seconds minimum). After that, survive for Con modifier in rounds, after which drop to 0 hit points and dying.

### SHORT REST

A short rest takes 1 hour of doing nothing too strenuous. At the end of the rest, spend hit dice to regain hit points.

### LONG REST

A long rest takes 8 hours with nothing too strenuous for more than 1 hour of that. Regain all hit points and half hit dice at end. If food and water are consumed, reduce exhaustion level by 1. Maximum of 1 long rest per 24 hours.

## ENVIRONMENT

(PHB 183)

LEVEL	EFFECT (CUMULATIVE)
1	Disadvantage on ability checks
2	Speed halved
3	Disadvantage on attacks / saves
4	Hit Point maximum halved
5	Speed reduced to 0
6	Death

## EXHAUSTION (PHB 291)

### BLINDED

Fail checks involving sight. Attacks have disadvantage. Enemy attacks have advantage.

### CHARMED

Can't harm/attack charmer. Charmer has advantage on ability checks to interact socially.

### DEAFENED

Fail checks involving hearing.

### FRIGHTENED

Disadvantage to checks/attacks while the source of fear is in sight. Can't willingly move closer to the source of fear.

### GRAPPLED

Speed 0, regardless of bonus. Ends when grappler is incapacitated or when moved out of grappler's reach by an effect.

### INCAPACITATED

Can't take actions or reactions.

### INVISIBLE

Can't be seen (normally), but still make noise and tracks. Attacks have advantage. Enemy attacks have disadvantage.

### PARALYZED

Incapacitated. Can't move or speak. Fail Str and Dex saving throws. Enemy attacks have advantage. Enemy attacks within 5 ft are critical hits.

### PETRIFIED

Incapacitated. Can't move or speak. Unaware of surroundings. Resistance to all damage. Immune to poison / disease. Fail Str and Dex saving throws. Enemy attacks have advantage. Stop aging. Weight increases by factor 10.

### POISONED

Disadvantage on attack rolls and ability checks.

### PRONE

Crawl (at ½ speed) or stand up (costs ½ speed). Attacks have disadvantage. Enemy attacks have advantage within 5 ft and disadvantage if further away.

### RESTRAINED

Speed 0, regardless of bonus. Disadvantage on Dex saving throws. Attacks have disadvantage. Enemy attacks have advantage.

### STUNNED

Incapacitated. Can't move. Can speak only falteringly. Fail Str and Dex saving throws. Enemy attacks have advantage.

### UNCONSCIOUS

Incapacitated. Can't move or speak. Unaware of surroundings. Drop everything. Fail Str and Dex saving throws. Enemy attacks have advantage. Enemy attacks within 5 ft are critical hits.

## CONDITIONS

(PHB 290)

LIGHTLY OBSCURED	(dim light)	Disadvantage on sight Perception checks
HEAVILY OBSCURED	(darkness)	Effectively blinded (see conditions)
BLINDSIGHT		Out to range, perceive without sight.
DARKVISION		Out to range, treat dim light as bright light. Can't see colors.
TRUESIGHT		Out to range, perceive everything regardless of (magical) darkness, invisibility, illusions, shapechanging, or etherealness.

## LIGHT & VISION

(PHB 183)

PACE	MINUTE	HOURLY	DAY	EFFECT
Fast	400 feet	4 miles	30 miles	-5 passive Perception
Normal	300 feet	3 miles	24 miles	—
Slow	200 feet	2 miles	18 miles	Able to use stealth

## TRAVEL PACE (PHB 182)