

Kas



Race: Dragonborn

Class: Bard (Level 7)

Background: fisher

Alignment: Neutral Good

Level: 7

Player Name: [PLACEHOLDER]

□ Lore & History

□ Lore

Trait: I idolize a particular hero of the faith, and constantly refer to that person's deeds and example. / I see the divine hand in everything that happens.

Ideal: Respect. All people—even those who are not noble—deserve to be treated with dignity. (Good)

Bond: I will someday get revenge on the corrupt temple hierarchy who branded me a heretic.

Flaw: I am quick to judge others and slow to forgive.

□ Ability Scores & Combat

□ Ability Scores

ABILITY SCORES TABLE

Ability	Score	Modifier
Strength	14	+2
Dexterity	15	+2
Constitution	14	+2
Intelligence	12	+1
Wisdom	14	+2
Charisma	19	+4

✕ Combat Stats

COMBAT STATS TABLE

Stat	Value
Armor Class	15 (Leather Armor + DEX + Shield)
Initiative	+2
Speed	30 ft.

Stat	Value
Hit Points (Max)	52
Current Hit Points	52
Hit Dice	7d8
Proficiency Bonus	+3

✕ Skills

✕ Skills

SKILLS TABLE (J) = Jack of All Trades, (P) = Proficient, (E) = Expertise

Skill	Mod	Prof.	Skill	Mod	Prof.
Acrobatics (DEX)	+3	[J]	Persuasion (CHA)	+10	[E]
Animal Handling (WIS)	+5	[P]	Religion (INT)	+2	[J]
Arcana (INT)	+2	[J]	Sleight of Hand (DEX)	+3	[J]
Athletics (STR)	+5	[P]	Stealth (DEX)	+8	[E]
Deception (CHA)	+7	[P]	Survival (WIS)	+3	[J]
History (INT)	+2	[J]	Saving Throws		
Insight (WIS)	+3	[J]	Strength	+2	[]
Intimidation (CHA)	+5	[J]	Dexterity	+5	[X]
Investigation (INT)	+4	[P]	Constitution	+2	[]
Medicine (WIS)	+8	[E]	Intelligence	+1	[]
Nature (INT)	+4	[P]	Wisdom	+2	[]
Perception (WIS)	+3	[J]	Charisma	+7	[X]
Performance (CHA)	+5	[J]			

☐ All Spells (Bard)

Total Spell Slots: 1st (4), 2nd (3), 3rd (3), 4th (1)

Level	Spell Name	Prepared?	Notes
Cantrips	Dancing Lights	Yes	V, S, M (Concentration)
	Vicious Mockery	Yes	V (1d4 Psychic)
	Thunderclap	Yes	S
1st	Minor Illusion	Yes	S, M
	Cure Wounds	Yes	V, S
	Comprehend Languages	No	V, S, M (Ritual)
	Healing Word	Yes	V
	Thunderwave	No	V, S
	Charm Person	Yes	V, S
	Dissonant Whispers	Yes	V
	Faerie Fire	Yes	V (Concentration)

Level	Spell Name	Prepared?	Notes
2nd	Enhance Ability	No	V, S, M (Concentration)
	Lesser Restoration	No	V, S
	Pyrotechnics	No	V, S
	Hold Person	No	V, S, M (Concentration)
	Silence	Yes	V, S (Ritual, Concentration)
	Suggestion	Yes	V, M (Concentration)
3rd	Counterspell	Yes	S (Reaction)
	Magic Circle	No	V, S, M
	Dispel Magic	Yes	V, S
	Hypnotic Pattern	Yes	S, M (Concentration)
	Mass Healing Word	No	V
	Motivational Speech	No	V (Concentration)

▣ Attacks & Spellcasting

Name	Attack Bonus	Damage/Type	Notes
Rapier	+5 (DEX + PB)	1d8 + 2 Piercing	Finesse.
Shortbow	+5 (DEX + PB)	1d6 + 2 Piercing	Range 80/320 ft.
Breath Weapon (Green)	DC 13 CON	3d6 Poison Damage	15 ft. cone (Short Rest)
Bard Spell Save DC	15	Spell Attack +7	Spellcasting Ability: Charisma

▣ Inventory & Equipment (All Items)

Weapons & Armor:

- * Rapier (Quantity: 1)
- * Shortbow (Quantity: 1)
- * Arrows (Quantity: 20)
- * Leather Armor (Quantity: 1)
- * Shield (Quantity: 1)
- * Clothes, Costume (Quantity: 1)

Gear & Tools (Proficient Tools: Lute, Flute, Horn, Water Vehicles):

- * Explorer's Pack (Quantity: 1)
- * Backpack (Quantity: 1)
- * Bed (Quantity: 1)
- * Waterskin (Quantity: 1)
- * Fishing Tackle (Quantity: 1)
- * Lute (Quantity: 1)
- * Candle (Quantity: 5)
- * Rations (1 day) (Quantity: 5)
- * Mess Kit (Quantity: 1)
- * Rope, Hempen (50 feet) (Quantity: 1)
- * Little Bag of Sand (Quantity: 1)

Currency:

- * **Gold Pieces (GP):** 212

- * **Silver Pieces (SP):** 1
 - * **Electrum Pieces (EP):** 1
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▢ Additional Info

▢ Info

Proficiency Bonus: +3

Languages: Common, Draconic, Dwarvish

Damage Resistance: Poison (Draconic Ancestry)

Senses: Normal Vision

Feats/Features: Bardic Inspiration (d8, 4 uses/rest), Font of Inspiration, Countercharm, Jack of All Trades, Cutting Words, Additional Magical Secrets, Breath Weapon (Green)

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