


Kas

 \ **Race:** Dragonborn (Green) \ **Class:** Bard (Level 7) \ **Background:** fisher \ **Alignment:** Neutral Good \ **Level:** 7 \ **Player Name:** [PLACEHOLDER]

Lore & History

Lore

Trait: I judge people by their actions, not their words. / I'm confident in my own abilities and do what I can to instill confidence in others.

Ideal: Respect. People deserve to be treated with dignity and respect. (Good)

Bond: My tools are symbols of my past life, and I carry them so that I will never forget my roots.

Flaw: I have a weakness for the vices of the city,

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.
Hit Points (Max)	52
Current Hit Points	52
Hit Dice	7d8 (Bard) + 1d8 (Rogue)
Proficiency Bonus	+3

✂ Skills

✂ Skills

SKILLS TABLE: [P]=Proficient, [E]=Expertise, [J]=Jack of All Trades

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)
	Enhance Ability	No	V, S, M (Concentration)
2nd	Lesser Restoration	No	V, S
	Pyrotechnics	No	V, S
	Hold Person	No	V, S, M (Concentration)
	Silence	Yes	V, S (Ritual, Concentration)

Level	Spell Name	Prepared?	Notes
	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.
Handaxe	+5 (STR + PB)	1d6 + 2 Slashing	Thrown (20/60 ft), Light.
Dagger	+5 (DEX + PB)	1d4 + 2 Piercing	Finesse, Light, Thrown (20/60 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)
- * Dagger (Quantity: 2)
- * Handaxe (Quantity: 1)
- * Leather Armor (Equipped) (Quantity: 1)
- * Studded Leather Armor (Quantity: 1)
- * Shield (Equipped) (Quantity: 1)
- * Revolver (Quantity: 1)

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

- * Explorer's Pack (Quantity: 1)
- * Backpack (Quantity: 1)
- * Bedroll (Quantity: 1)
- * Waterskin (Quantity: 1)
- * Fishing Tackle (Quantity: 1)
- * Lute of laughter (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)
- * Clothes, Costume (Quantity: 2)

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

Senses: Normal Vision

Feats/Features: Inspiring Leader, Bardic Inspiration (d8, 4 uses/rest), Font of Inspiration, Countercharm, Jack of All Trades, Expertise (Medicine, Persuasion, Stealth, Thieves' Tools), Cutting Words, Additional Magical Secrets, Sneak Attack (1d6), Thieves' Cant, Breath Weapon (Green)

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