



PROMETEO MARTIUS HUGO PHARLAN THE 3RD

Bard 6

CLASS & LEVEL

Elf

RACE

EXPERIENCE POINTS

Entertainer

BACKGROUND

Laz

PLAYER NAME

STR
10
0

+3 PROFICIENCY
BONUS



ARMOR
CLASS
(AC)

15



INITIATIVE

+4



SPEED

30 ft.

DEX
18
+4

CON
15
+2

INT
14
+2

WIS
14
+2

CHA
20
+5

SAVING THROWS

0 Strength Saves
+7 Dexterity Saves *
+2 Constitution Saves
+2 Intelligence Saves
+2 Wisdom Saves
+8 Charisma Saves *
* Prof. bonus added

SKILLS

+7 Acrobatics (Dex) *
+2 Animal Handling (Wis)
+2 Arcana (Int)
0 Athletics (Str)
+11 Deception (Cha) *E
+4 History (Int) *
+2 Insight (Wis)
+5 Intimidation (Cha)
+5 Investigation (Int)
+2 Medicine (Wis)
+5 Nature (Int) *
+4 Perception (Wis) *
+11+1d4 Performance (Cha) *F *C
+11 Persuasion (Cha) *F *
+2 Religion (Int)
+4 Sleight of Hand (Dex)
+10 Stealth (Dex) *E *
+2 Survival (Wis)

* Prof. bonus added
*E Expertise (bard trait)
*F Magic flute
*C Cunning intuition (elf trait)

14 PASSIVE WISDOM
(PERCEPTION)

PROFICIENCIES & LANGUAGES

Armor: light armor

Weapons: simple weapons, hand crossbow, longbow, longsword, rapier, shortbow, shortsword

Tools: disguise kit, musical instrument (flute), musical instrument (lute), musical instrument (lyre)

Saving Throws: Dexterity, Charisma

Skills: Acrobatics, Deception, History, Investigation, Nature, Perception, Performance, Persuasion, Stealth

Languages: Common, Elvish



HIT POINTS

41

HIT DICE

1d8

WEAPON & UNARMED ATTACKS

Basic Attack. One target per Attack action.

Rapier (*finesse*) *Melee Weapon Attack:* +7 to hit, reach 5 ft. *Hit:* 1d8+4 piercing damage.

Dagger *Melee Weapon Attack:* +7 to hit, reach 5 ft. *Hit:* 1d4+4 piercing damage.

Light crossbow *Ranged Weapon Attack:* +7 to hit, reach 5 ft. *Hit:* 1d8+4 piercing damage.

Dagger (offhand, two-weapon fighting as bonus action). *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. 1d4 piercing damage. (If thrown, normal range to 20 ft.; disadvantage long range 21 to 60 ft.)

MAGIC, FEATS & SPECIAL ATTACKS

Cunning Intuition

Shape Shadows (Mark of the Shadows)
Spells of the Mark (Mark of the Shadows)
Darkvision 60ft.
Fey Ancestry
Ritual Casting
Bardic Inspiration (d8)

FEATURES, TRAITS & MORE

Alignment: Chaotic Good. I follow my conscience regardless of others' expectations. Freedom and compassion matter more than rules.

Elf Traits [PHB p. 23]

- Age: 138 years old
- Medium Size (5' 8", 160 lbs.)
- Darkvision (60 feet)
- Fey Ancestry (vs. charm, no sleep)
- Elf Weapon Training (swords, bows)
- Keen Senses (Perception)
- Trance (4 hrs. as 8 hrs. sleep)

Bard Class Features [PHB p. 41]

- Ritual Casting
- Bardic Inspiration (d8) (8 uses per day)

Spellcasting [PHB p. 201]

Spell Attack Modifier +6
Spell Save DC 14

Cantrips Known: *Message, Vicious Mockery, Minor Illusion* (*S), *Mage Hand*

Prepared Spells

1st Level (4 slots): *Cure Wounds, Detect Magic* (ritual), *Comprehend Languages*

(ritual), *Identify* (ritual), *Sleep* (*F)

2nd Level (3 slots): *Shatter, Invisibility* (*S), *Pass Without Trace, Misty Step* (*F)

3rd Level (3 slots): *Dispel Magic, Speak With Dead, Sending, Counterspell, Revivify*

*S Shape Shadows (Once per long rest) (Mark of the Shadows)

*F Fey Touched (Once per long or short rest without using a spell slot)