

	Name: Rindgy	Race: Elf Male	Class: Bard	Background: Entertainer
	Age: 32	Height: 5'3"	Weight: 125lbs	Level: 2
	Eyes: Blue	Skin: Tan	Hair: Black	Alignment: LG (Deity: Ye'Cind – Elf god of Music)
	Personality Traits: Optimistic; Happy; Sometimes annoying; Loves to collect and spread local rumors and gossip			Experience: 628
	Hit Dice: 2d8 - Ω Ω	Hit Points: 16	Condition:	Languages: Common, Elvish
Hit Points Max: 16	Temp Hit Points:	Death Saves: Successes: Ω Ω Ω Fails: Ω Ω Ω		

Bard Traits	Description	Bonuses
Inspiration	Performed as a bonus action in battle to give inspiration to a person	1d6 inspiration die to target

Abilities & Mods	Saving Throws
Strength: 10 +0	+0
Dexterity: 16 +3	P +5
Intelligence: 12 +1	+1
Wisdom: 11 +0	+0
Constitution: 12 +1	+1
Charisma: 16 +3	P +5

Adv. vs Charm; Sleep immunity

Inspiration:	
Initiative (D):	+3
Proficiency Bonus:	+2
Passive Perception (w):	12

Skills		Speed: 30	Dark Vision 60'
P Acrobatics (D)	+5	Insight (W)	+0
Animal Handling (W)	+0	Intimidation (Ch)	+3
Arcana (I)	+1	Investigation (I)	+1
Athletics (S)	+0	Medicine (W)	+0
P Deception (Ch)	+3	Nature (I)	+1
History (I)	+1	P Perception (W)	+0
		P Performance (Ch)	+5
		P Persuasion (Ch)	+5
		Religion (I)	+1
		Sleight of Hand (D)	+3
		Stealth (D)	+3
		P Survival (W)	+3

Armor	Armor Class:	Magic	Equipped	AC
Studded Leather Armor	15	+0	X	12

Weapons	Proficient	Range	Attacks	Magic	Attack Bonus	Damage
Quarterstaff	P	5'	1/1	+0	+0	1d6 or if two handed 1d8
Crossbow, Hand Bolts: 95	P	30/120	1/1	+0	+5	1d8 + 3

Spells	Slots: Level 1:	Level 2:	Spells Known/Prepared:	Spell Save DC:	Spell Attack Mod:				
	Ω Ω Ω		5	13	+5				
P	L	Spells	Description	Cast Time	Range	Comp	Duration	Damage	Save
x	C	Dancing Lights	CONCENTRATION; <=4 glowing orbs or shapes; Light 10' radius; Can move 60'	Action	120'	V,S,M	1min	no	no
x	C	Vicious Mockery	Insults; Psychic damage for 1d4 (or by level) + disadvantage next attack;	Action	60'	V	Instant	1d4 or Lvl	Wis
	1	Charm Person	Charm number of humanoids per slot level used; Wisdom save with advantage	Action	30'	V,S	1 hour	no	Wis
	1	Detect Magic	CONCENTRATION - Sense magic within 30' & learn its school of magic, if any.	Action	Self	V,S	10min	no	no
	1	Healing Word	Visible target heals 1d4 (or per Slot>1) + your spellcasting ability modifier.	Bonus	60'	V	Instant	no	no
	1	Sleep	20' radius from target; Creatures with total HP adding to 5d8 asleep until moved	Action	90'	V,S,M	1min	no	no
	1	Thunder Wave	Damage + Everything pushed 10'; Audible within 300'	Action	15'	V,S	Instant	2d8 + 4	Con

Spell Pouch		
Spell Name	Material Components Required	Quantity on Hand
Dancing Lights	To cast you need a stem of a bit of phosphorus or Wychwood	100
Sleep	A pinch of fine sand, rose petals, or a cricket	10

Pack		
Items	Description	Equipped
Instrument	Lute	x
Potion	Grants experience enough to go up one level; Will not work above 4	
Potion	Healing potion for 2d4 per dose; Doses: 5	
Healing	Healer's Kit: 10	
Clothing	Traveler's Clothes, Dark green travel cloak & hood; Leather/fur boots & bangles	x
Climbing Gear	Crowbar, hammer, 10 pitons, 50' rope	
Camping Gear	Map case & scrolls, fishing tackle, Bedroll, mess kit, tinderbox, 10 torches	
Food	Water skin; Rations: 10	

Coin & Treasure			
Platinum:	3	Silver:	20
Gold:	31	Copper:	20
Treasure:			

Name:	Rindgy	Race:	Elf Male	Class:	Bard	Level:	2
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Appearance:

Background:

Ideals: I like seeing the smiles on people's faces when I perform. That's all that matters.

Bonds: I will do anything to prove myself superior to a hated rival.

Flaws: I have trouble keeping my true feelings hidden. My sharp tongue lands me in trouble.

Spell Descriptions						
Spell	Type	Cast Time	Range	Comp	Duration	Description
Charm Person	1 st Level Enchantment	Action	30'	V,S	1 hr	You attempt to charm a humanoid you can see within range. It must make a Wisdom saving throw, and does so with advantage if you or your companions are fighting it. [f it fails the saving throw. it is charmed by you until the spell ends or until you or your companions do anything harmful to it. The charmed creature regards you as a friendly acquaintance. When the spell ends. The creature knows it was charmed by you. At Higher Levels, when you cast this spell using a spell slot of 2nd level or higher. You can target one additional creature for each slot level above 1 st . The creatures must be within 30 feet of each other when you target them.
Dancing Lights	Cantrip Evocation	Action	120	V,S,M	Concentrate up to 1 min	Material Spell Component: To cast you need a stem of a bit of phosphorus or Wychwood. (or a glowworm) You create up to four torch-sized lights within range, making them appear as torches, lanterns, or glowing orbs that hover in the air for the duration. You can also combine the four lights into one glowing vaguely humanoid form of Medium size. Whichever form you choose, each light sheds dim light in a 10-foot radius. As a bonus action on your turn, you can move the lights up to 60 feet to a new spot within range. A light must be within 20 feet of another light created by this spell, and a light winks out if it exceeds the spell's range.
Detect Magic	1st-level divination (ritual)	Action	Self	V,S	Concentrate up to 10min	For the duration, you sense the presence of magic within 30 feet of you. [f you sense magic in this way, you can use your action to see a faint aura around any visible creature or object in the area that bears magic, and you learn its school of magic, if any. The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.
Healing Word	1st-level evocation	Bonus Action	60'	V	Instant	A creature of your choice that you can see within range regains hit points equal to 1d4 + your spellcasting ability modifier. This spell has no effect on undead or constructs. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 1d4 for each slot level above 1st.
Sleep	1st-level evocation	Action	90'	V,S,M	1 Min	This spell sends creatures into a magical slumber. Role 5d8; the total is how many hit points of creatures this spell can affect. Creatures within 20 feet of a point you choose within range are affected in ascending order of their current hit points (ignoring unconscious creatures). Starting with the creature that has the lowest current hit points, each creature affected by this spell falls unconscious until the spell ends, the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake. Subtract each creature's hit points from the total before moving on to the creature with the next lowest hit points. A creature's hit points must be equal to or less than the remaining total for that creature to be affected. Undead and creatures immune to being charmed aren't affected by this spell. At Higher levels. When you cast this spell using a spell slot of 2nd level or higher, roll an additional 2d8 for each slot level above 1st.
Thunderwave	1st-level evocation	Action	15'	V,S	Instant	A wave of thunderous force sweeps out from you. Each creature in a 15-foot cube originating from you must make a Constitution saving throw. On a failed save, a creature takes 2d8 thunder damage and is pushed 10 feet away from you. On a successful save, the creature takes half as much damage and isn't pushed. In addition, unsecured objects that are completely within the area of effect are automatically pushed 10 feet away from you by the spells effect, and the spell emits a thunderous boom audible out to 300 feet. At Higher Levels. When you east this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.
Vicious Mockery	Cantrip Enchantment	Action	60'	V	Instant	You unleash a string of insults laced with subtle enchantments at a creature you can see within range. If the target can hear you (though it need not understand you), it must succeed on a Wisdom saving throw or take 1d4 psychic damage and have disadvantage on the next attack roll it makes before the end of its next turn. This spell's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).