

Pheonix

CHARACTER NAME

Bard (2) / Sorcerer (1)

CLASS & LEVEL

Noble

BACKGROUND

Smyther

PLAYER NAME

Half-Elf

RACE

Lawful Evil

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

8

-1

DEXTERITY

16

+3

CONSTITUTION

10

0

INTELLIGENCE

14

+2

WISDOM

12

+1

CHARISMA

16

+3

INSPIRATION

+2

PROFICIENCY BONUS

- ☐ -1 Strength
- ☒ +5 Dexterity
- ☐ 0 Constitution
- ☐ +2 Intelligence
- ☐ +1 Wisdom
- ☒ +5 Charisma

SAVING THROWS

- ☐ +4 Acrobatics (Dex)
- ☐ +2 Animal Handling (Wis)
- ☐ +3 Arcana (Int)
- ☐ 0 Athletics (Str)
- ☒ +5 Deception (Cha)
- ☒ +4 History (Int)
- ☐ +2 Insight (Wis)
- ☒ +5 Intimidation (Cha)
- ☐ +3 Investigation (Int)
- ☐ +2 Medicine (Wis)
- ☐ +3 Nature (Int)
- ☐ +2 Perception (Wis)
- ☒ +5 Performance (Cha)
- ☒ +5 Persuasion (Cha)
- ☐ +3 Religion (Int)
- ☒ +5 Sleight of Hand (Dex)
- ☒ +5 Stealth (Dex)
- ☐ +2 Survival (Wis)

SKILLS

16

ARMOR CLASS

+4

INITIATIVE

30

SPEED

Hit Point Maximum 18

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 2d8 / 1d6

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Dagger

+5

1d4 + 3 piercing

Rapier

+5

1d8 + 3 piercing

ATTACKS & SPELLCASTING

12

PASSIVE WISDOM (PERCEPTION)

Tool Proficiencies: Dragonchess Set; Flute; Lyre; Viol

Weapon Proficiencies: Crossbow, hand; Longsword; Rapier; Shortsword; Simple

Armor Proficiencies: Light

Language Proficiencies: Common; Draconic; Dwarvish; Elvish; Infernal

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

25

Leather (1); Waterskin (1); Signet ring (1); Candle (5); Disguise Kit (1); Viol (1); Bedroll (1); Rations (1 day) (5); Scroll of Pedigree (1); Costume (2); Backpack (1); Clothes, fine (1); Purse (1)

EQUIPMENT

Darkvision: 60 ft.

-----Bonus Actions-----

Bardic Inspiration. Inspire another creature with a 1d6 that it can, within the next 10 min., add to a d20 roll (use 3 times/long rest, see PHB 53).

(additional features & traits on page 2)

FEATURES & TRAITS



Pheonix

CHARACTER NAME

20

AGE

Blue

EYES

161cm

HEIGHT

Pale

SKIN

55kg

WEIGHT

White

HAIR



CHARACTER APPEARANCE

Pheonix, bard/sorcerer, half-elf, androgynous, noble, charlatan, schemer, 12th in line to a minor title, has ambition to gain power in nobility, plays in concerts/theatre/opera, travelling to expand his musical knowledge (actually because plans at court are at a standstill), lawful evil

CHARACTER BACKSTORY



ALLIES & ORGANIZATIONS

Draconic Resilience. +1 HP/level, unarmored AC 13 + DEX modifier (see PHB 102).

Fey Ancestry. Advantage on charmed saves and immune to sleep magic (see PHB 39).

Jack of All Trades. +1 to ability checks that don't already include your proficiency bonus (see PHB 54).

Position of Privilege. You are welcome in high society and common folk try to accomodate you (see PHB 135).

Song of Rest. With a song, you and friendly creatures gain 1d6 additional healing at the end of a short rest (see PHB 54).

ADDITIONAL FEATURES & TRAITS

TREASURE



Bard, Sorcerer

SPELLCASTING
CLASS

Charisma

SPELLCASTING
ABILITY

13

SPELL SAVE DC

+5

SPELL ATTACK
BONUS

0

CANTRIPS

Friends
Mending
Message
Minor Illusion
Prestidigitation
Vicious Mockery

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

PREPARED

SPELL NAME

☐ Bane
☐ Charm Person
☐ Disguise Self
☐ Feather Fall
☐ Healing Word
☐ Sleep
☐ T.'s Hideous Laughter

2

2

3

6

7

4

8






















5

9

SPELLS KNOWN

<div>Level-1 enchantment</div> <div>CORCPUB</div> <div>Bane</div> <div>1 act. 30 ft V,S,M Conc, 1 min</div> <div>Up to three creatures of your choice that you can see within range must make Charisma saving throws. Whenever a target that fails this saving throw makes an attack roll or a saving throw before the spell ends, the target must roll a d4 and subtract the number rolled from the attack roll or saving throw. 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 1st.</div> <div>Bard DC 13 Mod +5</div>	<div>Level-1 transmutation</div> <div>CORCPUB</div> <div>Feather Fall</div> <div>1 react. 60 ft V,M 1 min</div> <div>Choose up to five falling creatures within range. A falling creature's rate of descent slows to 60 feet per round until the spell ends. If the creature lands before the spell ends, it takes no falling damage and can land on its feet, and the spell ends for that creature.</div> <div>Bard DC 13 Mod +5</div>	<div>Level-1 evocation</div> <div>CORCPUB</div> <div>Healing Word</div> <div>1 b.a. 60 ft V Inst</div> <div>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.</div> <div>Bard DC 13 Mod +5</div>
<div>Transmutation cantrip</div> <div>CORCPUB</div> <div>Message</div> <div>1 act. 120 ft V,S,M 1 rnd</div> <div>You point your finger toward a creature within range and whisper a message. The target (and only the target) hears the message and can reply in a whisper that only you can hear. You can cast this spell through solid objects if you are familiar with the target and know it is beyond the barrier. Magical silence, 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood blocks the spell. The spell doesn't have to follow a straight line and can travel freely around corners or through openings.</div> <div>Bard DC 13 Mod +5</div>	<div>Level-1 enchantment</div> <div>CORCPUB</div> <div>Sleep</div> <div>1 act. 90 ft V,S,M 1 min</div> <div>This spell sends creatures into a magical slumber. Roll 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</div> <div>Bard DC 13 Mod +5</div>	<div>Level-1 enchantment</div> <div>CORCPUB</div> <div>T.'s Hideous Laughter</div> <div>1 act. 30 ft V,S,M Conc, 1 min</div> <div>A creature of your choice that you can see within range perceives everything as hilariously funny and falls into fits of laughter if this spell affects it. The target must succeed on a Wisdom saving throw or fall prone, becoming incapacitated and unable to stand up for the duration. A creature with an Intelligence score of 4 or less isn't affected. At the end of each of its turns, and each time it takes damage, the target can make another Wisdom saving throw. The target has advantage on the saving throw if it's triggered by damage. On a success, the spell ends.</div> <div>Bard DC 13 Mod +5</div>
<div>Enchantment cantrip</div> <div>CORCPUB</div> <div>Vicious Mockery</div> <div>1 act. 60 ft V Inst</div> <div>Target on creature, if it can hear you it takes 1d4 psychic damage on a failed WIS save. On failed save it also has disadvantage on its next attack roll before the end of your next turn. (see PHB 285 for more details)</div> <div>Bard DC 13 Mod +5</div>	<div>Level-1 enchantment</div> <div>CORCPUB</div> <div>Charm Person</div> <div>1 act. 30 ft V,S 1 hr</div> <div>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. If 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 1st. The creatures must be within 30 feet of each other when you target them.</div> <div>Sorcerer DC 13 Mod +5</div>	<div>Level-1 illusion</div> <div>CORCPUB</div> <div>Disguise Self</div> <div>1 act. Self V,S 1 hr</div> <div>You make yourself—including your clothing, armor, weapons, and other belongings on your person— look different until the spell ends or until you use your action to dismiss it. You can seem 1 foot shorter or taller and can appear thin, fat, or in between. You can't change your body type, so you must adopt a form that has the same basic arrangement of limbs. Otherwise, the extent of the illusion is up to you. The changes wrought by this spell fail to hold up to physical inspection. For example, if you use this spell to add a hat to your outfit, objects pass through the hat, and anyone who touches it would feel nothing or would feel your head and hair. If you use this spell to appear thinner than you are, the hand of someone who reaches out to touch you would bump into you while it was seemingly still in midair. To discern that you are disguised, a creature can use its action to inspect your appearance and must succeed</div> <div>Sorcerer DC 13 Mod +5</div>

	Sleep (reverse) additional 2d8 for each slot level above 1st.	
Disguise Self (reverse) on an Intelligence (Investigation) check against your spell save DC.		

<div>Enchantment cantrip</div> <div>MORCPUB</div> <div>Friends</div> <div>1 act. Self S,M Conc, 1 min</div> <div>Gain advantage on all CHA checks on a non-hostile creature of your choice. It is aware of the charm after the spell ends. (see PHB 244 for more details)</div> <div>Sorcerer DC 13 Mod +5</div>	<div>Transmutation cantrip</div> <div>MORCPUB</div> <div>Mending</div> <div>1 min Touch V,S,M Inst</div> <div>This spell repairs a single break or tear in an object you touch, such as a broken chain link, two halves of a broken key, a torn cloak, or a leaking wineskin. As long as the break or tear is no larger than 1 foot in any dimension, you mend it, leaving no trace of the former damage. This spell can physically repair a magic item or construct, but the spell can't restore magic to such an object.</div> <div>Sorcerer DC 13 Mod +5</div>	<div>Illusion cantrip</div> <div>MORCPUB</div> <div>Minor Illusion</div> <div>1 act. 30 ft S,M 1 min</div> <div>You create a sound or an image of an object within range that lasts for the duration. The illusion also ends if you dismiss it as an action or cast this spell again. If you create a sound, its volume can range from a whisper to a scream. It can be your voice, someone else's voice, a lion's roar, a beating of drums, or any other sound you choose. The sound continues unabated throughout the duration, or you can make discrete sounds at different times before the spell ends. If you create an image of an object—such as a chair, muddy footprints, or a small chest—it must be no larger than a 5-foot cube. The image can't create sound, light, smell, or any other sensory effect. Physical interaction with the image reveals it to be an illusion, because things can pass through it. If a creature uses its action to examine the sound or image, the creature can determine that it is an illusion with a successful Intelligence (Investigation)</div> <div>Sorcerer DC 13 Mod +5</div> <div></div>
<div>Transmutation cantrip</div> <div>MORCPUB</div> <div>Prestidigitation</div> <div>1 act. 10 ft V,S Up to 1 hr</div> <div>This spell is a minor magical trick that novice spellcasters use for practice. You create one of the following magical effects within range: • You create an instantaneous, harmless sensory effect, such as a shower of sparks, a puff of wind, faint musical notes, or an odd odor. • You instantaneously light or snuff out a candle, a torch, or a small campfire. • You instantaneously clean or soil an object no larger than 1 cubic foot. • You chill, warm, or flavor up to 1 cubic foot of nonliving material for 1 hour. • You make a color, a small mark, or a symbol appear on an object or a surface for 1 hour. • You create a nonmagical trinket or an illusory image that can fit in your hand and that lasts until the end of your next turn. If you cast this spell multiple times, you can have up to three of its non-instantaneous effects active at a time, and you can dismiss such an effect as an action.</div> <div>Sorcerer DC 13 Mod +5</div>		

Minor Illusion (*reverse*)
check against your spell save DC. If a creature discerns the illusion for what it is, the illusion becomes faint to the creature.
