



Tiefling

RACE

3rd-Level Bard (College of Lore)

LEVEL & CLASS

Medium

SIZE

DESCRIPTION

PLAYER

CHARACTER NAME

STRENGTH
+0
10DEXTERITY
+2
15CONSTITUTION
+1
12INTELLIGENCE
+2
14WISDOM
-1
8CHARISMA
+3
16**+2** PROFICIENCY BONUS

- ☐ Strength
- ☒ **+4** Dexterity
- ☐ Constitution
- ☐ Intelligence
- ☐ Wisdom
- ☒ **+5** Charisma

SAVING THROWS

- ☒ **+6** Acrobatics (Dex)
- ☐ Animal Handling (Wis)
- ☐ Arcana (Int)
- ☐ Athletics (Str)
- ☒ **+7** Deception (Cha)
- ☐ History (Int)
- ☒ **+1** Insight (Wis)
- ☐ Intimidation (Cha)
- ☐ Investigation (Int)
- ☐ Medicine (Wis)
- ☐ Nature (Int)
- ☒ **+1** Perception (Wis)
- ☒ **+5** Performance (Cha)
- ☒ **+5** Persuasion (Cha)
- ☐ Religion (Int)
- ☐ Sleight of Hand (Dex)
- ☒ **+4** Stealth (Dex)
- ☐ Survival (Wis)

SKILLS

11 PASSIVE WISDOM (PERCEPTION)13
ARMOR CLASS**+2**
INITIATIVE30
FEET
SPEEDHit Point Maximum **21**

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total **3d8**

HIT DICE

SUCCESSES ☐ ☐ ☐FAILURES ☐ ☐ ☐

DEATH SAVES

NAME	ATK BONUS	DAMAGE/TYPE
Rapier	+4	1d8+2 PIERCING
Dagger ¹	+4	1d4+2 PIERCING
Spellcasting ²	+5	SPELL SAVE DC: 13

¹ You can throw a dagger 20 ft., or up to 60 ft. with disadvantage.² You can cast Cantrips and you also have spell slots with which to cast Spells, as detailed on the next page. Your spell slots replenish after a long rest.

Spell Slots

[1st][1st][1st][1st][2nd][2nd]

ATTACKS & SPELLCASTING

If your charming demeanor and graceful words don't win over those who fear your demonic ancestry, then the lyrical flourish to your singing – with a bit of charm magic thrown in – most certainly will.

Darkvision. You have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern colour in darkness, only shades of gray.

Hellish Resistance. You have resistance to fire damage.

Infernal Legacy. You can cast Thaumaturgy at will and Hellish Rebuke as a 2nd-level spell once per long rest. Your Spell Save DC is 10.

Bardic Inspiration. You can inspire others through stirring words or music. To do so, you use a bonus action on your turn to choose one creature other than yourself within 60 feet of you who can hear you. That creature gains a d6 Bardic Inspiration die which can be used once, within the next 10 minutes, by adding its roll to one ability check, attack roll, or saving throw. The creature can wait until after it rolls the d20 before deciding to use the bardic Inspiration die, but must decide before the DM says whether the roll succeeds or fails. Once the Bardic Inspiration die is rolled, it is lost. A creature can have only one Bardic Inspiration die at a time.

Jack of All Trades. You can add half your proficiency bonus to any ability check that doesn't already include your proficiency bonus.

Ritual Casting. You can cast a spell as a ritual if the spell has the ritual tag and you have the spell prepared. Doing so takes 10 minutes longer, but casting in this way doesn't use up a spell slot.

Song of Rest. You can use soothing music or oration to help revitalize your wounded allies during a short rest. If you or any friendly creatures who can hear your performance regain hit points at the end of the short rest, each of those creatures regains an extra 1d6 hit points.

Cutting Words. You know how to use your wit to distract and confuse opponents. When a creature that you can see within 60 ft. of you makes an attack roll, an ability check, or a damage roll, you can use your reaction to expend one of your uses of Bardic Inspiration, rolling a Bardic Inspiration die and subtracting the number rolled from the creature's roll. You can choose to use this feature after the creature makes its roll, but before the DM determines whether the attack roll or ability check succeeds or fails, or before the creature deals its damage. The creature is immune if it can't hear you or if it's immune to being charmed.

Proficiencies. Light armour; simple weapons, hand crossbow, longswords, rapiers, shortswords; panflute, lyre, chimes.

Languages. Common, Infernal, Sylvan

OTHER PROFICIENCIES & LANGUAGES

Bard's Gear:

- rapier
- panflute
- leather armour
- dagger
- 10 gold pieces

Diplomat's Pack

- chest
- 2 map/scroll cases
- set of fine clothes
- bottle of ink
- ink pen
- lamp
- 2 flasks of oil
- 5 sheets of paper
- vial of perfume
- sealing wax
- soap

EQUIPMENT

FEATURES & TRAITS

Cantrips

Minor Illusion

Illusion cantrip
Casting Time: 1 action
Range: 30 feet
Components: S, M
Duration: 1 minute

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

Mage Hand

Conjuration cantrip
Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: 1 minute

A spectral, floating hand appears at a point you choose within range. The hand lasts for the duration or until you dismiss it as an action. The hand vanishes if it is ever more than 30 feet away from you or if you cast this spell again.

You can use your action to control the hand. You can use the hand to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial. You can move the hand up to 30 feet each time you use it.

The hand can't attack, activate magic items, or carry more than 10 pounds.

Thaumaturgy

Transmutation cantrip
Casting Time: 1 action
Range: 30 feet
Components: V
Duration: Up to 1 minute

You manifest a minor wonder, a sign of supernatural power, within range. You create one of the following magical effects within range:

- Your voice booms up to three times as loud as normal for 1 minute.
- You cause flames to flicker, brighten, dim, or change color for 1 minute.
- You cause harmless tremors in the ground for 1 minute.
- You create an instantaneous sound that originates from a point of your choice within range, such as a rumble of thunder, the cry of a raven, or ominous whispers.
- You instantaneously cause an unlocked door or window to fly open or slam shut.
- You alter the appearance of your eyes for 1 minute.

If you cast this spell multiple times, you can have up to three of its 1-minute effects active at a time, and you can dismiss such an effect as an action.

Spells

Cure Wounds

1st-level evocation
Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Instantaneous

A creature you touch regains 1d8+3 hit points.

Detect Magic

1st-level divination (ritual)
Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 10 minutes

For the duration, you sense the presence of magic within 30 feet of you. If 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.

Healing Word

1st-level evocation
Casting Time: 1 bonus action
Range: 60 feet
Components: V
Duration: Instantaneous

A creature of your choice that you can see within range regains 1d4+3 hit points.

When you cast this spell using a spell slot of 2nd level, the healing increases to 2d4+3.

Disguise Self

1st-level illusion
Casting Time: 1 action
Range: Self
Components: V, S
Duration: 1 hour

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.

To discern that you are disguised, a creature can use its action to make a DC 13 Intelligence (Investigation).

See Invisibility

2nd-level divination
Casting Time: 1 action
Range: Self
Components: V, S, M
Duration: 1 hour

For the duration, you see invisible creatures and objects as if they were visible, and you can see into the Ethereal Plane. Ethereal creatures and objects appear ghostly and translucent.

Shatter

2nd-level evocation
Casting Time: 1 action
Range: 60 feet
Components: V, S, M
Duration: Instantaneous

A sudden loud ringing noise, painfully intense, erupts from a point of your choice within range. Each creature in a 10-foot-radius sphere centered on that point must make a Constitution saving throw. A creature takes 3d8 thunder damage on a failed save, or half as much damage on a successful one. A creature made of inorganic material such as stone, crystal, or metal has disadvantage on this saving throw.

A nonmagical object that isn't being worn or carried also takes the damage if it's in the spell's area.

Hellish Rebuke

1st-level evocation
Casting Time: 1 reaction, which you take in response to being damaged by a creature within 60 feet of you that you can see
Range: 60 feet
Components: V, S
Duration: Instantaneous

You can cast this spell once per long rest, and you don't expend a spell slot to cast it.

You point your finger, and the creature that damaged you is momentarily surrounded by hellish flames. The creature must make a DC 10 Dexterity saving throw. It takes 3d10 fire damage on a failed save, or half damage on a successful one.