



# FLETCHER DANDAIRIA

Bard 8 (College of Valor)  
CLASS & LEVEL

36,040  
EXPERIENCE POINTS

Bob Waldbauer  
PLAYER NAME

Human  
RACE

Entertainer  
BACKGROUND

Greyhawk  
CAMPAIGN or PLAYER ID

STR  
**+1**  
13

**+3** PROFICIENCY BONUS



ARMOR CLASS (AC)

15



INITIATIVE

+3



SPEED

30 ft.

Armor Worn: chain shirt



HIT POINTS

59

HIT DICE

8d8

DEATH SAVES: Success O O O Fail O O O

## FEATURES, TRAITS & MORE

**Alignment:** Neutral. I will help others, but avoid serious personal risks or loyalties that don't benefit me.

### Entertainer Background [PHB p. 130]

- **Feature:** By Popular Demand.
- **Traits:** Does non-stop reinvention. Intellectual attitude.
- **Ideal:** Traditional art is best.
- **Bond:** Spreads local gossip.
- **Flaw:** Never resists a pretty face.

### Human Traits [PHB p. 29]

- Age: 39 years old
- Medium Size (5' 10", 152 lbs.)

### Bard Class Features [PHB p. 41]

- Ritual Casting
- Bardic Inspiration (d8) (5 uses per day)
- Jack of All Trades (non-prof. bonus)
- Song of Rest (+1d6 hp/rest)
- Combat Inspiration (boost ally dmg. or AC)
- Expertise (prof. noted with \*\*)
- Font of Inspiration (short rest resets)
- Countercharm (adv. fear, charm)
- Extra Attack (2/attack)

### Spellcasting [PHB p. 201]

Spell Attack Modifier +8  
Spell Save DC 16



**Cantrips Known:** *Blade Ward, Prestidigitation, Vicious Mockery*

### Prepared Spells

- 1st Level (4 slots): *Cure Wounds, Charm Person, Detect Magic*
- 2nd Level (3 slots): *Hold Person, Enhance Ability*
- 3rd Level (3 slots): *Clairvoyance, Dispel Magic, Fear, Hypnotic Pattern*
- 4th Level (2 slots): *Freedom of Movement, Greater Invisibility*

DEX  
**+2**  
15

## SAVING THROWS

- +1 Strength Saves
  - +5 Dexterity Saves \*
  - +2 Constitution Saves
  - 1 Intelligence Saves
  - +0 Wisdom Saves
  - +8 Charisma Saves \*
- \* Prof. bonus added

CON  
**+2**  
14

## SKILLS

- +5 Acrobatics (*Dex*) \*
- +1 Animal Handling (*Wis*)
- +0 Arcana (*Int*)
- +2 Athletics (*Str*)
- +6 Deception (*Cha*)
- +2 History (*Int*) \*
- +3 Insight (*Wis*) \*
- +6 Intimidation (*Cha*)
- +0 Investigation (*Int*)
- +1 Medicine (*Wis*)
- +0 Nature (*Int*)
- +1 Perception (*Wis*)
- +11 Performance (*Cha*) \*\*
- +6 Persuasion (*Cha*)
- +0 Religion (*Int*)
- +5 Sleight of Hand (*Dex*) \*
- +8 Stealth (*Dex*) \*\*
- +1 Survival (*Wis*)

INT  
**-1**  
9

WIS  
**+0**  
11

CHA  
**+5**  
20

\* Prof. bonus added

**11** PASSIVE WISDOM (PERCEPTION)

## PROFICIENCIES & LANGUAGES

**Armor:** light armor, medium armor, shields

**Weapons:** simple weapons, martial weapons, hand crossbow, longsword, rapier, shortsword

**Tools:** disguise kit, any one musical instrument, drum, bagpipes, lute (musical instruments)

**Saving Throws:** Dexterity, Charisma

**Skills:** Acrobatics, History, Insight, Performance, Sleight of Hand, Stealth

**Languages:** Common, Dwarvish

## ENCUMBRANCE

**Lifting & Carrying:** 195 lbs. max. carrying capacity; 390 lbs. pushing or dragging (speed -5 ft.); 390 lbs. max. lift.

## WEAPON & UNARMED ATTACKS

**Extra Attack.** When making an Attack action, you may make two attacks rather than one.

**Rapier.** *Melee Weapon Attack:* +5 to hit, reach 5 ft. *Hit:* 1d8+2 piercing damage.

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

## MAGIC & SPECIAL ATTACKS

**Vicious Mockery Cantrip.** *Ranged Spell Attack:* Target within 60 feet that can hear you must make a DC 16 Wisdom saving throw or take 2d4 psychic damage and have disadvantage on next attack made before the end of its next turn. (No damage if made save.)

## EQUIPMENT & TREASURE

**Carried Gear (PHB, p. 143):** chain shirt (AC 13), rapier, dagger, diplomat's pack (chest, 2 cases for papers, set of fine clothes, ink bottle, ink pen, lamp, 2 flasks of oil, 5 paper sheets, perfume vial, sealing wax, soap), belt pouch, set of common clothes, set of costume clothes, a musical instrument, an admirer's love letter. (This load is about 96 lbs.; add 1 lb. per 50 coins carried.)

### Magic Items (DMG p. 135)

- 2 *potions of healing* (2d4+2 hp)

(a) *Item attuned to character.*

**Coins & Gems:** 538 gold pieces (gp); 79 silver pieces (sp); 35 copper pieces (cp); 3 gems (worth 50 gp each)