



Neverland

A Fantasy Role-Playing Setting

Name

Player Name

HUMAN, BARD (College of Lore), 3

Race, Class, Level

ENTERTAINER

Background

950

Experience

STR

-1
9

PROFICIENCY BONUS

+2

Saving Throws

-1 Strength

+4 Dexterity*

+2 Constitution

+1 Intelligence

+0 Wisdom

+5 Charisma*

**prof. bonus added*

Skills

+4 Acrobatics*

+1 Animal Handling

+3 Arcana*

+0 Athletics

+5 Deception*

+3 History*

+2 Insight*

+4 Intimidation

+3 Investigation*

+1 Medicine

+2 Nature

+1 Perception

+7 Performance**

+5 Persuasion*

+2 Religion

+3 Sleight of Hand

+5 Stealth**

+1 Survival

**prof. bonus added*

PASSIVE WISDOM

11

ARMOR

13

Leather Armor

HP

24

HD 3D8

INITIATIVE

+3

SPEED

30ft

LANGUAGES Common, Elvish

ALIGNMENT Neutral

SIZE Medium

ACTION

- **Shortsword** melee, +4 to hit, 1D6+2

- **Cast Spell** see Magic

BONUS ACTION

- **Dagger** melee/ranged, +4 to hit, 1D4

- **Bardic Inspiration** see Class Feature

MAGIC

- **Spell Attack Modifier** +5

- **Spell Save** DC13

SPELLS

- **CANTRIPS**

- Minor Illusion

- Vicious Mockery

- **1ST LEVEL (4 SLOTS)**

- Cure Wounds

- Charm Person

- Detect Magic

- Faerie Fire

- **2ND LEVEL (2 SLOTS)**

- Hold Person

- Invisibility

CLASS FEATURE

- **Bardic Inspiration** 1D6 added to ability check, attack roll, or saving throw, 3/day

- **Jack of All Trades** add +1 to all rolls not already proficient in

- **Song of Rest** 1D6 extra HP healed/rest

- **Expertise** prof. bonus noted with **

- **Cutting Words** Subtract 1D6 from enemy roll

BACKGROUND FEATURE

- **By Popular Demand**

PROFICIENCIES

- **Armor** light

- **Weapons** simple, hand crossbow, longsword, rapier, shortsword

- **Tools** disguise kit, one musical instrument

PARENT RACONTEUR

You've spent as much time in the library as you have on the stage. Your attention to detail and human nature are what make you such a great performer and storyteller. There's only one thing you love more than a live audience: your son.

So when he disappeared during a show, you knew you'd do anything to find him and get him back. Your search has led you to this island.

PERSONALITY TRAIT

You're constantly working on new songs and regularly hum when you're not paying attention.

IDEAL

Family. You'll do anything to protect those you love.

BOND

Your son means the sun and the moon to you, and you'd do anything to protect him.

FLAW

Your skilled storytelling has conditioned you to always speak first and monologue, even when it's not appropriate.

NOTES

EQUIPMENT

- **Carrying** Leather armor, shortsword, dagger, entertainer's pack (includes backpack, bedroll, 2 costumes, 5 candles, 5 days of rations, waterskin, disguise kit), belt pouch, set of common clothes, set of costume clothes, musical instrument, locket with photo inside

- **Coins & Gems** 13 gold pieces (gp), 4 gems (each worth 10 gp)