



A Fantasy Role-Playing Setting

Character Name

Player Name

Human, Bard (College of Glamour), 3

Ancestry, Class (Subclass), Level

Entertainer

Background

950

Experience

STR
+0
11

PROFICIENCY
BONUS
+2

Saving Throws

+0 Strength

+4 Dexterity*

+2 Constitution

+1 Intelligence

-1 Wisdom

+5 Charisma*

**prof. bonus added*

Skills

+4 Acrobatics*

+0 Animal Handling

+3 Arcana*

+1 Athletics

+5 Deception*

+2 History

+0 Insight

+4 Intimidation

+2 Investigation

+0 Medicine

+2 Nature

+0 Perception

+7 Performance**

+4 Persuasion

+3 Religion*

+3 Sleight of Hand

+5 Stealth**

+0 Survival

**prof. bonus added*

PASSIVE
WISDOM
10

ARMOR

13

Leather Armor

HP

24

HD 3D8

INITIATIVE

+3

SPEED

30ft

LANGUAGES Common

ALIGNMENT Lawful Neutral

SIZE Medium

ACTION

- **Rapier** melee +4 to hit, 1D8+2 and (optional) **Dagger** melee/ranged +4 to hit, 1D4

- **Cast Spell** See Magic

MAGIC

- **Spell Attack Modifier** +5

- **Spell Save** DC13

- **SPELLS**

- **CANTRIPS**

- Blade Ward

- Vicious Mockery

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

- Charm Person

- Cure Wounds

- Faerie Fire

- Healing Word

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

- Enhance Ability

- Suggestion

CLASS FEATURE

- **Bardic Inspiration** (1/day) choose creature as bonus action and they add 1D6 to roll in next 10 minutes

- **Song of Rest** add 1D6 HP to allies spending Hit Dice during a short rest

- **Enthralling Performance** After 1 minute (or more) performance, up to CHA modifier worth of audience members make WIS save or be charmed for 1 hour

- **Mantle of Inspiration** use Bardic Inspiration to add 5 temp. HP to allies

BACKGROUND FEATURE

- **By Popular Demand**

PROFICIENCIES

- **Armor** light

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

- **Tools** disguise kit, musical instrument (violin), musical instrument (flute, lyre)

THE RINGMASTER

Circus life isn't for everyone, but you love it like a clown loves makeup. Growing up around strongmen and trapeze artists will do that to a kid. After years of work you finally made it big.

But when Oscar Diggs, returned to the troupe after disappearing, everything changed. He shared stories of a land called Oz and even showed you some of his stolen books on magic. No one knows those books unlocked something inside you. Magic beyond your wildest dreams. And you want more. If only you could find Oscar again.

PERSONALITY TRAIT

You love the spotlight and enjoy taking center stage more than anything else.

IDEAL

Spectacle. The bigger the tent, the better the performance (and the more tickets can be sold).

BOND

Your fellow performers mean the world to you.

FLAW

You believe others are inherently born gullible.

NOTES

EQUIPMENT

- **Carrying** leather armor, rapier, dagger, entertainer's pack (backpack, bedroll, 2 costumes, 5 candles, 5 day's rations, waterskin, disguise kit), belt pouch, common clothes, formal clothes, violin, circus tickets

- **Coins & Gems** 7 gold pieces (GP), 3 gems (each worth 10 GP)