

PREGENERATED CHARACTER

CHARACTER NAME

Bard 1
CLASS & LEVEL

Scholar
BACKGROUND

PLAYER NAME

Elf (High)
RACE

Chaotic Good
ALIGNMENT

0/300
EXPERIENCE POINTS

STRENGTH +0
10

DEXTERITY +4
15

CONSTITUTION -1
8

INTELLIGENCE +2
15

WISDOM +1
12

CHARISMA +4
15

+2 PROFICIENCY BONUS

Acrobatics
Arcana
History
Investigation
Perception
Performance
Persuasion
Musical Instrument (Lyre)
Language (Common)
Language (Elven)

PROFICIENCIES

13
PASSIVE PERCEPTION

Darkvision
60 ft.
SENSES

11 MAX HP

+2 INITIATIVE

30 ft. SPEED

13 ARMOR CLASS

8 HIT DICE

CURRENT HIT POINTS

NAME	ATTACK	DAMAGE	TYPE	RANGE	AMMO
Shortsword	+4	1d6+2	piercing	5 ft.	

ATTACKS

CANTRIPS

Friends [C] You have advantage on Charisma checks against one creature for up to 1 minute.

Ray of Frost Make a spell attack (+4) against a target within 60 ft. to deal 1d8 cold damage and slow the target by 10 feet until your next turn starts

Vicious Mockery A creature w/in 60 ft. must make a Wisdom save (DC 12) or take 1d4 psychic damage & have disadvantage on their next attack roll on their next turn.

1ST LEVEL ○○/day

Bane [C] Three creatures within 30 ft. must make Charisma saves (DC 12) or subtract -1d4 from all attacks and saves for up to 1 minute.

Comprehend Languages [R] For one hour, you understand all spoken and written languages.

Healing Word [B] A creature within 60 ft. regains 1d4+2 hit points.

Heroism [C] A creature you touch is immune to fear and gains 2 temporary hit points at the start of each round for up to 1 minute.

MAGIC

CP 10 Clothes (Fine)
Leather Armor

SP 5 Shortsword
Lyre

EP Backpack
Bedroll, Book of Elvish Poetry,

GP 10 Bottle of Ink, Ink Pen,
Parchment (10 sheets), Tinderbox,

PP Trail Rations (10 days), Waterskin

EQUIPMENT

NAME

Fey Ancestry You have advantage to save against charms and you can't be magically put to sleep.

Bardic Inspiration 2/day Grant an ally within 60 ft. +1d6 inspiration they can use on any one check within 10 minutes.

Ritual Caster Cast certain spells as 10-minute rituals instead of using a spell slot.

FEATURES



AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER NAME

Race (Elf). Elves are the ageless, graceful descendants of fey who escaped their enemies in the Faerie Realm countless ages ago. Though they live in the mortal world now, they will never truly be a part of it. They live in isolated enclaves far from the other civilized races, usually in pristine, untouched wilderness.

High Elf. You are a high elf, descended from fey nobility. Your people tend to be proud, calm, wise, and patient. And most of your people don't care to interact with the other civilized races of the world. High elves appreciate music, art, and literature; they love beautiful workmanship and intricate crafts; and they love the noble art of magic above all. All high elves are taught at least a little magic in their youth.

Appearance. High elves are shorter than humans and very slender by comparison. They have exceptionally fair skin, though its often tinged with a hint of silver, blue, or coral. Their hair is dark and has a metallic sheen to it, usually copper, bronze, or gold. Their eyes come in a variety of vibrant colors and they have long, pointed ears.

Example Names. Berian (M) or Bethrymna (F) Amastacia

RACE

Class (Bard). Bards are masters of the ancient art of infusing music with magic to produce powerful spells and magical effects.

Collectors of Song and Story. Bards collect tales, songs, and ancient lore in their travels and they're always willing to share what they've learned. They are popular wherever they go. But they are more than traveling minstrels. They are masters of ancient bardic magic.

Magic that Inspires and Confounds. The spells and magical effects that bards create are usually indirect, but useful. Bards can inspire, aid, and heal their allies; confuse and curse their enemies; and manipulate others' emotions with their magical songs.

CLASS

Bardic Inspiration. Your magical songs inspire others to greatness. Twice each day, you can grant an ally an inspiration die. They can roll this d6 after rolling any one ability check, attack roll, or saving throw in the next ten minutes and add the result to their check.

Fey Ancestry. Elves are resistant to magic that enchants the mind. You have advantage when you make saving throws against charms and you can't be magically put to sleep.

Spellcasting. You can channel magical energy to create specific magical effects called spells.

- Your spells are based on your Charisma ability.
- Your spell attack bonus is +4.
- Your spell save DC is 12.
- You can cast any number of cantrips each day.
- To cast a 1st level spell, you must expend a spell slot.
- You recover your expended spell slots when you finish a long rest.
- Some spells require only a bonus action [B] to cast. You can take one bonus action each turn in addition to your action.
- Some spells require you to concentrate [C] to maintain the spell. You can only concentrate on one such spell at a time. If you get injured or distracted while concentrating, your spell might fail.
- Some spells can be cast as a ten-minute ritual [R]. You do not have to expend a spell slot when casting a spell as a ritual.

FEATURES

Cantrips

Friends [C]. Strum your lyre gentle while you interact with a single, non-hostile creature. You have advantage on all Charisma checks you make against that creature for up to one minute.

Ray of Frost. Point sharply at a target within 60 feet of you and speak a word of power, then make a ranged spell attack to strike that target with a ray of icy cold. The attack deals 1d8 cold damage and the target's speed is reduced by 10 feet until the start of your next turn.

Vicious Mockery. Issue a string of elven insults at a target within 60 feet of you. Even if the target doesn't understand you, it must still make a Wisdom saving throw. If it fails, it takes 1d4 psychic damage and has disadvantage on the first attack roll it makes on its next turn.

1st Level Spells

Bane [C]. Play a discordant tune on your lyre and utter at a curse at three targets within 30 feet. Each must make a Charisma saving throw. If a target fails, the target must roll 1d4 and subtract the result from any attack roll or saving throw it makes for up to one minute.

Comprehend Languages [R]. Accompany yourself on your lyre as you sing a song of focus and, for the next hour, you understand anything you hear in any language or anything written on any surface you touch.

Healing Word [B]. Sing a single bar of an elven song of vitality to heal a target within 60 feet of you. It regains 1d4+2 hit points.

Heroism [C]. Serenade a single creature and lay a hand upon their shoulder to grant them immunity to fear and 2 temporary hit points. For up to one minute, at the start of each turn, the creature loses any remaining temporary hit points and regains 2 temporary hit points.

SPELLS

Background (Scholar). As a scholar, you spent most of your early life learning, researching, and studying.

Isolated Education. As a high elf, you were raised in a hidden elven enclave deep in a forested valley. As is elven tradition, you received basic tutelage in history, lore, music, swordplay, and arcane magic. You mastered the simple ray of frost cantrip as part of this education. You had access to a massive library and you spent most of your days alone, studying everything you could.

Yearning for More. The beauty of the secluded manor and the forests beyond and the collection of ancient tomes, songs, and stories weren't enough for you. Much to the disdain of your kin, you wanted to experience the world beyond your hidden valley for yourself. Most of all, you wanted to gather new songs and new stories, to add your own books to the library's vast store of knowledge.

A Difficult Life. You set out on your own. Your family didn't approve, but they didn't stop you either. That's the way of elves. But the world outside your valley isn't a kind one. Traveling is hard and tiring. And the humans you encountered – while kind enough – were loud and brash and uncouth. Worst of all, you needed gold to survive. You could earn yourself a bed and a meal by performing at roadside inns and taverns, but little more. So when you heard that a halfling merchant was looking for guards to travel with her to a distant village in the highlands of Asternia, you seized on the chance to see a new place while earning some coin on the way.

BACKGROUND