NAME Remo

11 (LEVEL)	Bard of Valor (CLASS)
Elf (RACE)	Acolyte (BACKGROUND)

STR +1	13	
DEX +3	17	
CON +1	12	
INT -1	8	
WIS 0	11	
CHA +3	16	

INSPIRATION SHOT!

☐	1	STR Save
☑	7	DEX Save
☐	1	CON Save
☐	-1	INT Save
☐	0	WIS Save
☑	7	CHA Save
☑	11	Acrobatics (DEX)
☐	2	Animal Handling (WIS)
☐	1	Arcana (INT)
☐	3	Athletics (STR)
☐	5	Deception (CHA)
☐	1	HIstory (INT)
☑	4	Insight (WIS)
☐	5	Intimidation (CHA)
☐	1	Investigation (INT)
☐	2	Medicine (WIS)
☐	1	Nature (INT)
☐	2	Perception (WIS)
☑	11	Performance (CHA)
☐	5	Persuasion (CHA)
☑	7	Religion (INT)
☑	11	Sleight of Hand (DEX)
☐	5	Stealth (DEX)
☐	2	Survival (WIS)

12 PASSIVE PERCEPTION

4 PROFICIENCY BONUS

All weapons & shields

Light & medium armour

Elvish, Giant, Celestial

LANGUAGES & PROFICIENCIES

15 ARMOR CLASS	3 INITIATIVE	35 SPEED
HP	69 MAX HP	TEMP HP
CURRENT 11d8 HIT DICE	SUCCESS ○○○ FAILURE ○○○ DEATH SAVES	

Darkvision
Advantage on Charm saves
Magic can't put you to sleep
Zombie Arm +5 to str check

Bardic Inspiration	1d10
Song of Rest	1d10

CLASS FEATURES

NAME	TO HIT	DAMAGE	TYPE	RANGE	AMMO	PROPERTIES
Chains	+7	1d6+3	blu	10		reach
Strike	+7	1d4+3	blue	5		
Shuriken	+7	1d4+3	pei	20/60		

EXTRA ATTACK
Grappler - You have advantage on attack rolls against a creature you are grappling. You can use your action to try to pin a creature grappled by you. To do so, make another grapple check. If you succeed, you and the creature are both restrained until the grapple ends.

ATTACKS

Pan flute

Dungeoneers Pack

Book of Uthgar

Mark of Uthgar

Ball Bearings ( )

Boots of Eagerness

Stone Eagle

GP

MC

PACK PACK

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SPELLCASTING CLASS

Bard

CASTING ABILITY	SPELLS PREPARED	SPELL ATTACK	SPELL SAVE DC
CHA	15	12+cha	8+cha

SPELL SLOTS	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
TOTAL	4	3	3	3	2	1			
USED									

CLASS ABILITIES

CANTRIPS

- Minor Illusion
- Vicious Mockery
- Wall Run
- Uthgar Strike

1st LEVEL SPELLS

- Disguise Self
- Fog Cloud
- Expeditious Retreat
- Compelled Duel
- Heroism
- Divine Favor

2nd LEVEL SPELLS

- Hold Person
- Enlarge Reduce
- Rope Trick
- Misty Step

3rd LEVEL SPELLS

4th LEVEL SPELLS

- Stone Skin
- Staggering Smite

5th LEVEL SPELLS

- Mislead

6th LEVEL SPELLS

- Otto's Irresistible Dance
- Mass Suggestion

7th LEVEL SPELLS

8th LEVEL SPELLS

9th LEVEL SPELLS

COMPANION

LEVEL

CLASS

RACE

RELATION

STR

INT

DEX

WIS

CON

CHA

PASSIVE PERCEPTION

PROFICIENCY BONUS

ARMOR CLASS

INITIATIVE

SPEED

HP

MAX HP

TEMP HP

CURRENT HIT DICE

SUCCESS

FAILURE

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LANGUAGES & PROFICIENCIES

CLASS FEATURES

NAME	TO HIT	DAMAGE	TYPE	RANGE	AMMO	PROPERTIES

ATTACKS

COMPANION

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PASSIVE PERCEPTION

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