

Sonata

CHARACTER NAME

Bard (3)

CLASS & LEVEL

Charlatan

BACKGROUND

mf

PLAYER NAME

Tiefling

RACE

CG (wip)

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

-

10

DEXTERITY

+2

15

CONSTITUTION

-

11

INTELLIGENCE

+1

12

WISDOM

-

11

CHARISMA

+3

16

INSPIRATION

+2

PROFICIENCY BONUS

- Strength
- +4 Dexterity
- Constitution
- +1 Intelligence
- Wisdom
- +5 Charisma

SAVING THROWS

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

SKILLS

14

ARMOR CLASS

+2

INITIATIVE

30'

SPEED

Hit Point Maximum 17

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 3d8

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

Lies about everything, even when there is no reason to do so

PERSONALITY TRAITS

Fairness

IDEALS

Swindled people that didn't deserve it

BONDS

Can't resist swindling powerful people

FLAWS

NAME ATK BONUS DAMAGE/TYPE

Crossbow +4 1d8 Piercing+2

Dagger +4 1d4 Piercing+2

Quarterstaff +1 +4 1d6 Bludgeoning Versatile (1d8)

ATTACKS & SPELLCASTING

False Identity

Dark Vision monochromatic, dim light as bright to 60', total darkness as dim

Hellish Resistance to fire

Expertise Performance & Persuasion x2 prof bonus

Jack of All Trades add 1/2 prof bonus to any roll that doesn't already include it

Song of Rest add 1d6 recovery for party members that heal during short rest

Bardic Inspiration 1d6 to character within 60' w/audio, lasts 10 min

Mantle of Inspiration bonus action grants 5 temp hp to up to 3 creature within 60' with line of sight, target can use reaction to move w/o provoking opportunity attacks

Enthralling Performance charm up to 3 audience members within 60', lasts 1 hour - Wisdom saving throw does not reveal attempt

11

PASSIVE WISDOM (PERCEPTION)

Languages Common & Infernal
Proficiencies Disguise Kit, Forgery Kit, Lute, Tin Whistle, Kettle drum

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

40*

Studded Leather Armor
Diplomat's Pack
Disguise Kit
Forgery Kit
Silver snuffbox inscribed "dreams" containing Tin Whistle
Enchanted Cittern
Kettle drum / Cook pot
Bundle Crossbow Bolts (x2)
Rations

*50GP in Guild bank

EQUIPMENT

FEATURES & TRAITS



Sonata

CHARACTER NAME

19

AGE

5'8"

HEIGHT

164 lbs

WEIGHT

Silver

EYES

Red

SKIN

Black

HAIR



CHARACTER APPEARANCE

Bardic College of Glamour
????? Guild

NAME

SYMBOL

ALLIES & ORGANIZATIONS

ADDITIONAL FEATURES & TRAITS

Enchanted Cittern - Requires roughly 1 hour to tune
 Bark Skin / AC16
 Cure Wounds
 Fog Cloud
 Anyone making a saving throw is at disadvantage

CHARACTER BACKSTORY

TREASURE



Bard

SPELLCASTING CLASS

Charisma

SPELLCASTING ABILITY

+13

SPELL SAVE DC

+5

SPELL ATTACK BONUS

0 **CANTRIPS**

Thaumaturgy (Tiefling innate)
 Minor Illusion
 Prestidigitation

SPELL LEVEL: **1** SLOTS TOTAL: **4** SLOTS EXPENDED: **0**

PREPARED

SPELL NAME

Illusory Script (Ritual)
 Disguise Self
 Detect magic (Ritual)
 Cure Wounds
 Thunderwave

2 **2**

Hellish Rebuke (Tiefling innate)
 Suggestion

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SPELLS KNOWN

Cure Wounds 1

CAST TIME	RANGE	DURATION
1 Action	Touch	Instant

BONUS
 1d8/slot >1 Recovers 1d8 + Cha

Your blood has been shed
 But it doesn't mean you wind up dead

*No effect on undead / constructs

ABJ CON DIV ENC EVO ILL NEC TRA

Detect Magic 1

CAST TIME	RANGE	DURATION
1 Action	Self / 30ft	Conc/10 min

Ritual

From this rendition of arcana instilled,
 Let body and tradition be now revealed

Aura reveals School if applicable

*Cannot penetrate 1' stone, 1" metal, lead lining, 3' wood/dirt

ABJ CON DIV ENC EVO ILL NEC TRA

Disguise Self 1

CAST TIME	RANGE	DURATION
1 Action	Self	1 hr

SAVE Investigation

You can hide the face
 with which you were born
 But never forget
 you still have horns

ABJ CON DIV ENC EVO ILL NEC TRA

Hellish Rebuke 1

CAST TIME	RANGE	DURATION
1 Reaction	60' w/visual	Instant

ATK BONUS	DAMAGE	SAVE	DC
1d10/slot >1	2d10	Dex	

Once maligned, I return in kind

Ring of flames

Saving throw reduces to 1d10

ABJ CON DIV ENC EVO ILL NEC TRA

Illusory Script 1

CAST TIME	RANGE	DURATION
1 min	Touch	10 days

SAVE Truesight Ritual

Secrets bound in leaded ink
 Keep our shielded thoughts in sync

Can be keyed to an individual
 If dispelled, both messages evaporate

*Consumes 1 lead-based ink >= 10gp

ABJ CON DIV ENC EVO ILL NEC TRA

Minor Illusion 0

CAST TIME	RANGE	DURATION
1 Action	30'	1 min

SAVE Investigation DC

<=5ft3

Treasure's gleam or lover's sigh,
 Whatever it takes to sell the lie

One image or sound only *Requires a bit of fleece

ABJ CON DIV ENC EVO ILL NEC TRA

Prestidigitation 0

CAST TIME	RANGE	DURATION
1 Action	10'	1 hr

Cold stew in the hearth
 Soiled boots on the floor
 Magic makes everything
 Less of a chore

Minor magics not exceeding 1ft3

*Can have <=3 non-instant effects active at once, uses 1 action to dismiss

ABJ CON DIV ENC EVO ILL NEC TRA

Suggestion 2

CAST TIME	RANGE	DURATION
1 Action	30'	8 hrs

Honeyed kiss of adder's tongue
 Our aims now beat as one

Request must be worded reasonably, target will not self-harm

**Allied damage to the target ends the spell

ABJ CON DIV ENC EVO ILL NEC TRA

Thaumaturgy 0

CAST TIME	RANGE	DURATION
1 Action	30'	1 min

Omens of darkness
 Give them what they fear
 Gain me the time to disappear

*Can have <=3 effects active at once, uses 1 action to dismiss

ABJ CON DIV ENC EVO ILL NEC TRA

Thunderwave |

CAST TIME RANGE DURATION
1 Action **Self (15ft3)** **Instant**

ATK BONUS DAMAGE SAVE DC
 1d8/slot>1 **2d8** **Con**

+10' push

**Mothing earth, heed my plea
 Don't let them hurt me**

Thunder Damage with blast wave that also affects unsecured objects, sonic boom audible to 300'

Saving throw reduces to 1d8 with no push

ABJ CON DIV ENC EVO ILL NEC TRA

NAME LVL

CAST TIME RANGE DURATION

ATK BONUS DAMAGE SAVE DC

ABJ CON DIV ENC EVO ILL NEC TRA

NAME LVL

CAST TIME RANGE DURATION

ATK BONUS DAMAGE SAVE DC

ABJ CON DIV ENC EVO ILL NEC TRA

NAME LVL

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