

Sonata

CHARACTER NAME

Bard (4)

CLASS & LEVEL

Charlatan

BACKGROUND

mf

PLAYER NAME

Tiefling

RACE

CG (wip)

ALIGNMENT

EXPERIENCE POINTS

STRENGTH
-
10

DEXTERITY
+2
15

CONSTITUTION
+1
13

INTELLIGENCE
+1
12

WISDOM
-
11

CHARISMA
+3
16

INSPIRATION

+2 **PROFICIENCY BONUS**

SAVING THROWS

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

SKILLS

- +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)
- +4 Sleight of Hand (Dex)
- +4 Stealth (Dex)
- Survival (Wis)

14 **ARMOR CLASS**

+2 **INITIATIVE**

30' **SPEED**

Hit Point Maximum **26**

1 **CURRENT HIT POINTS**

TEMPORARY HIT POINTS

Total **2d8**

2 **HIT DICE**

SUCCESSES

FAILURES

DEATH SAVES

NAME ATK BONUS DAMAGE/TYPE

Crossbow +4 1d8 Piercing+2

Dagger +4 1d4 Piercing+2

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

ATTACKS & SPELLCASTING

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

11 **PASSIVE WISDOM (PERCEPTION)**

Languages Common & Infernal

Proficiencies Disguise Kit, Forgery Kit, Lute, Tin Whistle, Kettle drum

OTHER PROFICIENCIES & LANGUAGES

52 **EQUIPMENT**

- 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
- 2 'til diamonds

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 1/2 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

FEATURES & TRAITS



Sonata

CHARACTER NAME

19

AGE

Silver

EYES

5'8"

HEIGHT

Red

SKIN

164 lbs

WEIGHT

Black

HAIR



CHARACTER APPEARANCE

Bardic College of Glamour
Iron Fox 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

3

6

1

SLOTS TOTAL

SLOTS EXPENDED

4

SPELL NAME

PREPARED

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

4

7

2

3

- Hellish Rebuke (Tiefling innate)
- Suggestion

5

8

9

SPELLS KNOWN

Cure Wounds 1

CAST TIME: 1 Action RANGE: Touch DURATION: Instant

BONUS: Id8/slot >1 Recovers Id8 + 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: 1 Action RANGE: Self / 30ft DURATION: 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: 1 Action RANGE: Self DURATION: 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 1/2

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

ATK BONUS: Id10/slot >1 DAMAGE: 2d10 SAVE: Dex DC:

Once maligned, I return in kind

Ring of flames

Saving throw reduces to Id10

ABJ CON DIV ENC EVO ILL NEC TRA

Illusory Script 1

CAST TIME: 1 min RANGE: Touch DURATION: 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: 1 Action RANGE: 30' DURATION: 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: 1 Action RANGE: 10' DURATION: 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: 1 Action RANGE: 30' DURATION: 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: 1 Action RANGE: 30' DURATION: 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: **1 Action** RANGE: **Self (15ft3)** DURATION: **Instant**

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

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ATK BONUS _____ DAMAGE _____ SAVE _____ DC _____

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