

# Nanko Silvertail

Character Name

8th level Bard

Level and Class: Half Elf, CG  
Race: Alignment

Outlander

Background: 34,000  
Experience

9 Str  
-1

14 Dex  
+2

13 Con  
+1

11 Int  
0

15 Wis  
+2

18 Cha  
+4

Saving Throws	
-1	Strength
+5	Dexterity
+1	Constitution
+0	Intelligence
+2	Wisdom
+7	Charisma

Skills	
+5	Acrobatics (Dex)
+1	Animal Handling (Wis)
+1	Arcana (Int)
+2	Athletics (Str)
+10	Deception (Cha)
+1	History (Int)
+1	Insight (Wis)
+1	Intimidation (Cha)
+1	Investigation (Int)
+1	Medicine (Wis)
+1	Nature (Wis)
+5	Perception (Wis)
+7	Performance (Cha)
+6	Persuasion (Cha)
+1	Religion (Int)
+1	Sleight of Hand (Dex)
+1	Stealth (Dex)
+8	Survival (Wis)
15	Passive Wisdom (Perception)

15 Armor Class  
+2 Initiative

30ft Speed  
51 Max hp

51 Current Hit Points

Hit Die	Total	Used
d8	8	

Racial Traits
Darkvision (60vft) Fey Ancestry

Class Features
Wanderer Bardic Inspiration (1d8, 4/rest)  Jack of all trades Song of rest (1d6) Expertise (Survival, Deception) Countercharm Bard college: College of Valor Combat Inspiration Extra attack

Proficiencies
Proficiency Bonus +3 Light and Medium armor, shields Simple and Martial weapons Lyre (main instrument), Guitar, lute Panflute

Feats/Notes

Attacks				
Weapon	Bonus	Damage	Range	Type
+2 Rapier	+7	1d8 +4		p
Dagger	+5	1d4+2	20/60 ft	p
Longsword	+2	1d8-1		s

**Combat Notes**  
Dagger can be thrown for Extra Attack  
Longsword is Versatile (1d10)  
Combat Inspiration

Equipment
Staff Hunting trap + trophy Travelers clothes 10gp Longsword Lyre +1 studded leather armor Dagger Entertainer's pack Backpack / Bedroll 2 costumes 5 candles 5 days Rations Waterskin Disguise kit +2 Rapier Scroll of Spider Climb Scroll of Knock

Personality/Ideals/Bonds/Flaws
Inspiration
Personality: A bit introverted, but warms up quickly Ideals: I adventure to make a living Bonds: Music is my only passion Flaws: I have nothing I call family, and believe I never will.

Languages
Common Elvish Sylvan Draconic

SpellCasting			
Bard	Cha	15	+7
Spellcasting Class		Ability	Save DC
Spells Known		Atk Bonus	
<b>Cantrips</b>			
Dancing Lights Vicious Mockery (2d4) Minor Illusion			
1st Level	Slots:		4
Cure wounds Feather Fall Dissonate Whispers Speak with Animals			
2nd Level	Slots:		3
Heat Metal Invisibility Shatter			
3rd Level	Slots:		3
Fear Major Illusion			
4th Level	Slots:		2
Greater Invisibility Freedom of Movement			
5th Level	Slots:		
6th Level	Slots:		