



Hank Paldoom

CHARACTER NAME

Swords Bard 3 [1]
CLASS(ES) & LEVEL(S)

PLAYER NAME

LEVEL

3

Half-Elf
RACE

910 [2] 2,700
EXPERIENCE NEXT LEVEL

[3] [4]

STR

+1

12

DEX

+3

16

CON

+2

14

INT

+2

15

WIS

+0

10

CHA

+3

17

15



INSPIRATION

+2

PROFICIENCY
BONUS

- ☐ +1 Strength
- ☒ +5 Dexterity
- ☐ +2 Constitution
- ☐ +2 Intelligence
- ☐ +0 Wisdom
- ☒ +5 Charisma

SAVING THROWS

- ☒ +7 Acrobatics (Dex)
- ☐ +1 Animal Handling (Wis)
- ☐ +3 Arcana (Int)
- ☐ +2 Athletics (Str)
- ☐ +4 Deception (Cha)
- ☐ +3 History (Int)
- ☐ +1 Insight (Wis)
- ☒ +5 Intimidation (Cha)
- ☒ +6 Investigation (Int)
- ☐ +1 Medicine (Wis)
- ☐ +3 Nature (Int)
- ☐ +1 Perception (Wis)
- ☒ +5 Performance (Cha)
- ☒ +5 Persuasion (Cha)
- ☐ +3 Religion (Int)
- ☒ +5 Sleight of Hand (Dex)
- ☒ +5 Stealth (Dex)
- ☐ +1 Survival (Wis)

SKILLS [9]

15

AC

+4

INIT

30 ft

SPEED

Hit Point Max 24

CURRENT HIT POINTS

Condition

TEMPORARY HIT POINTS

3d8

HIT DICE

SUC. ☐ ☐ ☐
FAIL. ☐ ☐ ☐

DEATH SAVES

BACKGROUND: Charlatan [6]

mbler who can't resist taking a risk for a pot
Overprotective manner.

PERSONALITY TRAITS

Creativity.
I never run the same con twice.

IDEALS

neone I loved died because of a mistake I mac
That will never happen again.

BONDS

nite my best efforts, I am unreliable to my frie

FLAWS

ALIGNMENT: Neutral Good

NAME	ATK BONUS	DAMAGE/TYPE
Duelist Rapier	+5	1d8+3[piercing]+2[Piercing]**Martial Melee Weapon Attack.**Finesse
Dagger	+5	1d4+3[piercing]**Simple Melee or Ranged Weapon Attack.**Finesse, Light, Thrown (range 20/60)
	-	-
	-	-
	-	-

ATTACKS & NOTES

11

PASSIVE WISDOM (PERCEPTION)

Armor Proficiencies: Light, Medium

Weapon Proficiencies: Simple Weapons, Hand Cr

Vehicle Proficiencies: [10]

3 Tool Proficiencies: disguise kit, musical instru

Other Proficiencies: [12]

Other Speeds: -

PROFICIENCIES

Common
Elvish
Dwarvish

LANGUAGES [13]

Chain Shirt

EQUIPPED ITEMS

26	5'5"	145 lb.	m
AGE	HEIGHT	WEIGHT	SIZE
Male	Grey	Golden	To kill for
GENDER	EYES	HAIR	SKIN

CHARACTER APPEARANCE

[21]	Magenta
HEADER	COLOR SCHEME
APPEARANCE URL	SYMBOL URL

CUSTOMIZATION

NAME

SYMBOL

ALLIES & ORGANIZATIONS

CHARACTER BACKSTORY

[1] Enter your first chosen class first. If you have a subclass, enter it anywhere before another class, e.g. "Champion Fighter 4 Berserker Barbarian 3"

The first class entered will be used to determine your 1st level hit die and saving throw proficiencies.

Important: Do not neglect to set your Subclass. Under various circumstances, not intentionally setting a subclass can end up with the sheet giving you a subclass you don't have.

[2] When you update your experience total, most other fields will automatically update as you level up. Also adjust the CLASS cell accordingly, the level or sum of levels from there needs to match your total level.

[3] Enter your base ability score, before any modifiers, in the cell in this column UNDER each Ability Score block. The cells with 00 in them.

[4] Enter Ability Score Improvements and racial Ability CHOICES in the cell in this column UNDER each Ability Score block.

When this cell turns blue, it means you have racial Ability Scores Increases to choose below.

[5] IF you roll for HP, input your maximum HP according to hit die from 1st level here without con mod, then each line after is for the amount rolled on hit dice for each level. If you enter nothing in this column, it assumes average.

[6] Your background gives you skills. If you want to modify which skills a background lets you choose, or you want to add new backgrounds, they're the one piece of customization done on this page. If you unhide the columns to the right (by clicking/tapping the tiny little arrows that show up on the "AP" column header, thanks google /s), you'll find the Backgrounds listed starting in cell AX69, the associated skills starting in AY69, the number of extra languages starting in AZ69, the number of tool proficiencies granted starting in BA69, and the number of vehicle proficiencies granted starting in BB69. You can alter the skills to be any two you desire or add to the list of recognized Backgrounds by adding the Background to the AX column, its associated skills to the AY column, and its number of languages, tools, and vehicles proficiencies to the proper columns, starting at row 82.

[7] Overriding Initiative Advantage and Disadvantage

Enter 'adv' in this cell to override for advantage on initiative.

Enter 'dis' in this cell to override for disadvantage on initiative.

Enter almost anything else in this cell to override to normal initiative.

[8] Overriding Advantage and Disadvantage

Enter 'adv' in this column to override for advantage.

Enter 'dis' in this column to override for disadvantage.

Enter almost anything else in this column to override to normal.

[9] Skill names get colored and underlined until you select what you are granted by your class, race, and background.

Class skills are blue.

Racially granted skills are purple.

When you have a choice of racial skills, they are magenta.

Background skills are dark orange.

[10] The sheet doesn't automatically populate any vehicle proficiencies. It just counts how many you should have. Fill this in yourself.

[11] The sheet doesn't automatically populate any tool proficiencies. It just counts how many you should have. Fill this in yourself.

[12] Add any bonus proficiencies to this cell. Things like Kensei's weapon proficiencies (don't forget to mark it as a Monk Weapon on the Attack Info sheet) or weapon proficiencies from the Weapon Master Feat or the two Martial Weapon proficiencies for Hobgoblins.

[13] This only autofills with languages from your race. If you gain languages from another source, enter them on the lines after the automatically populated ones.

[14] +2 to damage when fighting with one weapon.

[15] You have advantage on saving throws against being charmed, and magic can't put you to sleep.

[16] You know one cantrip of your choice from the wizard spell list. Intelligence is your spellcasting ability for it.

[17] Beginning at 2nd Level, you can use soothing music or oration to help Revitalize your wounded allies during a Short Rest. If you or any friendly creatures who can hear your Performance regain Hit Points by spending Hit Dice at the end of the Short Rest, each of those creatures regains an extra 1d6 Hit Points.

The extra Hit Points increase when you reach certain levels in this class: to 1d8 at 9th level, to 1d10 at 13th level, and to 1d12 at 17th level.

[18] Formulas check what is written here. Fighting Styles are supported with the exception of Protection, as are most Feats that matter for the sheet. For feats and fighting styles, enter in

"Feat: [feat name]" format:

e.g.

Feat: Mobile

Feat: Dual Wielder

Fighting Style: Dueling

Some abilities let you choose things, like saving throw proficiencies. Include those things in parentheses, e.g. Iron Mind (Wisdom).

If you take the Skilled feat, put your chosen skills in parentheses, e.g. Skilled (Acrobatics, Athletics, Performance)

[19] Enter your main spellcasting class here. If you have multiple spellcasting classes, the sheet will figure out spellslots properly, but can't handle setting up separate DCs and Spell Attack Bonuses for classes with different Spellcasting Abilities.

If you have the Magic Initiate feat and no other spellcasting classes, enter the class for that feat and make sure you have Magic Initiate listed in your features.

If you have the Magic Initiate feat in conjunction with a spellcasting class, put it in your features and the sheet will add an extra 1st-level slot for you.

[20] Conjunction cantrip

Casting Time: 1 action

Range: Self (5-foot radius)
Components: V
Duration: Instantaneous

You create a momentary circle of spectral blades that sweep around you. All other creatures within 5 feet of you must succeed on a Dexterity saving throw or take 1d6 force damage.

At Higher Levels. This spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

[21] If you want to add your own custom header image, unhide the columns on the right and follow the link to one of the "blank" headers, make your own, and then add it to the list.