

Aglaea

CHARACTER NAME

Bard 5

CLASS & LEVEL

Human

RACE

Spy

BACKGROUND

Chaotic Good

ALIGNMENT

PLAYER NAME

EXPERIENCE POINTS

STRENGTH

-1

8

DEXTERITY

+2

14

CONSTITUTION

0

10

INTELLIGENCE

+2

15

WISDOM

+1

12

CHARISMA

+4

18

INSPIRATION

+3

PROFICIENCY BONUS

- Strength
- Dexterity
- Constitution
- Intelligence
- Wisdom
- Charisma

SAVING THROWS

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

SKILLS

ARMOR CLASS

INITIATIVE

SPEED

Hit Point Maximum **8+4d8**

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total _____

d8

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME ATK BONUS DAMAGE/TYPE

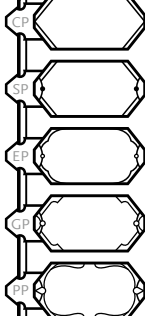
Dagger +5 1d4+2

ATTACKS & SPELLCASTING

PASSIVE WISDOM (PERCEPTION)

Light Armor
Bardic Weapons
Common
+4 additional languages
Gaming Set
Thieves' Tools

OTHER PROFICIENCIES & LANGUAGES



EQUIPMENT

- Variant Human Traits
- Linguist Feat
- Bardic Inspiration (d8)
- Jack of All Trades
- Song of Rest (d6)
- Expertise (Persuasion, Deception)
- College of Lore
- Cutting Words
- Font of Inspiration

FEATURES & TRAITS