

Monty/Monica Sugarcube

CHARACTER NAME

College of Swords Bard 5

Noble

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Variant Human

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

-1

8

DEXTERITY

3

16

CONSTITUTION

1

13

INTELLIGENCE

1

12

WISDOM

0

10

CHARISMA

3

16

INSPIRATION

3

PROFICIENCY BONUS

-1

Strength

6

Dexterity

1

Constitution

1

Intelligence

0

Wisdom

6

Charisma

SAVING THROWS

4

Acrobatics (Dex)

1

Animal Handling (Wis)

2

Arcana (Int)

0

Athletics (Str)

9

Deception (Cha)

4

History (Int)

1

Insight (Wis)

6

Intimidation (Cha)

2

Investigation (Int)

1

Medicine (Wis)

2

Nature (Int)

3

Perception (Wis)

4

Performance (Cha)

9

Persuasion (Cha)

2

Religion (Int)

4

Sleight of Hand (Dex)

4

Stealth (Dex)

1

Survival (Wis)

SKILLS

14

ARMOR CLASS

4

INITIATIVE

30

SPEED

Hit Point Maximum

33

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

5

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

NAME	ATK	DAMAGE/TYPE
Vicious Mockery	DC14	2d4 Psychic
Rapier	+6	1d8+3 Piercing
Dagger	+6	1d4+3 Piercing
Thunderclap	DC14	2d6 Thunder
Shatter	DC14	3d8 Thunder

ATTACKS & SPELLCASTING

CP	SP	EP	25	GP	PP
----	----	----	----	----	----

1 Scroll of Pedigree

1 Purse

1 Rapier

1 Entertainer's Pack

1 Bagpipes

1 Leather Armor

1 Dagger

EQUIPMENT

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

Bardic Inspiration

Ritual Casting

Position of Privilege

Telepathic

Jack of All TradesNote: already factored into skill modifiers

Song of Rest

Magical Inspiration

Font of Inspiration

Blade Flourish

Defensive Flourish

Slashing Flourish

Mobile Flourish

Fighting Style: Two-Weapon Fighting

Dual Wielder

FEATURES & TRAITS

13

PASSIVE WISDOM (PERCEPTION)

TOOL: Bagpipes, Dice Set, Flute, Lute

LANGUAGE: Common, Draconic, Dwarvish


ARMOR: Light Armor, Medium Armor

WEAPON: Hand Crossbow, Longsword, Rapier, Scimitar, Shortsword, Simple weapons

OTHER PROFICIENCIES & LANGUAGES

[illegible]

Most recently seen captivating audiences in Wintervale, their charm and talent have earned them admiration—and perhaps a few enemies. Yet, for all their flamboyant presence, one mystery remains: is “Sugarcube” merely a stage name, or something more? When asked, they simply flash a knowing smile, leaving the truth as elusive as the tales they weave.



SPELLCASTING CLASS

CHARISMA

14

6

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

0

CANTRIPS

Vicious Mockery

Thunderclap

Message

SPELL LEVEL SLOTS TOTAL SLOTS EXPENDED

1

4

☐ Bane

☐ Healing Word

☐ Illusory Script

☐ Unseen Servant

2

3

☐ Detect Thoughts

☐ Invisibility

☐ Shatter

3

2

☐ Mass Healing Word

☐ Glyph of Warding

4

0

5

0

6

0

7

0

8

0

9

0

FEATURES & TRAITS

Bardic Inspiration

You can inspire others through stirring words or music. To do so, you use a bonus action on your turn to choose one creature other than yourself within 60 feet of you who can hear you. That creature gains one Bardic Inspiration die, a d6. Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the Bardic Inspiration die, but must decide before the DM says whether the roll succeeds or fails. Once the Bardic Inspiration die is rolled, it is lost. A creature can have only one Bardic Inspiration die at a time. You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain any expended uses when you finish a long rest. Your Bardic Inspiration die changes when you reach certain levels in this class. The die becomes a d8 at 5th level, a d10 at 10th level, and a d12 at 15th level.

Ritual Casting

You can cast any bard spell you know as a ritual if that spell has the ritual tag.

Position of Privilege

Thanks to your noble birth, people are inclined to think the best of you. You are welcome in high society, and people assume you have the right to be wherever you are. The common folk and merchants make every effort to accommodate you and avoid your displeasure, and other people of high birth treat you as a member of the same social sphere. You can secure an audience with a local noble if you need to.

Telepathic

You awaken the ability to mentally connect with others, granting you the following benefits: Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20. You can speak telepathically to any creature you can see within 60 feet of you. Your telepathic utterances are in a language you know, and the creature understands you only if it knows that language. Your communication doesn't give the creature the ability to respond to you telepathically. You can cast the detect thoughts spell, requiring no spell slot or components, and you must finish a long rest before you can cast it this way again. Your spellcasting ability for the spell is the ability increased by this feat. If you have spell slots of 2nd level or higher, you can cast this spell with them.

Jack of All Trades

Starting at 2nd level, you can add half your proficiency bonus, rounded down, to any ability check you make that doesn't already include your proficiency bonus.

Song of Rest

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 at the end of the short rest by spending one or more Hit Dice, each of those creatures regains an extra 1d6 hit points.

Magical Inspiration

If a creature has a Bardic Inspiration die from you and casts a spell that restores hit points or deals damage, the creature can roll that die and choose a target affected by the spell. Add the number rolled as a bonus to the hit points regained or the damage dealt. The Bardic Inspiration die is then lost.

Font of Inspiration

Beginning when you reach 5th level, you regain all of your expended uses of Bardic Inspiration when you finish a short or long rest.

Blade Flourish

At 3rd level, you learn to perform impressive displays of martial prowess and speed. Whenever you take the Attack action on your turn, your walking speed increases by 10 feet until the end of the turn, and if a weapon attack that you make as part of this action hits a creature, you can use one of the following Blade Flourish options of your choice. You can use only one Blade Flourish option per turn.

Defensive Flourish

You can expend one use of your Bardic Inspiration to cause the weapon to deal extra damage to the target you hit. The damage equals the number you roll on the Bardic Inspiration die. You also add the number rolled to your AC until the start of your next turn.

Slashing Flourish

You can expend one use of your Bardic Inspiration to cause the weapon to deal extra damage to the target you hit and to any other creature of your choice that you can see within 5 feet of you. The damage equals the number you roll on the Bardic Inspiration die.

Mobile Flourish

You can expend one use of your Bardic Inspiration to cause the weapon to deal extra damage to the target you hit. The damage equals the number you roll on the Bardic Inspiration die. You can also push the target up to 5 feet away from you, plus a number of feet equal to the number you roll on that die. You can then immediately use your reaction to move up to your walking speed to an unoccupied space within 5 feet of the target.

Fighting Style: Two-Weapon Fighting

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

Dual Wielder

You master fighting with two weapons, gaining the following benefits: You gain a +1 bonus to AC while you are wielding a separate melee weapon in each hand. You can use two-weapon fighting even when the one-handed melee weapons you are wielding aren't light. You can draw or stow two one-handed weapons when you would normally be able to draw or stow only one.

SPELLS

Vicious Mockery

Enchantment cantrip

Casting Time: 1 action

Range: 60 feet

Target: A creature you can see and that can hear you within range

Components: V

Duration: Instantaneous

Description:

You unleash a string of insults laced with subtle enchantments at a creature you can see within range. If the target can hear you (though it need not understand you), it must succeed on a Wisdom saving throw or take 1d4 psychic damage and have disadvantage on the next attack roll it makes before the end of its next turn. This spell's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

Thunderclap

Evocation cantrip

Casting Time: 1 action

Range: 5 feet

Target: Each creature within range

Components: S

Duration: Instantaneous

Description:

You create a burst of thunderous sound that can be heard up to 100 feet away. Each creature within range, other than you, must succeed on a Constitution saving throw or take 1d6 thunder damage. The spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

Message

Transmutation cantrip

Casting Time: 1 action

Range: 120 feet

Target: A creature within range

Components: V S M

Duration: 1 round

Description:

You point your finger toward a creature within range and whisper a message. The target (and only the target) hears the message and can reply in a whisper that only you can hear. You can cast this spell through solid objects if you are familiar with the target and know it is beyond the barrier. Magical silence, 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood blocks the spell. The spell doesn't have to follow a straight line and can travel freely around corners or through openings.

Bane

Enchantment 1

Casting Time: 1 action

Range: 30 feet

Target: Up to three creatures of your choice that you can see within range

Components: V S M

Duration: ConcentrationUp to 1 minute

Description:

Up to three creatures of your choice that you can see within range must make Charisma saving throws. Whenever a target that fails this saving throw makes an attack roll or a saving throw before the spell ends, the target must roll a d4 and subtract the number rolled from the attack roll or saving throw. ***At Higher Levels:*** When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

Healing Word

Evocation 1

Casting Time: 1 bonus action

Range: 60 feet

Target: A creature of your choice that you can see within range

Components: V

Duration: Instantaneous

Description:

A creature of your choice that you can see within range regains hit points equal to 1d4 + your spellcasting ability modifier. This spell has no effect on undead or constructs.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the Healing increases by 1d4 for each slot level above 1st.

Illusory Script

Illusion 1

Casting Time: 1 minute

Range: Touch

Target: Parchment, paper, or some other suitable writing material

Components: S M

Duration: 10 days

Description:

You write on parchment, paper, or some other suitable writing material and imbue it with a potent illusion that lasts for the duration. To you and any creatures you designate when you cast the spell, the writing appears normal, written in your hand, and conveys whatever meaning you intended when you wrote the text. To all others, the writing appears as if it were written in an unknown or magical script that is unintelligible. Alternatively, you can cause the writing to appear to be an entirely different message, written in a different hand and language, though the language must be one you know. Should the spell be dispelled, the original script and the illusion both disappear. A creature with truesight can read the hidden message.

Unseen Servant

Conjuration 1

Casting Time: 1 action

Range: 60 feet

Target: An unoccupied space on the ground within range

Components: V S M

Duration: 1 hour

Description:

This spell creates an invisible, mindless, shapeless, Medium force that performs simple tasks at your command until the spell ends. The servant springs into existence in an unoccupied space on the ground within range. It has AC 10, 1 hit point, and a Strength of 2, and it can't attack. If it drops to 0 hit points, the spell ends. Once on each of your turns as a bonus action, you can mentally command the servant to move up to 15 feet and interact with an object. The servant can perform simple tasks that a human servant could do, such as fetching things, cleaning, mending, folding clothes, lighting fires, serving food, and pouring wine. Once you give the command, the servant performs the task to the best of its ability until it completes the task, then waits for your next command. If you command the servant to perform a task that would move it more than 60 feet away from you, the spell ends.

Detect Thoughts

Divination 2

Casting Time: 1 action

Range: Self

Target: Self

Components: V S M

Duration: ConcentrationUp to 1 minute

Description:

For the duration, you can read the thoughts of certain creatures. When you cast the spell and as your action on each turn until the spell ends, you can focus your mind on any one creature that you can see within 30 feet of you. If the creature you choose has an Intelligence of 3 or lower or doesn't speak any language, the creature is unaffected. You initially learn the surface thoughts of the creature—what is most on its mind in that moment. As an action, you can either shift your attention to another creature's thoughts or attempt to probe deeper into the same creature's mind. If you probe deeper, the target must make a Wisdom saving throw. If it fails, you gain insight into its reasoning (if any), its emotional state, and something that looms large in its mind (such as something it worries over, loves, or hates). If it succeeds, the spell ends. Either way, the target knows that you are probing into its mind, and unless you shift your attention to another creature's thoughts, the creature can use its action on its turn to make an Intelligence check contested by your Intelligence check; if it succeeds, the spell ends. Questions verbally directed at the target creature naturally shape the course of its thoughts, so this spell is particularly effective as part of an interrogation. You can also use this spell to detect the presence of thinking creatures you can't see. When you cast the spell or as your action during the duration, you can search for thoughts within 30 feet of you. The spell can penetrate barriers, but 2 feet of rock, 2 inches of any metal other than lead, or a thin sheet of lead blocks you. You can't detect a creature with an Intelligence of 3 or lower or one that doesn't speak any language. Once you detect the presence of a creature in this way, you can read its thoughts for the rest of the duration as described above, even if you can't see it, but it must still be within range.

Invisibility

Illusion 2

Casting Time: 1 action

Range: Touch

Target: A creature you touch

Components: V S M

Duration: ConcentrationUp to 1 hour

Description:

A creature you touch becomes invisible until the spell ends. Anything the target is wearing or carrying is invisible as long as it is on the target's person. The spell ends for a target that attacks or casts a spell.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.

Shatter

Evocation 2

Casting Time: 1 action

Range: 60 feet

Target: A point of your choice within range

Components: V S M

Duration: Instantaneous

Description:

A sudden loud ringing noise, painfully intense, erupts from a point of your choice within range. Each creature in a 10-foot-radius sphere centered on that point must make a Constitution saving throw. A creature takes 3d8 thunder damage on a failed save, or half as much damage on a successful one. A creature made of inorganic material such as stone, crystal, or metal has disadvantage on this saving throw. A nonmagical object that isn't being worn or carried also takes the damage if it's in the spell's area.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd.

Mass Healing Word

Evocation 3

Casting Time: 1 bonus action

Range: 60 feet

Target: Up to six creatures of your choice that you can see within range

Components: V

Duration: Instantaneous

Description:

As you call out words of restoration, up to six creatures of your choice that you can see within range regain hit points equal to 1d4 + your spellcasting ability modifier. This spell has no effect on undead or constructs.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, the Healing increases by 1d4 for each slot level above 3rd.

Glyph of Warding

Abjuration 3

Casting Time: 1 hour

Range: Touch

Target: Either a surface or within an object that can be closed

Components: V S M

Duration: Until dispelled or triggered

Description:

When you cast this spell, you inscribe a glyph that affects other creatures, either upon a surface (such as a table or a section of floor or wall) or within an object that can be closed (such as a book, a scroll, or a treasure chest) to conceal the glyph. The glyph can cover an area no larger than 10 feet in diameter. If the surface or object is moved more than 10 feet from where you cast this spell, the glyph is broken, and the spell ends without being triggered. The glyph is nearly invisible and requires a successful Intelligence (Investigation) check against your spell save DC to be found. You decide what triggers the glyph when you cast the spell. For glyphs inscribed on a surface, the most typical triggers include touching or standing on the glyph, removing another object covering the glyph, approaching within a certain distance of the glyph, or manipulating the object on which the glyph is inscribed. For glyphs inscribed within an object, the most common triggers include opening that object, approaching within a certain distance of the object, or seeing or reading the glyph. Once a glyph is triggered, this spell ends. You can further refine the trigger so the spell activates only under certain circumstances or according to physical characteristics (such as height or weight), creature kind (for example, the ward could be set to affect aberrations or drow), or alignment. You can also set conditions for creatures that don't trigger the glyph, such as those who say a certain password. When you inscribe the glyph, choose explosive runes or a spell glyph. Explosive Runes. When triggered, the glyph erupts with magical energy in a 20-foot-radius sphere centered on the glyph. The sphere spreads around corners. Each creature in the area must make a Dexterity saving throw. A creature takes 5d8 acid, cold, fire, lightning, or thunder damage on a failed saving throw (your choice when you create the glyph), or half as much damage on a successful one. Spell Glyph. You can store a prepared spell of 3rd level or lower in the glyph by casting it as part of creating the glyph. The spell must target a single creature or an area. The spell being stored has no immediate effect when cast in this way. When the glyph is triggered, the stored spell is cast. If the spell has a target, it targets the creature that triggered the glyph. If the spell affects an area, the area is centered on that creature. If the spell summons hostile creatures or creates harmful objects or traps, they appear as close as possible to the intruder and attack it. If the spell requires concentration, it lasts until the end of its full duration.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, the damage of an explosive runes glyph increases by 1d8 for each slot level above 3rd. If you create a spell glyph, you can store any spell of up to the same level as the slot you use for the glyph of warding.