

Calon Denvier

CHARACTER NAME

Bard 5

CLASS & LEVEL

Human

RACE

Entertainer

BACKGROUND

Chaotic Good

ALIGNMENT

PLAYER NAME

0

EXPERIENCE POINTS

STRENGTH

8

-1

DEXTERITY

16

+3

CONSTITUTION

15

+2

INTELLIGENCE

8

-1

WISDOM

8

-1

CHARISMA

18

+4

X

INSPIRATION

+3

PROFICIENCY BONUS

- ☐ +0 Strength
- ☒ +7 Dexterity
- ☐ +3 Constitution
- ☐ +0 Intelligence
- ☐ +0 Wisdom
- ☒ +8 Charisma

SAVING THROWS

- ☒ +7 Acrobatics (Dex)
- ☒ +1 Animal Handling (Wis)
- ☒ +1 Arcana (Int)
- ☒ +1 Athletics (Str)
- ☒ +8 Deception (Cha)
- ☒ +1 History (Int)
- ☒ +1 Insight (Wis)
- ☒ +6 Intimidation (Cha)
- ☒ +1 Investigation (Int)
- ☒ +1 Medicine (Wis)
- ☒ +1 Nature (Int)
- ☒ +6 Perception (Wis)
- ☒ +8 Performance (Cha)
- ☒ +11 Persuasion (Cha)
- ☒ +1 Religion (Int)
- ☒ +5 Sleight of Hand (Dex)
- ☒ +7 Stealth (Dex)
- ☒ +1 Survival (Wis)

SKILLS

17

ARMOR CLASS

+4

INITIATIVE

30

SPEED

Hit Point Maximum **38**

38

CURRENT HIT POINTS

0

TEMPORARY HIT POINTS

Total **5**

5

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

NAME

ATK BONUS

DAMAGE/TYPE

ATTACKS & SPELLCASTING

- Graceful Charmer: Calon has an effortless ability to connect with others, often leaving those around him inspired or enthralled by his passion. His wit is as sharp as his footwork.

PERSONALITY TRAITS

- Freedom of Expression: Art and culture are the lifeblood of a free society, and Calon believes they must be preserved at all costs.

IDEALS

- The People of Mirondal: Calon's heart remains tied to his home city and its people. Every step he takes is for them, even if he's far from their streets.

BONDS

- Reckless Altruism: Calon often puts himself in danger to protect others, even when it's not strategically sound.

FLAWS

Features: Bardic Inspiration, Dazzling Footwork, Font of Inspiration, Inspiring Leader, Jack of All Trades, Lucky, Musician, Resourceful, Skillful: Deception, Spellcasting, Versatile

16

PASSIVE WISDOM (PERCEPTION)

Weapons: Simple;
Armor: Light;
Tools: Flute, Lute, Lyre, Bagpipes, Drum, Viol;
Languages: Common, Elvish, Halfling

OTHER PROFICIENCIES & LANGUAGES

CP

0

SP

0

EP

0

GP

30

PP

0

+1 Spear, Bardic Strike, 3 Costume, Dagger, Dagger, Stone of Good Luck, Traveler's Clothes

EQUIPMENT

FEATURES & TRAITS



Calon Denvier

CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

Calon was born in the bustling free city of Mirondal, a vibrant cultural hub where art, music, and dance were woven into the daily life. From a young age, he captivated audiences with his performances, becoming a beloved figure known for his impassioned storytelling through dance. By his mid-twenties, Calon wasn't just an artist—he was a pillar of the community, leading festivals and using his platform to rally support for social causes.

When the Empire conquered Mirondal, life changed overnight. The city's spirit was crushed under the weight of foreign rule. Refusing to let his people's identity fade, Calon formed a political party of resistance, inspiring hope through public gatherings and performances. His art became a weapon, a call to action cloaked in beauty.

The Empire, unwilling to risk public outrage by silencing him outright, found a different way to deal with Calon. He was drafted into the imperial army and sent to a remote garrison on the frontier—a barren wasteland far from the city he loved. His commanding officer, a bitter man with no love for "dancing rebels," viewed Calon with disdain and frequently assigned him to perilous missions meant to ensure his demise.

But Calon refused to be broken. Against all odds, he survived every mission, using his agility, charisma, and wit to outmaneuver both enemies and the oppressive system. To his own surprise, he was able to adapt his knowledge of movement to make him a formidable

...

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

Backpack, Bedroll, Bell, Bullseye Lantern, Mirror, 8 Oil, Perfume, 9 Rations, Tinderbox, Waterskin

TREASURE



Bard

SPELLCASTING
CLASS

cha

SPELLCASTING
ABILITY

15

SPELL SAVE DC

+7

SPELL ATTACK
BONUS

0

CANTRIPS

Message (SM)

Minor Illusion (SM)

Starry Wisp (VS)

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

0

☐ Disguise Self (VS)

SPELL NAME

☐ Feather Fall (VM)

☐ Healing Word (V)

3

2

0

☐ Dispel Magic (VS)

☐ Hypnotic Pattern (SMC)

6

7

8

9

4

5

2

3

0

☐ Enhance Ability (VSMC)

☐ Heat Metal (VSMC)

☐ Invisibility (VSMC)

☐ Silence (VSKC)

SPELLS KNOWN