



Dinabellia "Bell" Barrow

CLASS	LEVEL	EXPERIENCE	RACE
Bard (College of Lore)	9	48,000	Gnome
ALIGNMENT	BACKGROUND	PLAYER NAME	
CG			

STRENGTH

8

-1

DEXTERITY

14

+2

CONSTITUTION

14

+2

INTELLIGENCE

14

+2

WISDOM

10

+0

CHARISMA

19

+4

12

PASSIVE WISDOM (PERCEPTION)

SAVING THROWS

- ☐ -1 STRENGTH
- ☒ +6 DEXTERITY
- ☐ +2 CONSTITUTION
- ☐ +2 INTELLIGENCE
- ☐ +0 WISDOM
- ☒ +8 CHARISMA

SKILLS

- ☐ +4 ACROBATICS (DEX)
- ☐ +2 ANIMAL HANDLING (WIS)
- ☒ +6 AREANA (INT)
- ☐ +1 ATHLETICS (STR)
- ☐ +6 DECEPTION (CHA)
- ☒ +6 HISTORY (INT)
- ☒ +4 INSIGHT (WIS)
- ☐ +6 INTIMIDATION (CHA)
- ☐ +4 INVESTIGATION (INT)
- ☒ +4 MEDICINE (WIS)
- ☒ +6 NATURE (INT)
- ☐ +2 PERCEPTION (WIS)
- ☒ +12 PERFORMANCE (CHA)
- ☒ +8 PERSUASION (CHA)
- ☐ +4 RELIGION (INT)
- ☒ +6 SLEIGHT OF HAND (DEX)
- ☒ +8 STEALTH (DEX)
- ☐ +2 SURVIVAL (WIS)

ARMOUR

CLASS

13

INITIATIVE

+4

SPEED

25

66

(9d8)

MAXIMUM HIT POINTS

CURRENT HIT POINTS

TEMPORARY HIT POINTS

DEATH SAVES

SUCCESSSES

☐ ☐ ☐

FAILURES

☐ ☐ ☐

ATTACKS & SPELLCASTING

NAME	BONUS	DAMAGE
Shortsword +1	+7	1d6 + 3
Dagger (offhand) +6		1d4

Coin

PLATINUM	
GOLD	621
ELECTRUM	
SILVER	67
COPPER	12

OTHER PROFICIENCIES & LANGUAGES

**Proficiencies:** Light armor, simple weapons, hand crossbow, longsword, rapier, shortsword, Dragonchess, flute, lute, lyre  
**Languages:** Common, Draconic, Gnomish

PORTRAIT

SPECIAL FEATURES & TRAITS

**Special features:** Darkvision (60 feet), Gnome Cunning, Artificer's Lore, Tinker, Ritual Casting, Bardic Inspiration (d8), Jack of All Trades, Song of Rest, Cutting Words, Font of Inspiration

**Traits:** Life is simply a show, and I get nervous if I'm not the center of attention.

IDEALS

**Beauty.** I am easily distracted by elegant people, songs, or objects.

BONDS

I cherish my lute and think of it as a dear companion. Sometimes, we even have conversations.

FLAWS

I am prone to cause scandals by courting the wrong person - or opening the wrong door.

# Quoth the Raven Nevermore.



## CHARACTER BACKSTORY

## OTHER PLAYERS

## ADVENTURING GEAR

Belt pouch  
Set of fine clothes  
Backpack  
Bedroll  
Lamp  
3 costumes  
5 hats  
2 sheets of paper  
A flute made of pallid bone that makes all  
tunes sound bleak and haunting  
Ink and quill  
Purse  
Deck of cards

## MAGICAL ITEMS & POTIONS

Shortsword +1  
Potion of Resistance (Necrotic)  
Potion of Speed  
Ring of Free Action

## FRIENDS, ALLIES & ENEMIES

## WEAPONS

3 daggers

## ARMOUR & SHIELDS

Leather armour

## TRAVEL RATIONS



# Quoth the Raven Nevermore.



SPELLCASTING ABILITY

Charisma

SPELL SAVE DC

16

SPELL ATTACK BONUS

+8

## CANTRIPS

Minor Illusion

Message

Vicious Mockery

## LEVEL 3

SLOTS TOTAL

3

EXPENDED

Fear

Bestow Curse

Tongues

## LEVEL 6

SLOTS TOTAL

EXPENDED

## LEVEL 1

SLOTS TOTAL

4

EXPENDED

Disguise Self

Faerie Fire

Hideous Laughter

## LEVEL 4

SLOTS TOTAL

3

EXPENDED

Confusion

Dimension Door

## LEVEL 7

SLOTS TOTAL

EXPENDED

## LEVEL 2

SLOTS TOTAL

3

EXPENDED

Enhance Ability

Lesser Restoration

## LEVEL 5

SLOTS TOTAL

1

EXPENDED

Dream

Legend Lore

## LEVEL 8

SLOTS TOTAL

EXPENDED

## LEVEL 9

SLOTS TOTAL

EXPENDED

# Quoth the Raven Nevermore.

NOTES

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