

## Pheldyne Brahe



5<sup>th</sup> Edition SRD

Half-elf bard 7 - CR 3

Chaotic Good; Atheist; Height: 5' 6"; Weight: 115lb.

Ability	Score	Modifier	Saving Throw
<b>STR</b> STRENGTH	10	0	+0
<b>DEX</b> DEXTERITY	12	+1	+4
<b>CON</b> CONSTITUTION	15	+2	+2
<b>INT</b> INTELLIGENCE	8	-1	-1
<b>WIS</b> WISDOM	14	+2	+2
<b>CHA</b> CHARISMA	19	+4	+7

AC 14 Initiative +2 Speed 30 ft

Proficiency +3 Inspiration

HP 52 HD 7d8 Death Saves

Damage / Current HP	HD Used	Success/Fail

Number of Attacks 1

+2 Rapier

Main hand: +6, 1d8+3 piercing Piercing, Finesse

Sling

Ranged: +4, 1d4+1 bludgeoning Rng: 30 ft./120 ft. Bludgeoning, Ammunition

+1 Studded Leather

+3

Skill Name	Total	Ability	Prof	Temp
<b>Acrobatics</b>	+4	DEX (1)	+3	
<b>Animal Handling</b>	+3	WIS (2)	+1	
<b>Arcana</b>	+2	INT (-1)	+3	
<b>Athletics</b>	+3	STR (0)	+3	
<b>Deception</b>	+7	CHA (4)	+3	
<b>History</b>	+0	INT (-1)	+1	
<b>Insight</b>	+8	WIS (2)	+6	
<b>Intimidation</b>	+5	CHA (4)	+1	
<b>Investigation</b>	+2	INT (-1)	+3	
<b>Medicine</b>	+3	WIS (2)	+1	
<b>Nature</b>	+0	INT (-1)	+1	
<b>Perception</b>	+8	WIS (2)	+6	
<b>Performance</b>	+7	CHA (4)	+3	
<b>Persuasion</b>	+7	CHA (4)	+3	
<b>Religion</b>	+0	INT (-1)	+1	
<b>Sleight of Hand</b>	+4	DEX (1)	+3	
<b>Stealth</b>	+2	DEX (1)	+1	
<b>Survival</b>	+3	WIS (2)	+1	

Passive Perception: 18

Other Proficiencies:

Tools: Drum; Lyre; Viol

Weapons: Simple weapons; Crossbow, hand; Longsword; Rapier; Shortsword

Armor: Light armor

### Special Abilities

Bardic Inspiration (d8, 4/short rest)

Countercharm

Cutting Words

Darkvision (60 feet)

Fey Ancestry

Font of Inspiration

Jack of All Trades

None

Song of Rest (d6)

## Gear

**Total Weight Carried: 0/150 lbs.,  
(Maximum: 150 lbs)**

+1 Studded Leather	13 lbs
+2 Rapier	2 lbs
Money	-
Sling	-

## Tracked Resources

Bardic Inspiration (d8, 4/short rest)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Inspiration	<input type="checkbox"/>

## Languages

Common	Goblin
Dwarvish	Orc
Elvish	

## Spell Slots

4th level	<input type="checkbox"/>
3rd level	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
2nd level	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
1st level	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

## Spells & Powers

**Bard spells known** (CL 7th)

**Spell Save DC 15 Spell Attack +7**

**2nd**—*aid, alter self, blindness/deafness, heat metal, invisibility, lesser restoration, shatter*

**1st**—*bane, cure wounds, hideous laughter, thunderwave, unseen servant<sup>R</sup>*

**Cantrips**—*dancing lights, true strike, vicious mockery*

## Experience & Wealth

Experience Points: **23000/34000**

Current Cash: **You have no money!**

## Role Playing

**Personality Trait:** - Custom Personality Trait - - A custom personality trait - you can pick what it does.

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**Ideal:** - Custom Ideal - - A custom ideal - you can pick what it does.

**Bond:** - Custom Bond - - A custom bond - you can pick what it does.

**Flaw:** - Custom Flaw - - A custom flaw - you can pick what it does.