



CHARACTER NAME

CLASS & LEVEL

BACKGROUND

ALIGNMENT

PLAYER NAME	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100	

EXPERIENCE POINTS

Racial Features: (Satyr)

Ram: Natural Weapon
 $1d4 + \text{str}$

Magic resistance.

Mirthful leap: $+1d8$
to str for Jump

class:

Bardic inspiration (db)

BA /

Song of rest: $1d6 \text{ HP}$
in short rest

Fighting style:

Dueling: $+2 \text{ damage}$

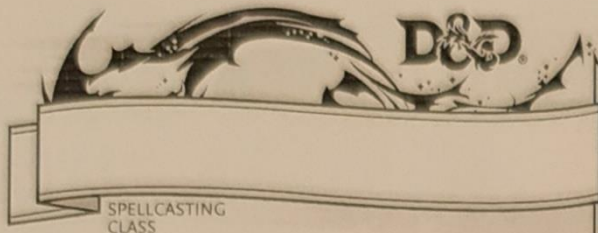
Second wind: $1d10 + 1$
HP

FEATURES & TRAITS

- Martial weapon
- light + Medium armor
- shield
- Common - Sylvan
- Elvish
- Disguise kit

OTHER PROFICIENCIES & LANGUAGES

EQUIPMENT



CHA

SPELLCASTING
ABILITY

14

SPELL SAVE DC

+6

SPELL ATTACK
BONUS

0 CANTRIPS

Vicious Mockery
1d4 psychic
dis on next attack

Presidigitation

SPELL LEVEL SLOTS TOTAL SLOTS EXPENDED
1 4

- Healing Word (CHA)
1d4 + CHR
- Dissonant whisper
WIS save / 3db
- Faerie Fire : 20 cube
Dex save / adv on atack
- Tasha's Hideous laughter
WIS save / Fall prone

2

3

4

5

6

7

8

9