

Oberon (Mustafa)

STR
10 +0

DEX
18 +4

CON
10 +0

INT
14 +2

WIS
10 +0

CHA
16 +3

RACE	Elathîi Elf
SIZE	Medium
GENDER	Male
AGE	112
CLASS	Bard
LEVEL	6
EXPERIENCE	14.000
BACKGROUND	Custom
ALIGNMENT	Chaotic Neutral
FAITH	No known faith
NATIONALITY	Escova
HAIR & EYES	Copper / Blue
HEIGHT & WEIGHT	5' 12" / 155 lbs



HIT POINTS			ARMOR CLASS	
48			16	
CURRENT HP			ARMOR	SHIELD
48			12	
LVL	HD	USED	DEX	MAGIC
6	d8		4	
LVL	HD	USED	MISC	MISC
INITIATIVE			SPEED	
+4			30	
DEX	MISC	BASE	MISC	
4	-	30	0	

ATTACK				TO HIT
Rapier				+7
Finesse				
DEX	Melee	1d8+4	Piercing	
ABILITY	RANGE	DAMAGE	TYPE	

ATTACK				TO HIT
Club				+3
Light				
STR	Melee	1d4	Bludgeoning	
ABILITY	RANGE	DAMAGE	TYPE	

ATTACK				TO HIT
Shortbow				+7
Ammunition, two-handed				
DEX	80/320	1d6+4	Piercing	
ABILITY	RANGE	DAMAGE	TYPE	

PROFICIENCY BONUS
+3

SENSES
Passive Perception: 13
Darkvision 60 feet

INSPIRATION

DEATH SAVES
 Successes O-O-O
 Failures O-O-O

SAVING THROWS & RESISTANCES

○ STR: **+0** ● DEX: **+7** ○ CON: **+0**
 ○ INT: **+2** ○ WIS: **+0** ● CHA: **+6**

I have advantage on saves vs. being charmed.
Magic can't put me to sleep.

ARMOR & WEAPONS

● Light ○ Medium ○ Heavy ○ Shields
 ● Simple ○ Martial **Hand crossbow**
Long & Short bows
Rapier **Long & Short swords**

TOOLS

Disguise Kit
Thieves' Tools
Lute
Drums
Fiddler

LANGUAGES

Korean
Elathîi
Assarin

SKILLS

● **+7** Acrobatics (Dex)
 ○ **+0** Animal Handling (Wis)
 ○ **+2** Arcana (Int)
 ○ **+0** Athletics (Str)
 ● **+9** Deception (Cha)
 ○ **+2** History (Int)
 ● **+3** Insight (Wis)
 ● **+6** Intimidation (Cha)
 ○ **+2** Investigation (Int)
 ○ **+0** Medicine (Wis)
 ○ **+2** Nature (Int)
 ● **+3** Perception (Wis)
 ○ **+3** Performance (Cha)
 ● **+6** Persuasion (Cha)
 ○ **+2** Religion (Int)
 ● **+7** Sleight of Hand (Dex)
 ● **+10** Stealth (Dex)
 ○ **+0** Survival (Wis)
 ○ **+0**

ACTIONS

	USES	RENEW
Countercharm	-	-

BONUS ACTIONS

	USES	RENEW
Bardic Inspiration	3	SR

REACTIONS

	USES	RENEW

SPECIAL

	USES	RENEW

RACIAL TRAITS

Ability Scores

+2 Dexterity, +1 Intelligence

Darkvision (60 ft)

Keen Senses

I have proficiency in the Perception skill.

Fey Ancestry

I have advantage on saving throws against being charmed. Magic can't put me to sleep.

Trance

I don't need to sleep. Instead, I meditate for 4 hours a day, which is equal to 8 hours of sleep.

Elf Weapon Training

Cantrip (Fire Bolt)

Extra Language (Korean)

CLASS FEATURES

Spellcasting

Bardic Inspiration (d8)

I choose one creature other than myself within 60 feet who can hear me. It gains one Bardic Inspiration die. Once within the next 10 mins, it can add this die to one ability check, atk roll or saving throw it makes.

Jack of all Trades

I add half my proficiency bonus (round down) to any ability check I make that doesn't already include my proficiency bonus.

Song of Rest

I revitalize myself and my allies during a short rest if they can hear my performance. For every HD we spend to regain HP, we gain +1d6 HP.

Bard College: College of the Beguiler

I am learning the ways of the beguilers.

Bonus Prof. (Deception & Persuasion)

Cloaked Casting

When I cast an Enchantment or Illusion spell on a target, I may spend one use of my Bardic Inspiration dice to give the target disadvantage on its save against my spell.

Expertise (Deception & Stealth)

Font of Inspiration

I regain all of my expended uses of Bardic Insp. when I finish a short or long rest.

Countercharm

As an action, I start a performance that lasts until the end of my next turn. During this time, I and my allies within 30 ft of me have advantage on saves against being frightened or charmed.

Additional Magical Secrets

I learn two Enchantment or Illusion spells from any class. These count as bard spells for me.

FEATS

Actor (+1 Charisma)

I have advantage on Cha (Deception) and Cha (Persuasion) checks when trying to pass myself off as a different person.

I can mimic the speech of another person or the sounds made by other creatures. I must have heard it before, for at least 1 minute.

BACKGROUND FEATURE

Criminal Contact

Ben bir kaçağcı ve maskeli bir müzisyenim. Yeraltı dünyasında güvenilir bir bağlantım var. Bu kişi, diğer suçlularla aramda bağlantı sağlıyor ve bana ajanlık ediyor. Ajanıma nasıl mesaj göndereceğimi ve ondan nasıl mesaj alacağımı biliyorum. Birbirimize uzak mesafede olsak bile bunu yapabilirim. Mesajlarımı iletebilecek yerel postacıları, karavan şeflerini ve ayak takımını iyi tanırım.

PERSONALITY TRAITS

Bir kişi benim tarafımdan kandırıldığını anladığı zaman yüzünde oluşan ifadeyi görmek kadar büyük bir zafer yoktur. Herkes ikna edilebilir, çünkü herkesin istediği veya korktuğu bir şey vardır.

IDEALS

Bilgi en büyük güçtür. Sadece fırsatçı ahlaklı yönetici olur ve kanunlar yalnızca onların düzenini korumak içindir.

BONDS

Aptal bir fahişe benden hamile kaldı. Çocuk şimdi yedi yaşında. Onu görmeye çalışmaktan kendimi alamıyorum. Ölüm tehlikesi hissedince aklıma o geliyor. Sevgi bu mu?

FLAWS

Kötü kokular ve nefes alamamak kusmama neden oluyor. Bir süre hiçbir şey yapamaz hâlde geliyorum.

ATTUNED ITEM

LB

ATTUNED ITEM

LB

ATTUNED ITEM

LB

INVENTORY

LB

KUŞANILMIŞ	#	LB
Dark clothes & hood		3
Studded leather armor		13
Shortbow		2
Arrows	20	0,05
Rapier		2
Club		2
Dagger		1
SIRT ÇANTASI		5
Violin		1
Lute		2
Darbuka & zil		3
Thieves' tools		1
Disguise kit		3
Acid		1
Alchemist's fire		1
Antitoxin		-
Healing potion	2	0,5
Bottle, glass		2
Component pouch		2
Hourglass		1
Manacles		6
Paper, ink & quill		-
Ball bearings, bag of 1000		2
String (feet)	10	-
Bell		-
Candles	5	-
Crowbar	5	
Hammer	3	
Pitons	8	0,25
Lantern (hooded)		2
Oil (flask)	2	1
Rations (day)	5	2
Tinderbox		1
Waterskin		5
Kuşanılmış toplam =		(24)
Sırt çantası toplam =		(44)

PP

0

TOTAL WEIGHT

68

GP

10

ENCUMBERED

50-100

SP

20

HEAVILY ENCUMB.

101 - 150

EP

0

PUSH/DRAG

151-300

CP

10

Oberon (Mustafa)

SPELL SLOTS

SPELLCASTING CLASS: **Bard**

Spell Level	Spell Level	Spell Level	Spell Level	Spell Level	Spell Level	Spell Level	Spell Level	Spell Level	Spell Level
1	2	3	4	5	6	7	8	9	
4 USED	3 USED	3 USED							

CASTING ABILITY Cha	TO PREPARE -	ATTACK MODIFIER +6	SPELL SAVE DC 14
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CANTRIPS

	NOTES	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION
Mage Hand	Manipulate objects within 30 ft, move hand 30 ft/round, 10 lb max	-	Conj	1 act	30	V, S	1 min
Message	One target in range hears your whispers and can reply to (only) you	-	Trans	1 act	120	V, S, M	1 round
Minor Illusion	Create a sound or an image of an object, up to a scream or 5 ft cube	-	Illus	1 act	30	S, M	1 min
Firebolt	Spell attack, 1d10 fire damage	-	Evoc	1 act	120	V, S	Instant

1ST LEVEL SPELLS

	NOTES	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION
<input type="radio"/> Faerie Fire	Creatures in 20 ft cube shed dim light, can't be invis. Attack advntge.	Dex	Evoc	1 act	60	V	1 min C
<input type="radio"/> Detect Magic	Sense presence of magic (creature or object) within 30 feet	-	Divn	1 act	Self	V, S	10 min C
<input type="radio"/> Disguise Self	You change your appearance. Inspection may reveal the illusion.	-	Illus	1 act	Self	V, S	1 hour
<input type="radio"/> Healing Word	Creature you can see gains hit points equal to 1d4 + Cha (+1d4/SL).	-	Evoc	1 bonus	60	V	Instant
<input type="radio"/>							
<input type="radio"/>							
<input type="radio"/>							

2ND LEVEL SPELLS

	NOTES	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION
<input type="radio"/> Hold Person	Paralyze a humanoid you can see. Saves at the end of each of its turns.	Wis	Ench	1 act	60	V, S, M	1 min C
<input type="radio"/> Invisibility	1 creature becomes invisible until it attacks/casts spell, +1 crea/slot.	-	Illus	1 act	Touch	V, S, M	1 hour C
<input type="radio"/> Suggestion	One creature starts to follow a course of action (a sentence or two)	Wis	Ench	1 act	30	V, M	8 hrs C
<input type="radio"/> Mirror Image	3 illusory duplicates. AC = 10 + Your Dex. Roll 6 / 8 / 11 (or higher).	-	Illus	1 act	Self	V, S	1 min
<input type="radio"/>							
<input type="radio"/>							

3RD LEVEL SPELLS

	NOTES	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION
<input type="radio"/> Dispel Magic	Dispel up to slot on target. Cha check for each higher spell (DC: 10+SL)	-	Abju	1 act	120	V, S	Instant
<input type="radio"/> Leomund's Tiny Hut	10 ft radius dome for 9 creatures (med or smaller), others can't enter.	-	Evoc	1 minute	Self	V, S, M	8 hours
<input type="radio"/> Major Image x	20 ft cube realistic illusion. Move it as an action. Can be inspected.	-	Illus	1 act	120	V, S, M	10 min C
<input type="radio"/> Tongues	Target understands any spoken language and be understood by others	-	Divn	1 act	Touch	V, M	1 hour
<input type="radio"/>							

4TH LEVEL SPELLS

	NOTES	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION
<input type="radio"/>							
<input type="radio"/>							
<input type="radio"/>							
<input type="radio"/>							

5TH LEVEL SPELLS

	NOTES	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION
<input type="radio"/>							
<input type="radio"/>							
<input type="radio"/>							
<input type="radio"/>							