

D&D BEYOND

Davry Stilhame

SG

CHARACTER NAME

Bard 6

CLASS & LEVEL

Elf

SPECIES

Urchin

BACKGROUND

SG

PLAYER NAME

(Milestone)

EXPERIENCE POINTS

STRENGTH

10

+0

DEXTERITY

15

+2

CONSTITUTION

12

+1

INTELLIGENCE

14

+2

WISDOM

11

+0

CHARISMA

15

+2

- ☐ +0 Strength
- ☒ +5 Dexterity
- ☐ +1 Constitution
- ☐ +2 Intelligence
- ☐ +0 Wisdom
- ☒ +5 Charisma

Saving Throw Modifiers
Advantage Made to avoid or end the Charmed condition

SAVING THROWS

- ☒ +5 Acrobat i cs DEX
- ☒ +1 Animal Handling WIS
- ☒ +5 Arcana INT
- ☒ +1 Athletics STR
- ☒ +5 Deception CHA
- ☒ +8 History INT
- ☒ +1 Insight WIS
- ☒ +3 Intimidation CHA
- ☒ +3 Investigation INT
- ☒ +1 Medicine WIS
- ☒ +3 Nature INT
- ☒ +3 Perception WIS
- ☒ +8 Performance CHA
- ☒ +3 Persuasion CHA
- ☒ +3 Religion INT
- ☒ +5 Sleight of Hand DEX
- ☒ +5 Stealth DEX
- ☒ +3 Survival WIS

SKILLS

+2

INITIATIVE

ARMOR

13

CLASS

Immunities - Magical Sleep

DEFENSES

HEROIC INSPIRATION

+3

PROFICIENCY BONUS

ABILITY SAVE DC

30 ft. (Walking)

SPEED

Max HP

Current HP

Temp HP

39

HIT POINTS

6d8

Total

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

=== ARMOR ===
Light Armor

=== WEAPONS ===
Simple Weapons

=== TOOLS ===
Disguise Kit, Drum, Flute, Lute, Thieves' Tools

=== LANGUAGES ===
Common, Common Sign Language, Dwarvish, Elvish, Sylvan, Undercommon

PROFICIENCIES & TRAINING

=== ACTIONS ===
Standard Actions
Attack, Magic, Dash, Disengage, Dodge, Help, Hide, Ready, Search, Utilize, Opportunity Attack, Grapple, Shove, Improvise, Two-Weapon Fighting, Interact with an Object, Study, Influence

=== BONUS ACTIONS ===
Bardic Inspiration • 2 / Short Rest
As a Bonus Action, you can inspire another creature within 60 ft. that can see or hear you. That creature gains one of your Bardic Inspiration dice (1d8). Once within the next hour, when the creature fails a D20 Test, the creature can roll the Bardic Inspiration die and add the number rolled to the total, potentially turning the failure into a success.

You can confer your Bardic Inspiration die 2 times per Short or Long Rest.

=== REACTIONS ===
Cutting Words
When a creature that you can see within 60 ft. of you makes a damage roll or succeeds on an ability check or attack roll, you can expend one use of Bardic Inspiration; roll the Bardic Inspiration die and subtract the number rolled from the creature's roll, reducing the damage or potentially turning the success into a failure.

=== SPECIAL ===
Regain Bardic Inspiration

ACTIONS

13

PASSIVE PERCEPTION

11

PASSIVE INSIGHT

13

PASSIVE INVESTIGATION


Darkvision 60 ft.

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES
Dagger, +1	+6	1d4+3 Piercing	Simple, Finesse, Light, Thrown, Nick, Range (20/60)
Dagger, +1	+6	1d4+3 Piercing	Simple, Finesse, Light, Thrown, Nick, Range (20/60)
Unarmed Strike	+3	1 Bludgeoning	

WEAPON ATTACKS & CANTRIPS







D&D

BEYOND

Davry Stilhame

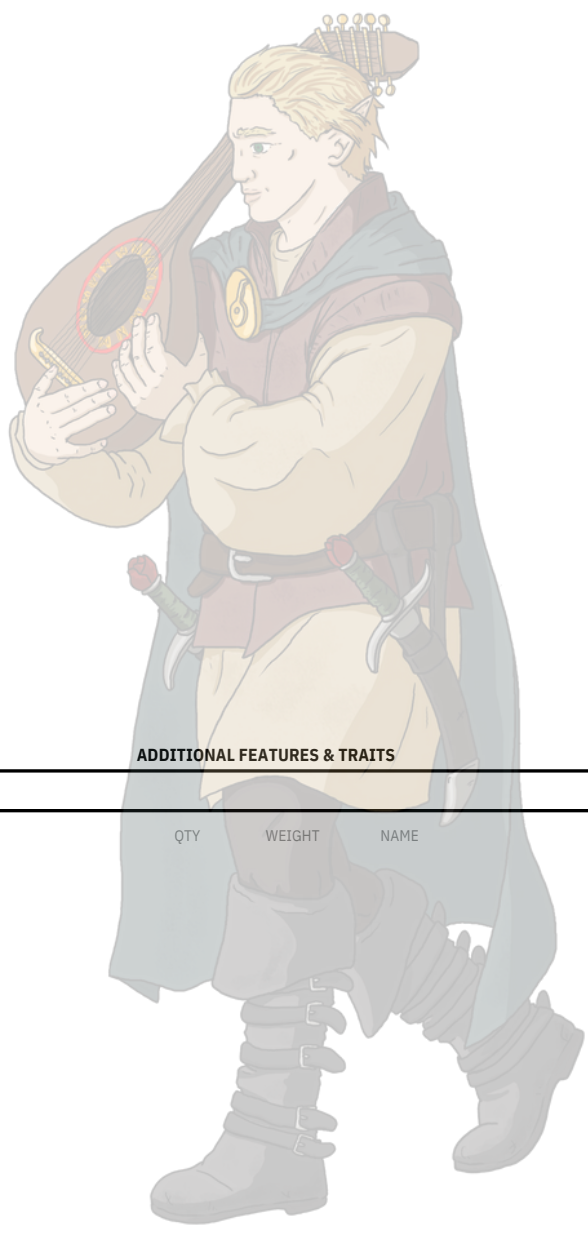



CHARACTER NAME

Bard 6		SG
CLASS & LEVEL		PLAYER NAME
Elf	Urchin	(Milestone)
SPECIES	BACKGROUND	EXPERIENCE POINTS

=== FEATS ===

* Linguist • PHB 167
Increase your INT score by 1. You learn three languages of your choice. You can create written ciphers that others can't decipher unless you teach them, they succeed on an INT check (DC 17), or they use magic to decipher it.



ADDITIONAL FEATURES & TRAITS

NAME		QTY	WEIGHT	NAME	QTY	WEIGHT
<div>ADDITIONAL EQUIPMENT</div>						

Davy Stilhame

CHARACTER NAME



Male	74	Medium	5'10"	160
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Neutral Good	The Watchful WWhite	Green	Blond	
ALIGNMENT	FAITH	SKIN	EYES	HAIR

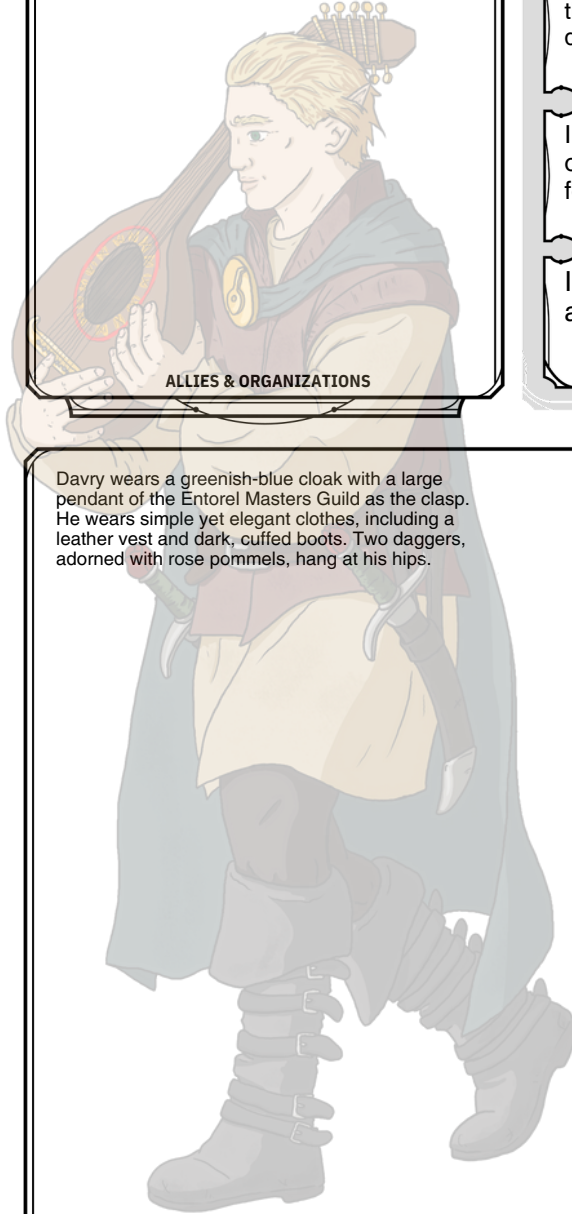


Davy is a high elf of average height. He has golden blond hair, kept long enough to smooth back, and green eyes. He keeps himself clean and organized.

CHARACTER APPEARANCE

=== Organizations ===

Entorel Masters Guild - Davy is a member of the Entorel Masters Guild, and working as a respected associate of the guild has perks, even for a new member. The College of Entorel is famous throughout most of Garia, and the Masters Guild is the pinnacle of study at the college. If one can join after they complete their studies, they are respected in bard circles throughout Garia.



ALLIES & ORGANIZATIONS

I like to squeeze into small places where no one else can reach me and keep my eyes on everyone.

I think anyone who is nice to me is hiding evil intent, and I am wary of strangers.

PERSONALITY TRAITS

Change. The low are lifted up, and the high and mighty are brought down. Change is the nature of things.

IDEALS

I sponsor an orphanage to keep others from enduring what I was forced to endure.

BONDS

If I'm outnumbered, I will run away from a fight.

FLAWS

Davy Stilhame is a high elf born in Seyral, and raised by an old retired Sentinel from the local temple. He is devoted to the study of music and history. He is a writer and singer, and prefers the lute and the flute as his instruments.

He was a runaway as a young child because of his father's cruelty, who wanted him to join the druidic order of the Tarsing Blade by any means necessary.

Davy lived in the streets of Seyral, hiding from his father's bounty hunters and getting in trouble with a street gang of outsiders before he was taken in by Sir Jolen Feldin of the Seyral Temple. He was sent to a local college of history and music, studying the arts and quickly showing his mastery.

CHARACTER BACKSTORY

Davy wears a greenish-blue cloak with a large pendant of the Entorel Masters Guild as the clasp. He wears simple yet elegant clothes, including a leather vest and dark, cuffed boots. Two daggers, adorned with rose pommels, hang at his hips.

ADDITIONAL NOTES

Bard

SPELLCASTING
CLASS



CHA

SPELLCASTING
ABILITY

13

SPELL SAVE DC

+5

SPELL ATTACK
BONUS

PREP SPELL NAME

=== CANTRIPS ===

- ☐ Vicious Mockery
- ☐ Dancing Lights
- ☐ Message
- ☐ Prestidigitation

SOURCE

(At Will) Bard Bard

Bard Elven Lineage

Spells

SAVE/ATK TIME

WIS 13 1A

-- -- 1A

1A

1A

RANGE

60 ft.

120 ft.

120 ft.

10 ft.

COMP DURATION

V Instantaneous

V,S,M Concentration, up to 1 minute

S,M 1 round

V,S 1 hour

PAGE REF

PHB-2024 337

PHB-2024 259

PHB-2024 298

PHB-2024 307

NOTES

V

D: 1m, V/S/M

D: 1Rnd, S/M

D: 1h, V/S

=== 1st LEVEL ===

- ☐ Comprehend Languages [R]
- ☐ Earth Tremor Thunderwave
- ☐ Detect Magic Detect Magic
- ☐
- ☐

4 Slots OOOO Bard

Bard Bard Elven

Lineage Spells Elven

Lineage Spells

-- 1A DEX 13

1A CON 13

1A -- 1A --

1A

Self 10 ft.

Self/15 ft. Cube

Self/30 ft. Sphere

Self/30 ft. Sphere

V,S,M 1 hour

V,S Instantaneous

V,S Instantaneous

V,S Concentration, up to 10 minutes

V,S Concentration, up to 10 minutes

PHB-2024 252

EE 155

PHB-2024 334

PHB-2024 262

PHB-2024 262

D: 1h, V/S/M

V/S

15 ft. Cube, V/S

D: 10m, 30 ft. Sphere, V/S

1/LR, D: 10m, 30 ft. Sphere, V/S

=== 2nd LEVEL ===

- ☐ Heat Metal Shatter
- ☐ Enlarge/Reduce
- ☐ Misty Step Misty
- ☐ Step Blur Misty Step
- ☐
- ☐
- ☐

3 Slots OOO Bard

Bard Bard Elven

Lineage Spells Elven

Lineage Spells

Magical Discoveries

Magical Discoveries

CON 13 1A

CON 13 1A

CON 13 1A

-- 1BA

-- 1BA

-- 1A

-- 1BA

60 ft.

60 ft./10 ft. Sphere

30 ft.

Self

Self

Self

Self

V,S,M Concentration, up to 1 minute

V,S,M Instantaneous

V,S,M Concentration, up to 1 minute

V V V Instantaneous

V Instantaneous

Concentration, up to 1 minute

Instantaneous

PHB-2024 284

PHB-2024 316

PHB-2024 268

PHB-2024 299

PHB-2024 299

PHB-2024 248

PHB-2024 299

D: 1m, V/S/M

10 ft. Sphere, V/S/M

D: 1m, V/S/M

1/LR, V

V

D: 1m, V

V

=== 3rd LEVEL ===

- ☐ Mass Healing Word
- ☐ Slow
- ☐ Motivational Speech
- ☐ Major Image

3 Slots OOO

Bard Bard

Bard Bard

-- WIS 1BA

13 -- 1A

1m

1A

60 ft.

120 ft./40 ft. Cube

60 ft.

120 ft./20 ft. Cube

V Instantaneous

V,S,M Concentration, up to 1 minute

V 1 hour

V,S,M Concentration, up to 10 minutes

PHB-2024 296

PHB-2024 318

AI 77

PHB-2024 295

V

D: 1m, 40 ft. Cube, V/S/M

D: 1h, V

D: 10m, 20 ft. Cube, V/S/M

SPELLS

