

Casey Jackowski

CHARACTER NAME

Bard (Lore) 8

CLASS & LEVEL

Folk Hero

BACKGROUND

PLAYER NAME

Human (f)

RACE

Neutral good

ALIGNMENT

36000

EXPERIENCE POINTS

INSPIRATION

STRENGTH

-1

+3

PROFICIENCY BONUS

14

+1

30 ft

DEXTERITY

+0

11

CONSTITUTION

-1

9

INTELLIGENCE

+3

17

+3

16

CHARISMA

+2

15

21

PASSIVE WISDOM (PERCEPTION)

Weapons simple weapons, hand crossbow, longsword, shortsword, rapier

Armors Light armor

Tools flute, lyre, bagpipes, jeweler's tools, vehicles (land)

Languages common, celestial

- 1 Strength
- +3 Dexterity
- 1 Constitution
- +3 Intelligence
- +3 Wisdom
- +5 Charisma

SAVING THROWS

- +3 Acrobatics (Dex)
- +6 Animal Handling (Wis)
- +4 Arcana (Int)
- +0 Athletics (Str)
- +3 Deception (Cha)
- +4 History (Int)
- +6 Insight (Wis)
- +3 Intimidation (Cha)
- +4 Investigation (Int)
- +4 Medicine (Wis)
- +4 Nature (Int)
- +6 Perception (Wis)
- +8 Performance (Cha)
- +8 Persuasion (Cha)
- +4 Religion (Int)
- +1 Sleight of Hand (Dex)
- +3 Stealth (Dex)
- +6 Survival (Wis)

SKILLS

Hit Point Maximum

50

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

8d8

Successes

Failures

HIT DICE

DEATH SAVES

NAME	ATK	DAMAGE/TYPE
Longsword	+2	1d8-1 slashing
Longbow	+3	1d8 piercing

Longsword. *Melee* : +2 (1d8-1 slashing ; versatile (1d10))

Longbow. *Ranged* : +3 (1d8 piercing ; ammunition (range 150/600), heavy, two-handed)

ATTACKS & SPELLCASTING

CP	0	Longsword, longbow, breastplate, playing card set, painter's supplies, dice set, backpack, bedroll, clothes/costume, candle (5), rations/1 day (5), waterskin, tent, pot/iron, clothes/common, whetstone (2), belt pouch
SP	0	
EP	0	
GP	100	
PP	0	

Equipment weight 93 lb - **Cost** 590.87 gp

Coins weight 1 lb

PROFICIENCIES & LANGUAGES

EQUIPMENT

FEATURES

Empathetic and individualistic - wants to know people on a personal level and understand them.

Kind - wants to help others all the time in any way she can.

Respectful - wants to understand other's

PERSONALITY TRAITS

Innovative and out-of-the-box thinking - I always think about what the future could be and I want to be able to make an impact on it.

IDEALS

I want to be a better person today than I was yesterday. I want to be worthy enough to inspire others.

BONDS

Overly critical of herself thinking she can never make the impact she wants. Terrified of confrontation.

FLAWS

Bardic Inspiration (1d8 - 2/short rest)

Jack of All Trades (+1) *

Song of Rest (+1d6 hp)

Bonus Proficiencies *

Cutting Words

Expertise * (Performance, Persuasion)

Font of Inspiration

Countercharm,

Additional Magical Secrets

Observant

Inspiring Leader

Rustic Hospitality

Casey Jackowski

CHARACTER NAME

20

AGE

5.6 ft (Medium)

HEIGHT

135 lb.

WEIGHT

Blue/grey

EYES

Pale w/ freckles

SKIN

Auburn

HAIR

Neutral colored sweaters/t-shirts with jeans and boots. Glasses half the time. Shoulder-length hair that is usually worn down. Freckles cover her arms. Average build. Thin arms, but will fight you.

Lockheed Martin Leadership Institute, Miami Game Design Club, Swing Syndicate, League of Geeks, and Kode2Learn.

APPEARANCE

Folk Hero (I have ended fights between others peacefully)

Casey grew up with a big heart and the skill and passion for many things. She loved her family and would put together game nights herself when she was little to spend more time with them. She fell in love with games while being her brother's player 2 early mornings before they needed to go to school. She loved her friends and would constantly be the one bringing people together and creating peace when there were fights. She loved to create art in all different mediums. She loved music and learned many instruments like the flute, oboe, and guitar, and practiced to become a better singer. She loved science, especially chemistry, would always remember the interesting things she learned in classes. She learned archery and became a coach for younger kids for a short time before she had to go to college. She went to a university she fell in love with on her first visit besides it being away from friends, family, and her boyfriend. She decided she needed to go there in order to improve in a way she didn't think was possible for other colleges on her list. There, she would keep up her grades and learn things she never knew before. She would interact with different people in the many clubs she joined. She would once again be someone to lend an ear to friends and give advice that is carefully thought of. She would apply for CEC's Lockheed Martin Leadership Institute and despite being late to her interview, be accepted. She would learn so much about leadership and herself and how she should change to be better than she is.

CHARACTER BACKSTORY

ALLIES & ORGANIZATIONS

Casey is overly idealistic and optimistic. She is incredibly emotional and struggles to find the words to explain them properly.

ADDITIONAL FEATURES

Dried roses, a penny, and a ring

TREASURE

Bard (Cha)

13

+5

SPELLCASTING CLASS

DAILY SPELLS TO PREPARE

SPELLS SAVE DC

SPELLS ATTACK BONUS

0

CANTRIPS

friends _____

message _____

dancing lights _____

SPELL LEVEL

SLOTS

SLOTS EXPENDED

1

4

charm person _____

comprehend languages _____

identify _____

detect magic _____

silent image _____

2

3

calm emotions _____

silence _____

enhance ability _____

suggestion _____

zone of truth _____

detect thoughts _____

3

3

sending _____

tongues _____

major image _____

hypnotic pattern _____

4

2

freedom of movement _____

polymorph _____

dimension door _____

charm monster _____

5

6

7

8

9
