



THE SMALLEST OF STEPS
OFTEN LEADS TO THE
GREATEST ADVENTURES



Bill S. Preston, Esq.

CHARACTER NAME

Bard Lvl 5
CLASS & LEVEL

San Dimas High
BACKGROUND

PLAYER NAME

Dude!
RACE

Totally!
ALIGNMENT

Righteous!
EXPERIENCE POINTS

STRENGTH
14
+2

DEXTERITY
15
+2

CONSTITUTION
13
+1

INTELLIGENCE
8
-1

WISDOM
11
+0

CHARISMA
18
+4

+3 PROFICIENCY BONUS

- 2 Strength
 - 5 Dexterity
 - 1 Constitution
 - 1 Intelligence
 - 0 Wisdom
 - 7 Charisma
- SAVING THROWS

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

10 PASSIVE WISDOM (PERCEPTION)

13 ARMOR CLASS
2 INITIATIVE
30 SPEED

Hit Point Maximum **35**
CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total **5d8**
HIT DICE
SUCCESSSES ○○○○
FAILURES ○○○○
DEATH SAVES

Bill S. Preston Esquire is co-founder and guitarist of the rock-group Wyld Stallyns. After an excellent adventure through time and a bogus journey through the afterlife, Bill & Ted's Wyld Stallyns is destined to eventually become known as the greatest rock-group to have ever lived, and their music to become the basis of all society, inspiring universal harmony ...or at least, that's what Rufus told you.

PERSONALITY TRAITS

Be excellent to eachother, and...

PARTY ON, DUDES!

IDEALS

Ted Theodore Logan is the co-founder of Wyld Stallyns and your closest bro. Ted totally fell out of the phonebooth during that last trip through time, and now you don't see him anywhere! Totally bogus! Maybe if you team up with these totally a-typical dudes they can help you find Ted!

BONDS

"Bill: So-crates said - The only true wisdom consists in knowing that you know nothing.
Ted: Hey, that's us, dude!
Bill: ...Hey, Excellent! --
There's no good way to say this: Bill is dumb.

FLAWS

NAME	ATK BONUS	DAMAGE/TYPE
Flailing punch	+2	1d3+2
Air Guitar	--	--

"You Medieval Dickweed!" - You can distract, confuse, or sap the confidence of an opponent. By spending an Inspiration die as a reaction, you can subtract that amount from an opponent's ability check, saving throw, or attack roll.

ATTACKS

SPELL SLOTS	PREPARED SPELLS
1st 4	"Face-Melting Solos!" - You can use your sweet air guitar and Roadie skills to produce the following effects:
2nd 3	Spell save DC = 15 Spell Attack Modifier = 7
3rd 2	1st Level: Thunderwave Heroism Healing Word
4th	2nd Level: Knock Enhance Ability Shatter
5th	3rd Level: Speak with Dead Hypnotic Pattern
6th	
7th	
8th	
9th	

"Air Guitar" - (p53) - Use a bonus action on your turn to choose one creature other than yourself who can hear you. That creature gains one Wyld Stallyns Inspiration* die from you, a d8, which they can use to add to any check, saving throw, or attack within the next 10 minutes.

"Jack of All Trades" - You add half your proficiency bonus to all skills that you aren't already proficient in (already included in scores above).

"Most Epic Ballad" - Anyone who can hear you play (including yourself) regains an additional 1d6 hit points when spending hit dice to heal at the end of a short rest.

*Bardic Inspiration - You have 4 uses of Wyld Stallyns Inspiration. Once all 4 are expended, you require a short or long rest to regain them.

OTHER PROFICIENCIES & LANGUAGES

CF	Wyld Stallyns home-made concert t-shirt (AC 11)
SF	Air Guitar
EF	
GF	
PF	

EQUIPMENT

Cantrips Known

Dancing Lights
Viscous Mockery
Friends

SPELLCASTING