KARLA GREEN

Dragonborn Bard, Level 3 | Alignment: Neutral Good
Background: Account management, with a hospitality and bourbon-tourism edge

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ARMOR CLASS	HIT POINTS	SPEED	INITIATIVE	PROF BONUS	PASSIVE PERCEPTION	LUCK
13	18	30 ft	+2	+2	9	4

STR	DEX	CON	INT	WIS	CHA
+0	+2	+0	+2	-1	+3
Score 11 | Save +0	Score 14 | Save +4*	Score 10 | Save +0	Score 14 | Save +2	Score 8 | Save -1	Score 17 | Save +5*

**Proficient Save*

Skills & Proficiencies

Persuasion (CHA) *	+5	Perception (WIS)	-1
Performance (CHA) *	+5	Investigation (INT)	+2
Deception (CHA) *	+2	Stealth (DEX)	+2
Insight (WIS) *	+1	Athletics (STR)	+0

**Proficient Skill*

Attacks, Spells, & Abilities

Name	Attack/DC	Damage	Notes
The Nightcap	+5	1d8+3	Signature weapon / tool
The Swiss Army Knife of Start Ups	At Will	-	Signature move, roleplay / utility
Legendary Status	DC 13	Varies	Once per session, ultimate ability

Class Features

Bardic Inspiration - Give an ally a bonus die to add to one attack roll, save, or check
Signature Move - The Swiss Army Knife of Start Ups: always has the exact right tool, contact, or answer on hand
Ultimate Ability - Legendary Status: like hitting level 100 in Skyrim, nothing fazes her for the rest of the encounter
The Nightcap - A bourbon flask that unfolds into a full multitool

Personality

Trait	In a crisis: Talking my way out of it. Known around the office as Entrepreneurial.
Ideal	*Every start-up, every client, every room just needs someone willing to zoom out and zoom in at the same time*
Bond	Shows up for the people who need someone in their corner, whether that's a client, a mentee, or a cause worth the board seat.
Flaw	Will get disproportionately excited about a shiny new idea mid-meeting and lose the thread for a solid two minutes.

Backstory & Equipment

Backstory

A career spent building indulgent, design-forward brands in hospitality and bourbon tourism gave Karla a systems-thinker's eye for guest experience. That same instinct now shows up as an account manager who's already three steps ahead of what the client actually asked for.

Equipment

The Nightcap
Light Armor
An adventurer's pack
15 gp