

Candy Malus

CHARACTER NAME

Lvl. 8 Barb./Fight.

CLASS & LEVEL

Custom

BACKGROUND

Artem L.

PLAYER NAME

Changeling

RACE

Chaotic Good

ALIGNMENT

N/A

EXPERIENCE POINTS

STRENGTH

+3

17

DEXTERITY

+1

12

CONSTITUTION

+3

16

INTELLIGENCE

-1

8

WISDOM

0

10

CHARISMA

+2

15

INSPIRATION

+3

PROFICIENCY BONUS

☒ **+6** Strength

☐ **+1** Dexterity

☒ **+6** Constitution

☐ **-1** Intelligence

☐ **+0** Wisdom

☐ **+2** Charisma

SAVING THROWS

☒ **+4** Acrobatics (Dex)

☐ **+0** Animal Handling (Wis)

☐ **-1** Arcana (Int)

☒ **+6** Athletics (Str)

☒ **+5** Deception (Cha)

☐ **-1** History (Int)

☒ **+3** Insight (Wis)

☒ **+5** Intimidation (Cha)

☐ **-1** Investigation (Int)

☐ **+0** Medicine (Wis)

☐ **-1** Nature (Int)

☒ **+4** Perception (Wis)

☐ **+2** Performance (Cha)

☒ **+5** Persuasion (Cha)

☐ **-1** Religion (Int)

☐ **+1** Sleight of Hand (Dex)

☐ **+1** Stealth (Dex)

☐ **+0** Survival (Wis)

SKILLS

17

ARMOR CLASS

+1

INITIATIVE

30ft

SPEED

Hit Point Maximum **80**

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total **8**
3 Dia **5** Dio
HIT DICE

SUCCESSES

FAILURES

DEATH SAVES



BONDS

FLAWS

NAME ATK BONUS DAMAGE/TYPE

"Vance" (Dildo) **+8** 1d12 Piercing

"Vance" (cumshot) **+5** 1d6 Acid (20/60)
Range

"Vance": The penis of candy's dead former husband cybernetically enhanced into a Spear.

"Vance" has 3 Shots per day; any creature hit with one must make a dc 15 Con saving throw or become Poisoned until the end of their next turn. (needs 2 hands)

ATTACKS & SPELLCASTING

***** These are footnotes**
Look up "DnD Wikidot" for more info

- Rage ***** Adv. on Str. Checks & Saving throws
+2 damage with melee Weapons while raging

- Unarmored Defense lasts 1 minute (10 rounds) or until you are Knocked out (Some other stuff too)

- Danger Sense

- Reckless Attack

***** Take half damage from all damage types except Psychic *****

- Fighting Style: Dueling: +2 damage when wielding 1-handed Weapons with nothing in the other hand

***** Second Wind: Once per S/L rest you can use a bonus action to regain 1d10+5 HP

***** Action Surge: Once per S/L rest you can take another action on your turn.

- Martial Archetype: Rune Knight

***** Humanoid Shapeshifting

Fire Rune. While wearing or carrying an object inscribed with this rune, your proficiency bonus is doubled for any ability check you make that uses your proficiency with a tool. In addition, when you hit a creature with an attack using a weapon, you can invoke the rune to summon fiery shackles: the target takes an extra 2d6 fire damage, and it must succeed on a Strength saving throw or be restrained for 1 minute. While restrained by the shackles, the target takes 2d6 fire damage at the start of each of its turns. The target can repeat the saving throw at the end of each of its turns, banishing the shackles on a success. Once you invoke this rune, you can't do so again until you finish a short or long rest.

FEATURES & TRAITS

14

PASSIVE WISDOM (PERCEPTION)

Proficiencies:

- Light Armor
- Medium Armor
- Shields
- Simple Weapons
- Martial Weapons

Languages:

- Common
- Elvish
- Dwarvish

OTHER PROFICIENCIES & LANGUAGES



\$430.23

- 50 foot rope

- 13 Switchblades (1d4)

- 54 Locks of victim's hair

- Shield (+2 AC)

- Totem Trinket (A small pouch of bloodstained wedding rings)

Cloud Rune. While wearing or carrying an object inscribed with this rune, you have advantage on Dexterity (Sleight of Hand) checks and Charisma (Deception) checks. In addition, when you or a creature you can see within 30 feet of you is hit by an attack roll, you can use your reaction to invoke the rune and choose a different creature within 30 feet of you, other than the attacker. The chosen creature becomes the target of the attack, using the same roll. This magic can transfer the attack's effects regardless of the attack's range. Once you invoke this rune, you can't do so again until you finish a short or long rest.

EQUIPMENT