



HEDGEIE (HEGEMONY)

Bard : 3

CLASS & LEVEL

Halfling

RACE

Scholar

BACKGROUND

PROFICIENCY BONUS: +2

PASSIVE PERCEPTION: 10

-1

STRENGTH

SAVING
THROW

-1

BASE

8

o +0 Athletics

+3

DEXTERITY

SAVING
THROW

+5

BASE

16

o +4 Acrobatics

● +7 Slight of Hand

o +4 Stealth

+1

CON

SAVING
THROW

+1

BASE

13

+1

INTEL.

SAVING
THROW

+1

BASE

12

● +3 Arcana

● +3 History

● +3 Investigation

o +2 Nature

o +2 Religion

+0

WISDOM

SAVING
THROW

+0

BASE

10

o +1 Animal Handling

● +2 Insight

o +1 Medicine

o +1 Perception

o +1 Survival

+3

CHARISMA

SAVING
THROW

+5

BASE

16

● +7 Deception

● +5 Intimidation

● +5 Performance

o +4 Persuasion

14

ARMOUR
CLASS

+3

INITIATIVE

21

HP

Resistances: advantage against fear

Hit Dice: 3d8

Speed: 25ft

CHA

SPELLCASTING

+5

ATTACK BONUS

13

SAVE DC

WEAPONS:

NAME/RANGE

ATK BONUS

DAMAGE/TYPE

Rapier
melee

+5

1d8+5 piercing

Dagger
melee

+5

1d4+5 piercing

CANTRIPS:

Friends

Vicious Mockery

SPELLS KNOWN: 6

LEVEL 1: SPELL SLOTS: 4 / LONG REST

Comprehend Languages

Disguise Self

Faerie Fire

Cure Wounds

Speak with Aminals

LEVEL 2: SPELL SLOTS: 2 / LONG REST

Shatter

EQUIPMENT:

lute, kazoo, slide whistle

10 gp

book of lore

rapier, dagger

leather armour

scholar's pack: ink, pen, parchment,
letterknife, small bag of sand

SPECIAL ABILITIES:

Lucky: reroll any 1 on an attack roll, ability check or saving throw

Nimble: you can move through the space of any creature a size larger than you

Stealthy: you can attempt to hide next to a creature one size larger than you

Researcher: when you attempt to recall a piece of lore and fail, you often know where it can be found

Bardic Inspiration: (3/ long rest - CHA) as a bonus action, give a d6 inspiration die to someone else

Song of Rest: during a short rest add 1d6 to the spent hit die of any friendly creature who hears your performance (including you)

Cutting words: subtract one of your bardic insp dies from any enemy in 60ft's attack, ability check or damage roll, after roll.

TOOL PROFICIENCIES:

lute, kazoo, slide whistle

LANGUAGES:

Common, Halfling

WEAPON/ARMOUR PROFICIENCIES:

light armour

simple weapons, hand crossbow, longsword, shortsword, rapier

CHARACTER NOTES:

Aversion to sentimentality.