

Marty

CHARACTER NAME

| | | |
|-------------------------|---------------------|-------------------|
| Bard 1 | Charlatan | |
| CLASS & LEVEL | BACKGROUND | PLAYER NAME |
| Forest gnome (f) | Chaotic good | 0 |
| RACE | ALIGNMENT | EXPERIENCE POINTS |

STRENGTH

-1

8

DEXTERITY

+2

15

CONSTITUTION

+1

13

INTELLIGENCE

+1

12

WISDOM

+1

12

CHARISMA

+2

15

INSPIRATION

+2

PROFICIENCY BONUS

☐ -1 Strength

☒ +4 Dexterity

☐ +1 Constitution

☐ +1 Intelligence

☐ +1 Wisdom

☒ +4 Charisma

SAVING THROWS

☐ +2 Acrobatics (Dex)

☐ +1 Animal Handling (Wis)

☐ +1 Arcana (Int)

☐ -1 Athletics (Str)

☒ +4 Deception (Cha)

☐ +1 History (Int)

☐ +1 Insight (Wis)

☐ +2 Intimidation (Cha)

☐ +1 Investigation (Int)

☐ +1 Medicine (Wis)

☐ +1 Nature (Int)

☐ +1 Perception (Wis)

☒ +4 Performance (Cha)

☐ +2 Persuasion (Cha)

☐ +1 Religion (Int)

☒ +4 Sleight of Hand (Dex)

☒ +4 Stealth (Dex)

☐ +1 Survival (Wis)

SKILLS

13

AC

+2

INITIATIVE

25 ft.

SPEED

Hit Point Maximum 9

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d8

HIT DICE

Successes ☐ ☐

Failures ☐ ☐

PERSONALITY TRAITS

I fight the urge to pocket anything I see that might have some value.

IDEALS

Creativity. I never run the same con twice. (Chaotic)

BONDS

I have a sister who is always better than me at everything, and I'm out here proving there's more than one way to make my parents proud.

FLAWS

My own boredom gets me in trouble

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PASSIVE WISDOM (PERCEPTION)

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

Armors light armor,

Tools lyre, lute, drum, disguise kit, forgery kit

Languages Common, Gnomish

PROFICIENCIES & LANGUAGES

| NAME | ATK | DAMAGE/TYPE |
|--------|-----|-------------------|
| Rapier | +4 | 1d8+2 piercing |
| Club | +1 | 1d4-1 bludgeoning |
| | | |
| | | |
| | | |

Rapier. Melee : +4 (1d8+2 piercing ; finesse)

Club. Melee : +1 (1d4-1 bludgeoning ; light)

ATTACKS & SPELLCASTING

| | | |
|----|----|---|
| CP | 0 | Rapier, club, leather, pan flute, forgery kit, backpack, bedroll, clothes/fine, waterskin, ladder/10 foot, crowbar, rope/hempen 50 feet, con tools, belt pouch Equipment weight 83 lb - Cost 96.6 gp Coins weight 0.15 lb |
| SP | 0 | |
| EP | 0 | |
| GP | 15 | |
| PP | 0 | |

EQUIPMENT


Bardic Inspiration (1d6 - 2/long rest)
You can inspire others through stirring words or music. To do so, you use a bonus Action on Your Turn to choose one creature other than yourself within 60 feet of you who can hear you. That creature gains one Bardic Inspiration die, a d6.

Gnome Cunning
You have advantage on all Intelligence, Wisdom, and Charisma Saving Throws against magic

False Identity
You have created a second identity that includes documentation, established acquaintances, and disguises that allow you to assume that persona. Additionally, you can forge documents including official papers and personal letters, as long as you have seen an example of the kind of document or the handwriting you are trying to copy.

Natural Illusionist (minor illusion at will)
Darkvision (60 ft.)
Speak with Small Beasts

FEATURES & TRAITS



| | | | |
|----------------|-----------------------|---------------|------------------|
| Marty | 3.5 ft (Small) | 40 lb. | |
| | AGE | HEIGHT | WEIGHT |
| | Brown | White | Messy Bun |
| CHARACTER NAME | EYES | SKIN | HAIR |

Small framed girl with a messy top bun with curly hair that has trouble staying in one place. Clothes are nice quality but aren't ever clean or without wrinkles.

APPEARANCE

Adventuring college, My home-village, My large family

ALLIES & ORGANIZATIONS

Charlatan (I insinuate myself into people's lives to prey on their weakness and secure their fortunes)

From a large family with fourteen siblings. Is the second oldest of the family with a perfect older sister. Father owns and manages a the town workshop. Mother is a stay at home mom who LOVES to home-school her children. She is the most loved mom in her town and runs her own bulletin for local moms in the area. My parents are older than average gnome parents.

One night at dinner I sneezed and farted and my older sister called my "marty mcfarty" and wouldn't stop calling me that. I got so angry that I kept tapping my feet to distract myself and her laughter turned hideous and she kept laughing until she had to go to a cleric to stop. My family and I learned then that I was a bard.

From a young age - I was the top performer of my siblings. I learned to tap dance and sing. My mom would take me to the town market so I could dance for the other townspeople so she could be so proud of me. This got so boring for me that I started to get curious on how I could trick people. This started my love with pick pocketing and mischief. The trouble didn't stop there, so when my mom finally dragged us all to family therapy they decided it was best to send me to adventuring academy to set me straight.

CHARACTER BACKSTORY**ADDITIONAL FEATURES****TREASURE**



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vicious mockery

[illegible]

7

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