

<b>Marty</b> <small>CHARACTER NAME</small>		<b>Bard 1</b> <small>CLASS &amp; LEVEL</small>	<b>Charlatan</b> <small>BACKGROUND</small>	<b>Caitlyn</b> <small>PLAYER NAME</small>
<b>Forest gnome (f)</b> <small>RACE</small>		<b>Chaotic good</b> <small>ALIGNMENT</small>	<b>0</b> <small>EXPERIENCE POINTS</small>	

**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

Successes

Failures

HIT DICE

DEATH SAVED

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

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

**PERSONALITY TRAITS**

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

**IDEALS**

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

**BONDS**

My own boredom gets me in trouble

**FLAWS**

11

**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 &amp; LANGUAGES

CP

0

SP

0

EP

0

GP

15

PP

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

EQUIPMENT

**FEATURES & TRAITS**

Bardic Inspiration (1d6 - 2/long rest)

Darkvision (60 ft.)

Gnome Cunning

Speak with Small Beasts

Natural Illusionist (*minor illusion* at will)

False Identity

**Marty**

CHARACTER NAME

**30**

AGE

**3.5 ft (Small)**

HEIGHT

**40 lb.**

WEIGHT

**Brown**

EYES

**White**

SKIN

**Messy Bun**

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**

