

=== ACTIONS ===

Standard Actions

Attack, Cast a Spell, Dash, Disengage, Dodge, Help, Hide, Ready, Search, Use an Object, Opportunity Attack, Grapple, Shove, Improvise, Two-Weapon Fighting, Interact with an Object

=== BONUS ACTIONS ===

Bardic Inspiration • 2 / Long Rest

As a bonus action, a creature (other than yourself) within 60 ft. that can hear you gains an inspiration die (1d6). For 10 minutes, the creature can add it to one ability check, attack roll, or saving throw. This can be added after seeing the roll, but before knowing the outcome.

=== REACTIONS === Cutting Words

As a reaction when a creature (that's not immune to being charmed) you can see within 60 ft. makes an attack roll, ability check, or damage roll, you can expend one use of Bardic Inspiration, roll the die, and subtract the number from the creature's roll. You can do so after the roll but before knowing the result.

ACTIONS

13	PASSIVE WISDOM (PERCEPTION)	
12	PASSIVE WISDOM (INSIGHT)	
11	PASSIVE INTELLIGENCE (INVESTIGATION)	
	SENSES	

NAME	HIT	DAMAGE/TYPE	NOTES
Rapier	+5	1d8+3 Piercing	Martial, Finesse
Unarmed Strike	+1	0 Bludgeoning	
	WE	APON ATTACKS & CANTRIF	PS .



Bard 3 Gunk_Roach
CLASS & LEVEL PLAYER NAME

Stout Halfling Custom Background 900

RACE BACKGROUND EXPERIENCE POINTS

=== BARD FEATURES ===

- * Hit Points PHB 52
- * Proficiencies PHB 52
- * Spellcasting PHB 52

You can cast known bard spells using CHA as your spellcasting modifier (Spell DC 12, Spell Attack +4) and known bard spells as rituals if they have the ritual tag. You can use a musical instrument as a spellcasting focus.

* Bardic Inspiration • PHB 53

As a bonus action, a creature (other than you) within 60 ft. that can hear you gains an inspiration die (1d6). For 10 minutes, the creature can add it to one ability check, attack roll, or saving throw. This can be added after seeing the roll, but before knowing the outcome.

| 2 / Long Rest • 1 Bonus Action

* Jack of All Trades • PHB 54

You can add half your proficiency bonus, rounded down (+1), to any ability check you make that doesn't already include it.

* Song of Rest • PHB 54

If you or any friendly creatures who can hear your performance regain hit points at the end of the short rest by spending one or more Hit Dice, each of those creatures regains an extra 1d6 hit points.

- * Bard College PHB 54
- | College of Lore
- * Expertise PHB 54

Your proficiency bonus is doubled for any ability check you make with chosen proficiencies (2 at 3rd and 10th level).

* Bonus Proficiencies • PHB 54

You gain proficiency with three more skills of your choice.

* Cutting Words • PHB 54

As a reaction when a creature (that's not immune to being charmed) you can see within 60 ft. makes an attack roll, ability check, or damage roll, you can expend one use of Bardic Inspiration, roll the die, and subtract the number from the creature's roll. You can do so after the roll but before knowing the result.

| 1 Reaction

=== STOUT HALFLING RACIAL TRAITS ===

* Lucky • BR 28

When you roll a 1 on the d20 for an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

* Brave • BR 28

You have advantage on saving throws against being frightened.

* Halfling Nimbleness • BR 28

You can move through the space of any creature that is of a size larger than yours.

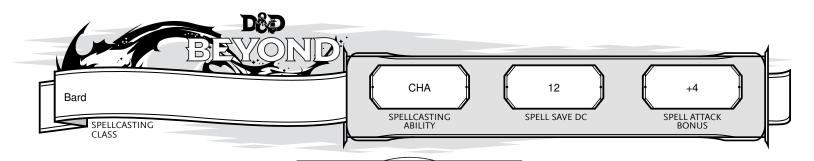
* Stout Resilience • BR 28

You have advantage on saving throws against poison, and you have resistance against poison damage.

FEATURES & TRAITS

		NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
	0	Leather	1	10 lb.			
		Dagger	1	1 lb.			
(F)	0	Rapier	1	2 lb.			
		Backpack	1	5 lb.			
	0	Wargong	1	6 lb.			
رلار		Bedroll	1	7 lb.			
	0	Candle	5				
بالر		Clothes, Costume	2	8 lb.			
	0	Rations (1 day)	5	10 lb.			
	WEIGHT CARRIED	Waterskin	1	5 lb.			
	57 lb.	Disguise Kit	1	3 lb.			
	ENCUMBERED				ATTUNED MAGIC ITEMS	QTY	WEIGHT
	120 lb.						
	PUSH/DRAG/LIFT						
	240 lb.						
			EQU	IPMENT			





PREF	SPELL NAME === CANTRIPS ===	SOURCE (At Will)	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
0	Thunderclap	Bard	CON 12	1A	5 ft.	S	Instantaneous	EE 168	S
0	=== 1st LEVEL === Cure Wounds	4 Slots OOOO Bard		1A	Touch	V,S	Instantaneous	PHB 230	V/S
0	=== 2nd LEVEL === Blindness/Deafness	2 Slots OO Bard	CON 12	1A	30 ft.	V	1 minute	PHB 219	D: 1m, V