

## Gunk Roach

CHARACTER NAME

Bard 3

CLASS & LEVEL

Stout Halfling

RACE

Custom Background

BACKGROUND

Gunk\_Roach

PLAYER NAME

900

EXPERIENCE POINTS

### STRENGTH

-1

8

### DEXTERITY

+3

17

### CONSTITUTION

+2

14

### INTELLIGENCE

+0

10

### WISDOM

+1

12

### CHARISMA

+2

14

- ☐ -1 Strength
- ☒ +5 Dexterity
- ☐ +2 Constitution
- ☐ +0 Intelligence
- ☐ +1 Wisdom
- ☒ +4 Charisma

#### Saving Throw Modifiers

Advantage against being frightened  
Advantage against poison

#### SAVING THROWS

- ☒ +5 Acrobatics DEX
- ☒ +3 Animal Handling WIS
- ☒ +1 Arcana INT
- ☒ +0 Athletics STR
- ☒ +3 Deception CHA
- ☒ +1 History INT
- ☒ +2 Insight WIS
- ☒ +3 Intimidation CHA
- ☒ +1 Investigation INT
- ☒ +3 Medicine WIS
- ☒ +1 Nature INT
- ☒ +3 Perception WIS
- ☒ +6 Performance CHA
- ☒ +6 Persuasion CHA
- ☒ +1 Religion INT
- ☒ +5 Sleight of Hand DEX
- ☒ +5 Stealth DEX
- ☒ +2 Survival WIS

#### SKILLS

+4

INITIATIVE

### ARMOR

14

CLASS

### Resistances - Poison

#### DEFENSES

INSPIRATION

+2

PROFICIENCY BONUS

ABILITY SAVE DC

25 ft. (Walking)

#### SPEED

Max HP

Current HP

Temp HP

24

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#### HIT POINTS

Total

3d8

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

#### === ARMOR ===

Light Armor

#### === WEAPONS ===

Crossbow, Hand, Longsword, Rapier, Shortsword, Simple Weapons

#### === TOOLS ===

Bagpipes, Dice Set, Drum, Horn, Wargong

#### === LANGUAGES ===

Common, Halfling

#### PROFICIENCIES & LANGUAGES

#### === 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

#### WEAPON ATTACKS & CANTRIPS





Gunk Roach

CHARACTER NAME

Male	68	Small	3 foot 1	91
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Neutral	Prince Philip Mc	Tan, usually co	Brown	White, long, ai
ALIGNMENT	FAITH	SKIN	EYES	HAIR

=== Allies ===

Congo the Hungry  
Hildoo

=== Organizations ===

Prince Philip Movement

I get bored easily. When am I going to get on with my destiny? Thinking is for other people. I prefer action.

PERSONALITY TRAITS

Freedom. Tyrants must not be allowed to oppress the people. (Chaotic)  
Sincerity. There's no good in pretending to be something I'm not. (Neutral)

IDEALS

I love my farm and will die for it.

BONDS

I don't care about others, just my farm.

FLAWS

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

CHARACTER BACKSTORY

ADDITIONAL NOTES

Bard

SPELLCASTING  
CLASS

CHA

SPELLCASTING  
ABILITY

12

SPELL SAVE DC

+4

SPELL ATTACK  
BONUS

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

SPELLS