

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

--

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

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=== 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
CP	0					
	Leather	1	10 lb.			
	Dagger	1	1 lb.			
SP	0					
	Rapier	1	2 lb.			
	Backpack	1	5 lb.			
EP	0					
	Wargong	1	6 lb.			
	Bedroll	1	7 lb.			
GP	0					
	Candle	5	--			
	Clothes, Costume	2	8 lb.			
PP	0					
	Rations (1 day)	5	10 lb.			
	Waterskin	1	5 lb.			
	Disguise Kit	1	3 lb.			
WEIGHT CARRIED				ATTUNED MAGIC ITEMS		
57 lb.					QTY	WEIGHT
ENCUMBERED						
120 lb.						
PUSH/DRAW/LIFT						
240 lb.						

EQUIPMENT



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