



GLADROD

Bard 3 (College of Valor)

CLASS & LEVEL

954

EXPERIENCE POINTS

Aaron

PLAYER NAME

Lightfoot Halfling

RACE

Folk Hero

BACKGROUND

CAMPAIGN or PLAYER ID

STR
+1
12**+2** PROFICIENCY
BONUSDEX
+3
16CON
+1
13INT
-1
8WIS
+0
10CHA
+3
16

SAVING THROWS

- +1 Strength Saves
- +5 Dexterity Saves *
- +1 Constitution Saves
- 1 Intelligence Saves
- +0 Wisdom Saves
- +5 Charisma Saves *
- * Prof. bonus added

SKILLS

- +4 Acrobatics (Dex)
- +2 Animal Handling (Wis) *
- +1 Arcana (Int) *
- +2 Athletics (Str)
- +4 Deception (Cha)
- +0 History (Int)
- +1 Insight (Wis)
- +4 Intimidation (Cha)
- +0 Investigation (Int)
- +1 Medicine (Wis)
- +0 Nature (Int)
- +1 Perception (Wis)
- +7 Performance (Cha) **
- +4 Persuasion (Cha)
- +0 Religion (Int)
- +5 Sleight of Hand (Dex) *
- +6 Stealth (Dex) **
- +2 Survival (Wis) *

* Prof. bonus added

11 PASSIVE WISDOM
(PERCEPTION)

PROFICIENCIES & LANGUAGES

Armor: light armor, medium armor, shields**Weapons:** simple weapons, martial weapons, hand crossbow, longsword, rapier, shortsword**Tools:** one set of artisan's tools, vehicles (land), drum, bagpipes, lute (musical instruments)**Saving Throws:** Dexterity, Charisma**Skills:** Animal Handling, Arcana, Performance, Sleight of Hand, Survival**Languages:** Common, HalflingARMOR
CLASS
(AC)

INITIATIVE

17 **+4** **25 ft.**

Armor Worn: Chain shirt and shield

HIT POINTS

21

HIT DICE

3d8

DEATH SAVES: Success O O O Fail O O O

WEAPON & UNARMED ATTACKS

Basic Attack. One target per Attack action.

Longsword. *Melee Weapon Attack:* +3 to hit, reach 5 ft. *Hit:* 1d8+1 slashing damage. (If used two-handed in melee, does 1d10+1 damage.)

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. 1d4+3 piercing damage. (If thrown, normal range to 20 ft.; disadvantage long range 21 to 60 ft.)

MAGIC & SPECIAL ATTACKS

Vicious Mockery Cantrip. *Ranged Spell Attack:* Target within 60 feet that can hear you must make a DC 13 Wisdom saving throw or take 1d4 psychic damage and have disadvantage on next attack made before the end of its next turn. (No damage if made save.)

EQUIPMENT & TREASURE

Carried Gear: chain shirt (AC 13), shield (AC +2), longsword, dagger, diplomat's pack (includes a chest, 2 cases for maps and scrolls, a set of fine clothes, a bottle of ink, an ink pen, a lamp, 2 flasks of oil, 5 sheets of paper, a vial of perfume, sealing wax, and soap), leatherworker's tools (skinning knives, curing salt, vials of tannins, etc.), belt pouch, set of common clothes, iron pot, shovel

Lifting and Carrying: 180 lbs. max. carrying capacity; 360 lbs. pushing or dragging (speed -5 ft.); 360 lbs. max. lift.

Coins & Gems: 12 gold pieces (gp); 26 silver pieces (sp); 16 copper pieces (cp); 3 gems (worth 10 gp each)

FEATURES, TRAITS & MORE

Alignment: Lawful Neutral. I obey laws, traditions or my own strict code to promote order and society above all else.

Lightfoot Halfling Traits [PHB p. 26]

- Age: 38 years old
- Small Size (2' 9", 37 lbs.)
- Brave (adv. fear saves)
- Halfling Nimbleness (through occupied spaces)
- Lucky (reroll 1s on d20s)
- Naturally Stealthy (hide behind others)

Class Features [PHB p. 41]

- Ritual Casting
- Bardic Inspiration (d6) (3 uses per day)
- Jack of All Trades (non-prof. bonus)
- Song of Rest (+1d6 hp/rest)
- Combat Inspiration (boost ally dmg. or AC)
- Expertise (prof. noted with **)

Spellcasting [PHB p. 201]

Spell Attack Modifier +5
Spell Save DC 13

Cantrips Known: Prestidigitation, Vicious Mockery

Prepared Spells

1st Level (4 slots): Detect Magic, Cure Wounds

2nd Level (2 slots): Enhance Ability, Hold Person, Invisibility

Background Features [PHB p. 131]

- Rustic Hospitality