

PSYCHO

CLASS: BARD

PLAYSTYLE: CONTROL

(CHARACTER NAME)

RACE: _____

DIFFICULTY: HARD

APPEARANCE

ROLEPLAYING

IDEALS:

LANGUAGES:

1) Common

2)

BONDS:

PERSONALITY:

FLAWS:

ALIGNMENT: _____

+0
STRENGTH

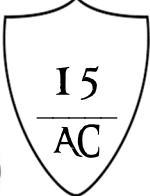
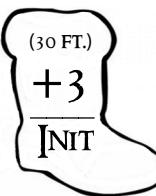
+5
DEXTERITY

+2
CONSTITUTION

+0
INTELLIGENCE

+0
WISDOM

+7
CHARISMA



ITEMS

EQUIPMENT:

Main Hand. Kitchen Knife.

Off-Hand.

Armor. Studded Leather.

TOOLS/KITS:

Cook's Utensils. Wok, chopsticks, a stirring spoon, a carving knife, and a ladle.

Hit Dice.

During short rest (1 hr.), heal yourself for 1d8+2.

BACKPACK:

Entertainer's Pack.

- bedroll
- disguise kit, costumes (2)
- candles (5)
- waterskin, rations (5)

MONEY: Copper: _____ Silver: _____ Gold: 5

SPECIAL

Words of Terror.

If you speak to a humanoid alone for 1 min., you can seed paranoia in its mind, making it frightened of you. It never knows you tried to frighten it. The effect ends if it or its allies are damaged. [Lasts 1 hr. (WIS save: no effect)].

REACTIONS

Opportunity Attack. ∞

When an enemy exits your melee range, attack it with your *kitchen knife*.

ATTACKS (+5)

Invasive Thoughts. ∞

Ranged (60 ft.), 1d4 psychic. Target has disadvantage on its next attack roll.

Psycho with a Knife. ∞ ()

Melee or Thrown (20/60 ft.), 1d4+3 piercing. On a hit, you may expend a use to deal an extra 2d6 psychic.

BONUS ACTIONS

ABILITIES (DC 14)

Mind Games. ∞

You gain advantage on all CHA checks at one creature that isn't hostile towards you. After the effect ends, they become hostile towards you. [Self range, lasts 1 min.]

Dissonant Whispers.

Discordant whispers damage a target and force it to use its reaction to move as far away from you as it can. [60 ft. range, 3d6 psychic (WIS save: 1/2 dmg, no move)].

Laughing Lunacy.

A creature becomes insane, incapacitated by laughter and falling prone unable to stand up. [30 ft. range, lasts 1 min. (WIS save: sane – repeat every turn and on dmg)].

Psycho-Paralysis.

A humanoid becomes insane and is paralyzed. [60 ft. range, lasts 1 min. (WIS save: sane – repeat every turn)].

FEATURES

Crazy Thoughts. You regain your words of terror uses after a short rest.

Darkvision. For up to 60 ft., you can see in darkness as dim light.

Dreamless Rest. If you or any allies regain hit points by using a hit die during a short rest, each of those creatures regains an extra 1d6 hit points.

Insanity. Only one target can be made insane by you at a time.

Insomniac. You have advantage on saving throws against being charmed, and magic can't put you to sleep.