**Name:** Maximilian

**Ancestry:** Goblin

**Background:** Gladiator

**Class:** Bard

**Level:** 1

**XP:** 0

**Size:** Small

**Speed:** 25

**Class DC:** 15 [10 + 4 (CHA) + 1 (level)]

**Key Ability:** CHA

**Hit Points:** 15 [6 (Ancestry) + 8 (class) + 1 (CON)]

|  |  |  |
| --- | --- | --- |
| Ability | Score | Mod |
| STR | 12 | +1 |
| DEX | 16 | +3 |
| CON | 12 | +1 |
| INT | 10 | 0 |
| WIS | 8 | -1 |
| CHA | 18 | +4 |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Save | Proficiency | Mod | Ability | Mod | Total |
| Fortitude | Trained | +1 | CON | +1 | +1 |
| Reflex | Trained | +1 | DEX | +3 | +4 |
| Will | Expert | +2 | WIS | -1 | +1 |

**Perception:** +1 (Expert) [-1 (WIS) + 2 (Expert)] - Darkvision

**Armor Class:** 17 (Trained) [10 + 3 (DEX) + 1 (Trained) + 2 (armor) + 1 (shield/*shield*)]

**Touch Armor Class:** 16 [10 + 3 (DEX) + 1 (Trained) + 1 (armor) + 1 (shield/\_shield)]

## Strikes

### Melee

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Weapon | Attack | Damage | Type | Proficiency | Prof Mod | Attr | Mod | Item Mod | Traits |
| Dogslicer | +4 | 1d6+1 | S | Trained | +1 | DEX | +3 | 0 | agile, backstabber, finesse |
| Horsechopper | +2 | 1d8+1 | S (P) | Trained | +1 | STR | +1 | 0 | reach, trip, versatile P |

### Ranged

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Weapon | Attack | Damage | Type | Range | Proficiency | Prof Mod | Attr | Mod | Item Mod | Traits |
| Sling | +4 | 1d6 | B | 50 | Trained | +1 | DEX | +3 | 0 | Propulsive |
| Telekinetic projectile | +4 | 1d10 | B/S/P | 30 | Trained | +1 | DEX | +3 | 0 | None |

### Weapon and Armor Proficiencies

|  |  |
| --- | --- |
| Weapon Class | Proficiency |
| Simple | Trained |
| Goblin | Trained |

|  |  |
| --- | --- |
| Armor Type | Proficiency |
| Light | Trained |
| Shields | Trained |

## Skills

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Skill | Signature? | Proficiency | Prof Mod | Attr | Attr Mod | Item Mod | Armor Mod | Total Mod |
| Acrobatics | N | Untrained | -1 | DEX | +3 | 0 | -2 | 0 |
| Arcana | N | Untrained | -1 | INT | 0 | 0 | 0 | -1 |
| Athletics | N | Trained | +1 | STR | +1 | 0 | -2 | 0 |
| Crafting | Y | Untrained | -1 | INT | 0 | 0 | 0 | -1 |
| Deception | Y | Trained | +1 | CHA | +4 | 0 | 0 | +5 |
| Diplomacy | Y | Trained | +1 | CHA | +4 | 0 | 0 | +5 |
| Intimidation | Y | Trained | +1 | CHA | +4 | 0 | 0 | +5 |
| Lore (Gladiatorial) | N | Trained | +1 | INT | 0 | 0 | 0 | +1 |
| Medicine | N | Untrained | -1 | WIS | -1 | 0 | 0 | -2 |
| Nature | N | Untrained | -1 | WIS | -1 | 0 | 0 | -2 |
| Occultism | Y | Trained | +1 | INT | 0 | 0 | 0 | +1 |
| Performance | Y | Trained | +1 | CHA | +4 | 0 | 0 | +5 |
| Religion | N | Untrained | -1 | WIS | -1 | 0 | 0 | -2 |
| Society | Y | Trained | +1 | INT | 0 | 0 | 0 | +1 |
| Stealth | N | Untrained | -1 | DEX | +3 | 0 | -3 | -1 |
| Survival | N | Untrained | -1 | WIS | -1 | 0 | 0 | -2 |
| Thievery | N | Untrained | -1 | DEX | +3 | 0 | -2 | 0 |

## Feats

Weapon Familiarity (Goblin)

Occult Spellcasting

Spell Repertoire

First Compositions

Muse (Maestro)

Lingering Composition

Fascinating Performance

## Equipment

### Bulk

*Weapons:* 2 [horsechopper, dogslicer, sling + bullets]

*Armor:* 2/3 [chain shirt + shield, slung]/[chain shirt + shield, held]

*Equipment:* 0 [2 Bulk in backpack/belt pouch]

*Total:* 4/5

**Encumbered @** 6 [5 + 1 (STR)]

**Maxxed @** 11 [10 + 1 (STR)]

|  |  |  |  |
| --- | --- | --- | --- |
| Item | Bulk | Location | Notes |
| Backpack | - | worn | carries 4 Bulk |
| Fiddle | 1 | backpack |  |
| Bedroll | L | backpack |  |
| Clothing (ordinary, winter) | - | worn (ordinary), backpack (winter) |  |
| Flint & steel | - | belt pouch |  |
| Belt pouch | - | worn |  |
| Sheath | - | worn |  |
| Waterskin | L | backpack |  |
| Disguise kit | L | backpack |  |
| Grappling hook | L | backpack |  |
| Rope, silk, 50' | L | backpack |  |
| Mug | - | backpack |  |
| Rations | Lx5 | backpack |  |

## Spells

*Spontaneous/Occult*

**Spell Roll:** +5 [+1 (Trained) + 4 (CHA)]

**Spell DC:** 15 [10 + 1 (Trained) + 4 (CHA)]

### Spell Slots

|  |  |  |  |
| --- | --- | --- | --- |
| Level | Slots | Level | Slots |
| 1 | 2 | 5 |  |
| 2 |  | 7 |  |
| 3 |  | 8 |  |
| 4 |  | 9 |  |
| 5 |  | 10 |  |

### Cantrips

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Cantrip | Actions | Traits | Range/Area/Targets | Duration | Notes |
| Detect Magic | V, S | cantrip, detection, divination | 30' aura | Inst | Presence of magic only |
| Inspire Courage | V | cantrip, composition, emotion, enchantment, mental | 60' aura | 1 round | +1 to attack, damage, saves vs fearMessage |
| Shield | V | abjuration, cantrip, force | self | until next turn or dismissed | Hardness 4 shield block, can block *magic missile* |
| Telekinetic Projectile | V, S | attack, cantrip, evocation | 30', one creature | inst | ranged attack with object, 1d10 damage, type depends on object, double damage on crit |

### Level 1

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Spell | Actions | Traits | Range/Area/Targets | Duration | Notes |
| Soothe | V, S | healing, mental, necromancy, positive | touch, one willing or uncon. creature | 1 minute | heals 1d6+4 HP & +1 save vs mental |
| Summon Monster | V, S, M | conjuration | 30' | conc, up to 1 minute or until dismissed | Animated broom, bloodseeker, bobcat, dog, dire rat, fire beetle, pig, pony, viper |

## Powers

**Spell Points:** 6 [+4 (CHA) + 2 (Lingering Composition)]

|  |  |  |  |
| --- | --- | --- | --- |
| Power | Cost | Actions | Notes |
| Counter Performance | 1 | V, S | assist allies vs auditory/visual effects |
| Lingering Composition | 1 | V | extends composition 1-2 rounds |