



HEDGIE (HEGEMONY)

Bard : 2

CLASS & LEVEL

Halfling

RACE

Scholar

BACKGROUND

PROFICIENCY BONUS: +2

PASSIVE PERCEPTION: 10

-1 SAVING THROW -1 o +0 Athletics
STRENGTH BASE 8

+3 SAVING THROW +5 o +4 Acrobatics
DEXTERITY BASE 16 o +4 Slight of Hand
o +4 Stealth

+1 SAVING THROW +1
CON BASE 13

+1 SAVING THROW +1 ● +3 Arcana
INTEL. BASE 12 ● +3 History
o +2 Investigation
o +2 Nature
o +2 Religion

+0 SAVING THROW +0 o +1 Animal Handling
WISDOM BASE 10 o +1 Insight
o +1 Medicine
o +1 Perception
o +1 Survival

+3 SAVING THROW +5 ● +5 Deception
CHARISMA BASE 16 ● +5 Intimidation
● +5 Performance
o +4 Persuasion

TOOL PROFICIENCIES:

lute, kazoo, slide whistle

LANGUAGES:

Common, Halfling

WEAPON/ARMOUR PROFICIENCIES:

light armour
simple weapons, hand crossbow, longsword,
shortsword, rapier

CHARACTER NOTES:

Aversion to sentimentality.

14 ARMOUR CLASS +3 INITIATIVE 15 HP

Resistances: advantage against fear

Hit Dice: 2d8 Speed: 25ft

CHA SPELLCASTING +5 ATTACK BONUS 13 SAVE DC

WEAPONS:

NAME/RANGE	ATK BONUS	DAMAGE/TYPE
Rapier melee	+5	1d8+5 piercing
Dagger melee	+5	1d4+5 piercing

CANTRIPS:

Friends
Vicious Mockery

LEVEL 1: SPELL SLOTS: 3 / LONG REST SPELLS KNOWN: 3

Comprehend Languages
Disguise Self
Faerie Fire

EQUIPMENT:

lute, kazoo, slide whistle 10 gp
book of lore
rapier, dagger
leather armour
scholar's pack: ink, pen, parchment,
letterknife, small bag of sand

SPECIAL ABILITIES:

Lucky: reroll any 1 on an attack roll, ability check or saving throw

Nimble: you can move through the space of any creature a size larger than you

Stealthy: you can attempt to hide next to a creature one size larger than you

Researcher: when you attempt to recall a piece of lore and fail, you often know where it can be found

Bardic Inspiration: (3/ long rest) as a bonus action, give a d6 inspiration die to someone else

Song of Rest: during a short rest add 1d6 to the spent hit die of any friendly creature who hears your performance (including you)