

Dimri Clodhopper

DIMRI CLODHOPPER

Young Adult Satyr
Chaotic Good
Level 3 Bard College Of Glamour

Pronouns - he/him
Occupations - Reveler / Musician
Armor Class - 14
Hit Points - 43 (TODO Hitdice)
Speed - 35.

STR	DEX	CON	INT	WIS	CHA
11	16	13	12	9	19
(+1)	(+3)	(+2)	(+1)	(0)	(+5)

Saving Throws -
Skills -

{ "Satyr Abilities"=>[{ "Fey"=>"Your creature type is fey, rather than humanoid", "Ram"=>"You can use your head and horns to make unarmed strikes. If you hit with them, you deal bludgeoning damage equal to 1d4 + your Strength modifier", "Magic Resistance"=>"You have advantage on saving throws against spells and other magical effects", "Mirthful Leap"=>"Whenever you make a long or high jump, you can roll a d8 and add the number to the number of feet you cover, even when making a standing jump. This extra distance costs movement as normal", "Reveler"=>"You have proficiency in the Performance and Persuasion skills, and you have proficiency with a Pipe Flute"}], "Bard Abilities"=>[{ "Bard Spellcasting"=>[{ "Description"=>"Spell DC 14", "Cantrip"=>"Minor Illusion, Vicious Mockery", "1st Level"=>"Bane, Charm Person, Faerie Fire, Tasha's Hideous Laughter", "2nd Level"=>"Heat Metal, Enthrall"}], "Bardic Inspiration"=>"Can use a Bonus Action on their Turn to choose one creature other than themselves within 60 feet of, who can hear them. That creature gains one Bardic Inspiration die, a d6. Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, Attack roll, or saving throw it makes.", "Jack of All Trades"=>"can add half their Proficiency Bonus, rounded down, to any ability check they make that doesn't already include their

DIMRI CLODHOPPER

Young Adult Satyr
Chaotic Good
Level 3 Bard College Of Glamour

Pronouns - he/him
Occupations - Reveler / Musician
Armor Class - 14
Hit Points - 43 (TODO Hitdice)
Speed - 35.

STR	DEX	CON	INT	WIS
11	16	13	12	9
(+1)	(+3)	(+2)	(+1)	(0)

CHA
19
(+5)

Saving Throws -
Skills -

{ "Satyr Abilities"=>[{ "Fey"=>"Your creature type is fey, rather than humanoid", "Ram"=>"You can use your head and horns to make unarmed strikes. If you hit with them, you deal bludgeoning damage equal to 1d4 + your Strength modifier", "Magic Resistance"=>"You have advantage on saving throws against spells and other magical effects", "Mirthful Leap"=>"Whenever you make a long or high jump, you can roll a d8 and add the number to the number of feet you cover, even when making a standing jump. This extra distance costs movement as normal", "Reveler"=>"You have proficiency in the Performance and Persuasion skills, and you have proficiency with a Pipe Flute"}], "Bard Abilities"=>[{ "Bard Spellcasting"=>[{ "Description"=>"Spell DC 14", "Cantrip"=>"Minor Illusion, Vicious Mockery", "1st Level"=>"Bane, Charm Person, Faerie Fire, Tasha's Hideous Laughter", "2nd Level"=>"Heat Metal, Enthrall"}], "Bardic Inspiration"=>"Can use a Bonus Action on their Turn to choose one creature other than themselves within 60 feet of, who can hear them. That creature gains one Bardic Inspiration die, a d6. Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, Attack roll, or saving throw it makes.", "Jack of All Trades"=>"can add half their Proficiency Bonus, rounded down, to any ability check they make that doesn't already include their Proficiency Bonus", "Song of Rest"=>"If they or any

2500 x 323
Image Dimensions

ROLE

Introduction
The creature is undersized, Slapping into you /To Xen.
Appearance
Short with flared both his Short but rarely wi

500 x 3235

→ ↓

Age Dummy

Proficiency Bonus", "Song of Rest"=>"If they or any friendly creatures who can hear their Performance regain Hit Points by spending Hit Dice at the end of the Short Rest, each of those creatures regains an extra 1d6 Hit Points."}], "College of Glamour Abilities"=> [{"Mantle of Inspiration"=>"As a bonus action, you can expend one use of your Bardic Inspiration to grant yourself a wondrous appearance. When you do so, choose a number of creatures you can see and who can see you within 60 feet of you, up to a number equal to your Charisma modifier (minimum of one). Each of them gains 5 temporary hit points. When a creature gains these temporary hit points, it can immediately use its reaction to move up to its speed, without provoking opportunity attacks. The number of temporary hit points increases when you reach certain levels in this class, increasing to 8 at 5th level, 11 at 10th level, and 14 at 15th level.", "Enthralling Performance"=>"If you perform for at least 1 minute, you can attempt to inspire wonder in your audience by singing, reciting a poem, or dancing. At the end of the performance, choose a number of humanoids within 60 feet of you who watched and listened to all of it, up to a number equal to your Charisma modifier (minimum of one). Each target must succeed on a Wisdom saving throw against your spell save DC or be charmed by you. While charmed in this way, the target idolizes you, it speaks glowingly of you to anyone who speaks to it, and it hinders anyone who opposes you, avoiding violence unless it was already inclined to fight on your behalf. This effect ends on a target after 1 hour, if it takes any damage, if you attack it, or if it witnesses you attacking or damaging any of its allies. If a target succeeds on its saving throw, the target has no hint that you tried to charm it."}]}

Proficiencies -

Proficiency Mod - +2

Languages - Common Sylvan

Adjectives - Racous, Entusiastic, Lazy,

Special Abilities -

Special Equipment -

Combat Tactics -

He has zero tactics for anything in his life

Actions -

Factions -

Satyr Clan

Role:

Thieve's Guild

Role:

ROLEPLAYING

Introduction

Through a break in the crowd dances an undersized satyr, Slapping a horn of wine into your hand, he cries /"To Xenagos!/"

Appearance

Short and chubby with flaming red hair on both his head and legs. Short but sharp horns and rarely without a drink

Expressions

Come! You must join the Revel!

Ooooh I'll take a piece of that!

Aren't you the prettiest thing I ever did see!

Mannerisms

moves with a drunken lurch. plays air guitar

Motivations

Reveling, loving, relaxing

Passions

Wine, women (and men) and Song

Secrets

none... that he remembers

friendly creatures who can hear their Performance regain Hit Points by spending Hit Dice at the end of the Short Rest, each of those creatures regains an extra 1d6 Hit Points."}], "College of Glamour Abilities"=> [{"Mantle of Inspiration"=>"As a bonus action, you can expend one use of your Bardic Inspiration to grant yourself a wondrous appearance. When you do so, choose a number of creatures you can see and who can see you within 60 feet of you, up to a number equal to your Charisma modifier (minimum of one). Each of them gains 5 temporary hit points. When a creature gains these temporary hit points, it can immediately use its reaction to move up to its speed, without provoking opportunity attacks. The number of temporary hit points increases when you reach certain levels in this class, increasing to 8 at 5th level, 11 at 10th level, and 14 at 15th level.", "Enthralling Performance"=>"If you perform for at least 1 minute, you can attempt to inspire wonder in your audience by singing, reciting a poem, or dancing. At the end of the performance, choose a number of humanoids within 60 feet of you who watched and listened to all of it, up to a number equal to your Charisma modifier (minimum of one). Each target must succeed on a Wisdom saving throw against your spell save DC or be charmed by you. While charmed in this way, the target idolizes you, it speaks glowingly of you to anyone who speaks to it, and it hinders anyone who opposes you, avoiding violence unless it was already inclined to fight on your behalf. This effect ends on a target after 1 hour, if it takes any damage, if you attack it, or if it witnesses you attacking or damaging any of its allies. If a target succeeds on its saving throw, the target has no hint that you tried to charm it."}]}

Proficiencies -

Languages - Common Sylvan

Adjectives - Racous, Entusiastic, Lazy,

Special Abilities -

Special Equipment -

Combat Tactics -

He has zero tactics for anything in his life

Actions -

Factions -

Express: Con join the Ooo piece of Are pretties did see.

Manner: move lurch. pla

Motivat: Reve relaxing

Passion: Wine men) and

Secrets: none rememb

Satyr Clan

Role:

Thieve's Guild

Role: