



DESTINY FOGGLEWICH

Bard 1

CLASS & LEVEL

0

EXPERIENCE POINTS

PLAYER NAME

Lightfoot Halfling

RACE/ANCESTRY/HERITAGE

Entertainer

BACKGROUND

CAMPAIGN or PLAYER ID

STR
-1
8

+2 PROFICIENCY BONUS

DEX
+3
16

CON
+1
13

INT
+1
12

WIS
+0
10

CHA
+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

+5 Acrobatics (Dex) *
+0 Animal Handling (Wis)
+1 Arcana (Int)
-1 Athletics (Str)
+3 Deception (Cha)
+1 History (Int)
+0 Insight (Wis)
+3 Intimidation (Cha)
+1 Investigation (Int)
+0 Medicine (Wis)
+1 Nature (Int)
+0 Perception (Wis)
+5 Performance (Cha) *
+5 Persuasion (Cha) *
+1 Religion (Int)
+5 Sleight of Hand (Dex) *
+5 Stealth (Dex) *
+0 Survival (Wis)

* Prof. bonus added

10 PASSIVE WISDOM (PERCEPTION)

PROFICIENCIES & LANGUAGES

Armor: light armor

Weapons: simple weapons, hand crossbow, longsword, rapier, shortsword

Tools: disguise kit, musical instrument (flute), musical instrument (lute), musical instrument (lyre)

Saving Throws: Dexterity, Charisma

Skills: Acrobatics, Performance, Persuasion, Sleight of Hand, Stealth

Languages: Common, Halfling

ENCUMBRANCE

Lifting & Carrying: 120 lbs. max. carrying capacity; 240 lbs. pushing or dragging (speed -5 ft.); 240 lbs. max. lift.



ARMOR CLASS (AC)

14



INITIATIVE

+3



SPEED

25 ft.

Armor Worn: leather armor



HIT POINTS

9

HIT DICE

1d8

DEATH SAVES: Success O O O Fail O O O

WEAPON & UNARMED ATTACKS

Basic Attack. One target per Attack action.

Rapier. *Melee Weapon Attack*: +5 to hit, reach 5 ft. *Hit*: 1d8+3 piercing damage.

Dagger (offhand, two-weapon fighting as bonus action). *Melee or Ranged Weapon Attack*: +5 to hit, reach 5 ft. 1d4 piercing damage. (If thrown, normal range to 20 ft.; disadvantage long range 21 to 60 ft.)

MAGIC, FEATS & 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 [PHB, p. 143]: leather armor (AC 11), rapier, dagger, entertainer's pack (backpack, a bedroll, 2 costumes, 5 candles, 5 days' rations, a waterskin, disguise kit), belt pouch, set of common clothes, set of costume clothes, a musical instrument, an admirer's love letter. (This load is about 68 lbs.; add 1 lb. per 50 coins carried.)

Magic Items [DMG p. 135]

• *potion of healing* (2d4+2 hp)

(a) *Item attuned to character.*

Coins & Gems: 11 gold pieces (gp); 15 silver pieces (sp); 37 copper pieces (cp); 4 gems (worth 10 gp each)

FEATURES, TRAITS & MORE

Alignment: Neutral. I will help others, but avoid serious personal risks or loyalties that don't benefit me.

Entertainer Background [PHB p. 130]

- **Feature:** By Popular Demand.
- **Traits:** Always composing new works non-stop. Craves political power.
- **Ideal:** New art pushes new ideas.
- **Bond:** Many fans among the fey.
- **Flaw:** Takes dangerous drugs.

Lightfoot Halfling Traits [PHB p. 26]

- Creature Type: Humanoid
- Age: 46 years old
- Small Size (3' 0", 40 lbs.)
- Brave (adv. fear saves)
- Halfling Nimbleness (through occupied spaces)
- Lucky (reroll 1s on d20s)
- Naturally Stealthy (hide behind others)

Bard Class Features [PHB p. 41]

- Ritual Casting
- Bardic Inspiration (d6) (3 uses per day)

Spellcasting [PHB p. 201]

Spell Attack Modifier +5
Spell Save DC 13



Cantrips Known: *Friends*, *Vicious Mockery*

Prepared Spells

1st Level (2 slots): *Cure Wounds*, *Charm Person*, *Detect Magic*