

# Guvieddnit

CHARACTER NAME

Bard 3

CLASS & LEVEL

Deep Gnome

RACE

Criminal

BACKGROUND

CG

ALIGNMENT

Greg

PLAYER NAME

EXPERIENCE POINTS

2

PROFICIENCY BONUS

INSPIRATION

12

1

STRENGTH

☐ SAVING THROWS
 ☐ ATHLETICS

10

0

DEXTERITY

☒ 2 SAVING THROWS
 ☐ ACROBATICS
 ☒ 2 SLEIGHT OF HAND
 ☒ 2 STEALTH

13

1

CONSTITUTION

☐ SAVING THROWS

15

2

INTELLIGENCE

☐ SAVING THROWS
 ☐ ARCANA
 ☐ HISTORY
 ☒ 4 INVESTIGATION
 ☐ NATURE
 ☐ RELIGION

13

1

WISDOM

☐ SAVING THROWS
 ☐ ANIMAL HANDLING
 ☐ INSIGHT
 ☐ MEDICINE
 ☐ PERCEPTION
 ☐ SURVIVAL

14

2

CHARISMA

☒ 4 SAVING THROWS
 ☒ 4 DECEPTION
 ☐ INTIMIDATION
 ☒ 4 PERFORMANCE
 ☐ PERSUASION

PASSIVE WISDOM (PERCEPTION)

11

ARMOR CLASS

INITIATIVE

25

SPEED

HIT POINT MAXIMUM 24

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 3d8

HIT DICE

SUCCESSES

FAILURES

DEATH SAVED

Hired Killer, Always on the lookout for valuables or hiding places

PERSONALITY TRAITS

Charity - Steal from the wealthy

IDEALS

Convicted of the terrible dryness crimes.

BONDS

When thing get bad, turn tail and run.

FLAWS

NAME	ATK BONUS	DAMAGE/TYPE
Longsword	+3	1d8+1

ATTACKS & SPELLCASTING

Adv vs Int, Wis, Cha magic  
 Stone Camouflage  
 Darkvision - 120ft  
 Bardic Inspiration - 2  
 Jack of all trades  
 Order of the Whisper  
 Venomous Words  
 Venomous Blades  
 Song of Rest


FEATURES & TRAITS

Light armor, simple weapons, longsword, rapier, hand crossbow, short swords. Thieves tools, The Lute.

OTHER PROFICIENCIES & LANGUAGES

Leather armor, explorers pack, a lute, a set of dice. longsword. Magic sexy leather outfit, broom, weird skull cap

EQUIPMENT & CHARACTER NOTES



Bard

Cha

12

+4

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

SPELLCASTING CLASS

0

CANTRIPS

Light

Viscous Mockery

1

4

REPAIR

○ Cure Wounds

○ Thunderwave

○ Healing Word

○ Feather fall

○ Unearthly Chorus

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○ Heat Metal

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