

Pachedan Lagraness

CHARACTER NAME

Bard/College of Lore 8

Folk Hero

Crawl IV GenCon 2016

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Halfling/Lightfoot

Chaotic Good

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

8

-1

DEXTERITY

16

+3

CONSTITUTION

14

+2

INTELLIGENCE

12

+1

WISDOM

10

0

CHARISMA

19

+4

INSPIRATION

+3

PROFICIENCY BONUS

- 1 Strength
- +6 Dexterity
- +2 Constitution
- +1 Intelligence
- 0 Wisdom
- +7 Charisma

SAVING THROWS

- +6 Acrobatics (Dex)
- +3 Animal Handling (Wis)
- +1 Arcana (Int)
- 1 Athletics (Str)
- +7 Deception (Cha)
- +1 History (Int)
- 0 Insight (Wis)
- +4 Intimidation (Cha)
- +1 Investigation (Int)
- 0 Medicine (Wis)
- +1 Nature (Int)
- +3 Perception (Wis)
- +7 Performance (Cha)
- +4 Persuasion (Cha)
- +1 Religion (Int)
- +6 Sleight of Hand (Dex)
- +6 Stealth (Dex)
- +3 Survival (Wis)

SKILLS

15

ARMOR CLASS

+3

INITIATIVE

25

SPEED

Hit Point Maximum 66

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 8

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

I have a strong sense of fair play and always try to find the most equitable solution to arguments. I judge people by their actions, not their words.

PERSONALITY TRAITS

Freedom. Tyrants must not be allowed to oppress the people.

IDEALS

I protect those who cannot protect themselves.

BONDS

I have a weakness for the vices of the city, especially hard drink.

FLAWS

NAME ATK BONUS DAMAGE/TYPE

Quarterstaff	+2	1d6 -1 bludgeoning
Crossbow, light	+6	1d8 +3 piercing
Dagger	+6	1d4 +3 piercing

ATTACKS & SPELLCASTING

13

PASSIVE WISDOM (PERCEPTION)

Languages.

Halfling, Common

Weapon.

Simple, Crossbow hand, Longsword, Rapier, Shortsword

Armor.

Light

Tools

Flute, Viol, Drum

OTHER PROFICIENCIES & LANGUAGES

Robe of Useful Items

CP Bag of Tricks (Tan)

Restorative Ointment

SP Viol

Leather Armor

EP Entertainer's Pack: backpack, bedroll, 2 costumes, 5 candles, 5 days of rations, waterskin, disguise kit

CP Torches (2), Tinderbox

PP Antitoxin Vial (1)

Calltrops (Bag of 20)

Ink, pen, 5 sheets parchment

Signal whistle

Potion of Healing (2: O O)

EQUIPMENT

Lucky

When you roll a 1 on the d20 for an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

Brave.

You have advantage on saving throws against being frightened.

Halfing Nimbleness.

You can move through the space of any creature that is of a size larger than yours.

Naturally Stealthy.

You can attempt to hide even when you are obscured only by a creature that is at least one size larger than you.

Bardic Inspiration.

You can inspire others through stirring words or music. To do so, you use a bonus action on your turn to choose one creature other than yourself within 60 feet of you who can hear you. That creature gains one Bardic Inspiration die, a d8. 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. The creature can wait until after it rolls the d20 before deciding to use the Bardic Inspiration die, but must decide before the GM says whether the roll succeeds or fails. Once the Bardic Inspiration die is rolled, it is lost. A creature can have only one Bardic Inspiration die at a time. You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain any expended uses when you finish a long rest.

Jack of All Trades.

You can add half your proficiency bonus, rounded down, to any ability check you make that doesn't already include your proficiency bonus.

Song of Rest.

You can use soothing music or oration to help revitalize your wounded allies during a short rest. If you or any friendly creatures who can hear your performance regain hit points at the end of the short rest by spending one or more Hit Dice, each of those creatures regains an extra 1d6 hit points.

Font of Inspiration.

You regain all of your expended uses of Bardic Inspiration when you finish a short or long rest

FEATURES & TRAITS



Pachedan Lagraness

CHARACTER NAME

35 years

AGE

3'2"

HEIGHT

41 lbs.

WEIGHT

Dark Blue

EYES

Ruddy Brown

SKIN

Chestnut

HAIR

CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

CHARACTER BACKSTORY

Expertise
At 3rd level, choose two of your skill proficiencies. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.

Countercharm
You gain the ability to use musical notes or words of power to disrupt mind-influencing effects. As an action, you can start a performance that lasts until the end of your next turn. During that time, you and any friendly creatures within 30 feet of you have advantage on saving throws against being frightened or charmed. A creature must be able to hear you to gain this benefit. The performance ends early if you are incapacitated or silenced or if you voluntarily end it (no action required).

Magic Secrets
You learn two spells of your choice from any class. A spell you choose must be of a level you can cast, as shown on the Bard table, or a cantrip. The chosen spells count as bard spells for you but don't count against the number of bard spells you know.

Cutting Wounds
You learn how to use your wit to distract, confuse, and otherwise sap the confidence and competence of others. When a creature that you can see within 60 feet of you makes an attack roll, an ability check, or a damage roll, you can use your reaction to expend one of your uses of Bardic Inspiration, rolling a Bardic Inspiration die and subtracting the number rolled from the creature's roll. You can choose to use this feature after the creature makes its roll, but before the GM determines whether the attack roll or ability check succeeds or fails, or before the creature deals its damage. The creature is immune if it can't hear you or if it's immune to being charmed.

Potion of Healing (2)
Gain 2d4+2 hp

ADDITIONAL FEATURES & TRAITS

TREASURE



Bard

SPELLCASTING CLASS

Cha

SPELLCASTING ABILITY

15

SPELL SAVE DC

+7

SPELL ATTACK BONUS

0

CANTRIPS

- Light
- Minor Illusion
- Mage Hand

3

3

- Hypnotic Pattern
- Fear
- Major Image
- Blink* (Wizard)

6

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

- Charm Person
- Sleep
- Hideous Laughter

7

4

2

- Confusion
- Greater Invisibility
- Phantasmal Killer* (Wizard)

8

2

3

- Invisibility
- Enthrall
- Hold Person

5

9

SPELLS KNOWN