

Hohner Hogwallop

CHARACTER NAME

Level 1 Bard

CLASS & LEVEL

Half-Elf

RACE

Entertainer

BACKGROUND

ALIGNMENT

PLAYER NAME

EXPERIENCE POINTS

STRENGTH

8

-1

DEXTERITY

16

+3

CONSTITUTION

12

+1

INTELLIGENCE

10

0

WISDOM

14

+2

CHARISMA

16

+3

INSPIRATION

+2

PROFICIENCY BONUS

- \_\_\_ Strength
- +5 Dexterity
- \_\_\_ Constitution
- \_\_\_ Intelligence
- \_\_\_ Wisdom
- +5 Charisma

SAVING THROWS

- +5 Acrobatics (Dex)
- \_\_\_ Animal Handling (Wis)
- \_\_\_ Arcana (Int)
- \_\_\_ Athletics (Str)
- \_\_\_ Deception (Cha)
- \_\_\_ History (Int)
- +4 Insight (Wis)
- \_\_\_ Intimidation (Cha)
- \_\_\_ Investigation (Int)
- \_\_\_ Medicine (Wis)
- \_\_\_ Nature (Int)
- +4 Perception (Wis)
- +5 Performance (Cha)
- +5 Persuasion (Cha)
- \_\_\_ Religion (Int)
- \_\_\_ Sleight of Hand (Dex)
- +5 Stealth (Dex)
- \_\_\_ Survival (Wis)

SKILLS

14

ARMOR CLASS

+3

INITIATIVE

30

SPEED

Hit Point Maximum

9

CURRENT HIT POINTS

1d6 Bard Inspiration - 3x

TEMPORARY HIT POINTS

Total

1

HIT DICE

SUCCESSES

○○○○

FAILURES

○○○○

DEATH SAVES

Nobody stays angry at me or around me for long, since I can defuse any amount of tension

PERSONALITY TRAITS

The stories, legends and songs of the past must never be forgotten, for they teach us who we are.

IDEALS

My instrument is my most treasured possession and it reminds me of someone I love

BONDS

I'm a sucker for a pretty face.

FLAWS

NAME ATK BONUS DAMAGE/TYPE

Rapier +5 1d8P + 3

Dagger +5 1d4P + 3

ATTACKS & SPELLCASTING

PASSIVE WISDOM (PERCEPTION)

Human - Elf - Sylvan

Disguise Kit

Mandolin

Fiddle

Harmonica

Dulcimer

OTHER PROFICIENCIES & LANGUAGES

CP

CP

SP

SP

EP

EP

CP

CP

PP

PP

CP

CP

PP

PP

15

Mandolin

Costume

Rapier

Leather Armor

Dagger

Entertainer's Pack:

- Backpack

- 2 Costumes

- 5 Candles

- 5 Days of Rations

- Waterskin

EQUIPMENT

Darkvision: 60'

Fey Ancestry:

- ADV on SAVE vs Charm.

Magic cannot put to Sleep

Bardic Inspiration

- Bonus Action, Target creature within 60'. Within 10 minutes can roll and add to an ability check, attack roll or saving throw. Can add after a d20 roll but before DM results. Finish Long rest.

Times = CHA modifier

FEATURES & TRAITS



# Hohner Hogwallop

CHARACTER NAME

60	5'6	155
AGE	HEIGHT	WEIGHT
Blue	Tan	Brown
EYES	SKIN	HAIR

CHARACTER APPEARANCE

NAME

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SYMBOL

ALLIES & ORGANIZATIONS

CHARACTER BACKSTORY

Entertainer Routine: Instrumentalist

- Can always find a place to perform (inns/taverns) for lodging and/or food. Performing makes a local figure - strangers recognize you in the town where you performed and like you.

Trinket: A fragment of a beautiful song, written as musical notes on two pieces of parchment.

Costumes:

- Explorer's Outfit: Normal everyday wear to blend in as an adventurer. Wears a wide-brimmed sable fedora that he pulls down occasionally to keep a low profile or from being recognized
- Performance Costume: Country and Western inspired Rhinestone Suit / Outfit with Five gallon cowboy hat
- Noble's Outfit. This costume is for formal wear or when he needs to fit in with a more prominent crowd or portray someone of importance

ADDITIONAL FEATURES & TRAITS

TREASURE



CHA

SPELLCASTING ABILITY

13

SPELL SAVE DC

+5

SPELL ATTACK BONUS

SPELLCASTING CLASS

0

CANTRIPS

Vicious Mockery

Prestidigitation

3

6

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

3

PREPARED

SPELL NAME

- 
- Dissonant Whispers
- Healing Word
- Thunderwave
- Faerie Fire
- 
- 
- 
- 
- 
- 
- 
- 

2

4

7

8

5

9

SPELLS KNOWN