

Hohner Hogwallop

CHARACTER NAME

Level 4 Glamour Bard Entertainer

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Half-Elf

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH
8
-1

DEXTERITY
16
+3

CONSTITUTION
12
+1

INTELLIGENCE
10
0

WISDOM
14
+2

CHARISMA
18
+4

INSPIRATION

+2 PROFICIENCY BONUS

SAVING THROWS

- Strength
- +5 Dexterity
- Constitution
- Intelligence
- Wisdom
- +6 Charisma

SKILLS

- +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)
- +8 E Performance (Cha)
- +6 Persuasion (Cha)
- Religion (Int)
- Sleight of Hand (Dex)
- +7 E Stealth (Dex)
- Survival (Wis)

15 ARMOR CLASS +3 INITIATIVE 30 SPEED

Hit Point Maximum _____

27 CURRENT HIT POINTS

1d6 Bard Inspiration - 4x TEMPORARY HIT POINTS

Total _____ HIT DICE 4

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

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

Jack of All Trades
- Can add 1/2 Proficiency bonus, rounded down to any non-proficient ability check.

Song of Rest
- Musical performance that can add an additional 1d6 HP for myself or friendly creatures that spend at least 1 HD on a short rest

Mantle of Inspiration
- Bonus Action - Use Bard Inspiration for a wondrous appearance. Creatures I choose (up to CHA Mod) each gain 5 Temp HP and use reaction to move up to its speed without provoking opport. attacks

Enthralling Performance (seductive fey magic)
- Perform for 1 minute to inspire audience. Choose humanoid ≤ CHA mod. SAVE vs WIS or be charmed. Targets will idolize, speaks glowingly of me, and hinders those who oppose. BUT, avoids violence unless already ready fight on my behalf. Lasts an hour unless I attack or witnesses me attacking their allies. If they succeed on SAVE, they do not know I tried to charm them. Cannot use this again until a short or long rest.

FEATURES & TRAITS

PASSIVE WISDOM (PERCEPTION)

Human - Elf - Sylvan

Disguise Kit

Mandolin
Fiddle
Harmonica
Dulcimer

OTHER PROFICIENCIES & LANGUAGES

CP Mandolin
SP Costume
EP Rapier
CP Studded Leather Armor
PP Dagger

15 Entertainer's Pack:
- Backpack
- 2 Costumes
- 5 Candles
- 5 Days of Rations
- Waterskin

EQUIPMENT



Hohner Hogwallop

CHARACTER NAME

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

CHARACTER APPEARANCE

NAME

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

14

SPELL SAVE DC

+6

SPELL ATTACK BONUS

SPELLCASTING CLASS

0

CANTRIPS

Vicious Mockery

Prestidigitation

3

6

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

PREPARED

SPELL NAME

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

4

7

2

3

-
- Invisibility
- Silence
-
-
-
-
-
-
-
-
-
-
-

5

8

9

SPELLS KNOWN