

Hohner Hogwallop

CHARACTER NAME

Level 6 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**

+3 **PROFICIENCY BONUS**

**SAVING THROWS**

- Strength
- +6 Dexterity
- Constitution
- Intelligence
- Wisdom
- +7 Charisma

**SKILLS**

- +6 Acrobatics (Dex)
- Animal Handling (Wis)
- Arcana (Int)
- Athletics (Str)
- Deception (Cha)
- History (Int)
- +5 Insight (Wis)
- Intimidation (Cha)
- Investigation (Int)
- Medicine (Wis)
- Nature (Int)
- +5 Perception (Wis)
- +10E Performance (Cha)
- +7 Persuasion (Cha)
- Religion (Int)
- Sleight of Hand (Dex)
- +9E Stealth (Dex)
- Survival (Wis)

15 **ARMOR CLASS**    +3 **INITIATIVE**    30 **SPEED**

Hit Point Maximum \_\_\_\_\_

39 **CURRENT HIT POINTS**

1d8 Bard Inspiration - 4x **TEMPORARY HIT POINTS**

Total \_\_\_\_\_ **HIT DICE**    6 **HIT DICE**

SUCCESSES ○○○○ **DEATH SAVES**  
FAILURES ○○○○

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	+6	1d8P + 3
Dagger	+6	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

Font of Inspiration  
- Regain Bardic Inspiration at end of Long/Short Rest

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.

Countercharm  
- Start musical performance lasts until end of my next turn. Me and Friendly Creatures have ADV on SAVE vs Frightened or Charmed

Mantle of Majesty  
- Cloaked in Fey Magic to cast Command as Bonus action without spell slot. Make my appearance of unearthly beauty for 1 minute / concentration. During this time, cast Command as Bonus action on each of my turns. Creatures charmed by me - Auto Fail the SAVE. Once per 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

AGE

5'6

HEIGHT

155

WEIGHT

Blue

EYES

Tan

SKIN

Brown

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

---

SYMBOL

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



SPELLCASTING CLASS

CHA

SPELLCASTING ABILITY

14

SPELL SAVE DC

+7

SPELL ATTACK BONUS

0 CANTRIPS

- Vicious Mockery
- Prestidigitation
- Mage Hand

SPELL LEVEL SLOTS TOTAL SLOTS EXPENDED

1 4

PREPARED SPELL NAME

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

2 3

- Invisibility
- Silence

3 3

- Hypnotic Pattern
- Leomund's Tiny Hut

4

- 

5

- 

6

- 

7

- 

8

- 

9

- 

SPELLS KNOWN