

Grog
CHARACTER NAME

Bard 3
CLASS & LEVEL
Bugbear
RACE

Male
BACKGROUND
Chaotic Neutral
ALIGNMENT

Joseph
PLAYER NAME
900
EXPERIENCE POINTS

+2

+1

STRENGTH
18
+4

DEXTERITY
15
+2

CONSTITUTION
12
+1

INTELLIGENCE
10
+0

WISDOM
10
+0

CHARISMA
18
+4

INSPIRATION

+2 PROFICIENCY BONUS

SAVING THROWS

- +4 Strength
- +4 Dexterity
- +1 Constitution
- +0 Intelligence
- +0 Wisdom
- +6 Charisma

SKILLS

- +4 Acrobatics (Dex)
- Animal Handling (Wis)
- Arcana (Int)
- Athletics (Str)
- +6 Deception (Cha)
- History (Int)
- Insight (Wis)
- Intimidation (Cha)
- Investigation (Int)
- Medicine (Wis)
- Nature (Int)
- Perception (Wis)
- +8 Performance (Cha) **EXPERT**
- Persuasion (Cha)
- Religion (Int)
- Sleight of Hand (Dex)
- +6 Stealth (Dex) **EXPER**
- Survival (Wis)

16 ARMOR CLASS
+2 INITIATIVE
30 SPEED

Hit Point Maximum 21
CURRENT HIT POINTS 21

TEMPORARY HIT POINTS

Total 88 HIT DICE
SUCCESSSES 0000
FAILURES 0000
DEATH SAVES

PERSONALITY TRAITS
IDEALS
BONDS
FLAWS

NAME ATK BONUS DAMAGE/TYPE
ATTACKS & SPELLCASTING

Bardic Inspiration
Friend w/in 60' adds +1d6 to attack/save/check
Jaded all takes + PROF 12 to all non-PROF skills
Song of rest - friends gain extra 1d6 P in short rest
Expertise: Performance, Stealth
College of Swords XANP. 15
PROF: Medium Armor & Scimitar
Move +10 w/attack
Slashing flourish: use Bardic Insp for 1d6 dm to target if adjacent enemy

1d6/day
P in short rest

PASSIVE WISDOM (PERCEPTION)

Darkvision 60'
Reach +5 ft for melee attack
Surprise hit + 2d6 damage
Languages: Common & Goblin
OTHER PROFICIENCIES & LANGUAGES

1d8 Longsword
Bongo Drums
1d4 Dagger 20'
Entertainer's Pack
Breathable Armor (14)
EQUIPMENT



Grog

CHARACTER NAME

17
AGE

6'11
HEIGHT

280 lbs
WEIGHT

EYES

Monkey
SKIN

Nappy
HAIR



CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

All songs rhyme w/ Grog

Life's a slog.

My brains in a fog

Your sing like a frog.

Dog dog doggety dog.

I come from the bog.

I crapped a big log.

You are but a cog
in the great wheel of Yag.

Drink more egg nog.

Get lucky with a hog.

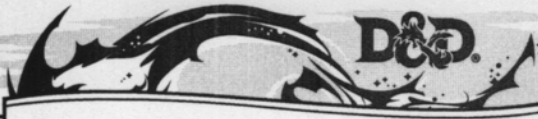
Time to go for a jog.

Blood makes the grass grow, flag, flag, flag!

ADDITIONAL FEATURES & TRAITS

CHARACTER BACKSTORY

TREASURE



Grog

SPELLCASTING CLASS

Charisma
SPELLCASTING ABILITY

B. PROF + CHA MOD
14
SPELL SAVE DC

PROF + CHA MOD
+6
SPELL ATTACK BONUS

0 CANTRIPS 2

PAB 285
THB 284

Vicious Mockery Wis +6
True Strike - Advantage on next attack

3

6

SPELL LEVEL KNOWN 4
SLOTS TOTAL SLOTS EXPENDED

1 2

PAB 234
276
250
280

Dissonant Whispers +3d6
Sleep
Cure Wounds (d8 + Cha Mod)
Tasha's Hideous Laughter

4

7

2

5

8

9

SPELLS KNOWN