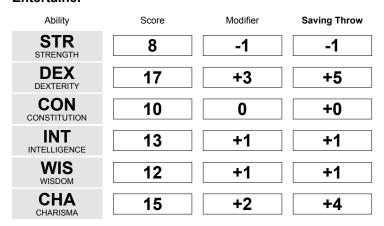
Nimble Dick

Lightfoot halfling Bard 3 - CR 1/2

Chaotic Neutral; Small Humanoid; Atheist; Background: **Entertainer**



AC	14	Initi	iative	+4		Speed	25 ft
Proficiency			+2	In	Inspiration		
HP	HP 18		HD	3d8		Death Saves	
Damage / Current HP			HD	Used		Success/l	Fail
Number of Attacks 1							

Dagger

Main hand: **+5**, **1d4+3 piercing**Rng: 20 ft./60 ft.
Finesse, Light,

Ranged: +5, 1d4+3 piercing

Rapier

Main hand: +5, 1d8+3 piercing Finesse

Leather

+1



5th Edition SRD

Skill Name	Total	Ability	Prof	Temp
Acrobatics	+5	DEX (3)	+2	
Animal Handling	+2	WIS (1)	+1	
Arcana	+2	INT (1)	+1	
Athletics	+0	STR (-1)	+1	
Deception	+4	CHA (2)	+2	
History	+2	INT (1)	+1	
Insight	+3	WIS (1)	+2	
Intimidation	+3	CHA (2)	+1	
Investigation	+2	INT (1)	+1	
Medicine	+2	WIS (1)	+1	
Nature	+2	INT (1)	+1	
Perception	+3	WIS (1)	+2	
Performance	+6	CHA (2)	+4	
Persuasion	+6	CHA (2)	+4	
Religion	+2	INT (1)	+1	
Sleight of Hand	+5	DEX (3)	+2	
Stealth	+5	DEX (3)	+2	
Survival	+2	WIS (1)	+1	
Danahar Danasartiana	40			

Passive Perception: 13

Other Proficiencies:

Tools: Disguise kit (+2); Drum (+2); Flute (+2); Lute (+2);

Lyre (+2)

Weapons: Simple weapons; Crossbow, hand;

Longsword; Rapier; Shortsword

Armor: Light armor

Special Abilities

Bardic Inspiration (d6, 2/long rest)

Brave

Thrown

By Popular Demand Cutting Words

Halfling Nimbleness

Jack of All Trades

Lucky

Naturally Stealthy Song of Rest (d6)

Gear		Experience & Wealth					
Total Weight Carried: 13 lbs, (Maximum: 120 lbs)		Experience Points: 900/2700 Current Cash: You have no money! Role Playing					
Dagger Leather	1 lb 10 lbs						
Money	-	Personality Trait: Defuse - I have a calming nature that					
Rapier	2 lbs	people find soothing. For this reason people are rarely angry with me for long.					
Tracked Resource	es						
Bardic Inspiration (d6, 2/long rest)		Personality Trait : Story - For every situation I know a story that's relevant.					
Dagger		Ideal: Beauty - The world is made better when I perform					
Languages		(Good)					
Common	Halfling	Bond : Famous - I have one goal, to be famous, and I will do whatever it takes to achieve that goal.					
Spell Slots		Flaw : Feelings - My loose tongue often lands me in trouble as I tend to speak my mind.					
2nd level							
1st level		: Instrumentalist - Instrumentalist					
		: Jester - Jester : Storyteller - Storyteller					
Spells & Power	S						
Bard spells known (CL 3rd)							

Spell Save DC 12 Spell Attack +4

Cantrips—mage hand, vicious mockery

healing word, heroism

Feats, Bonus Spells: Proficiencies Spells:

1st—bane, cure wounds, detect magic^R, dissonant whispers,

Other Spells & Powers