

Nimble Dick



5th Edition SRD

Lightfoot halfling Bard 3 - CR 1/2

Chaotic Neutral; Small Humanoid; Atheist; Background:
Entertainer

Ability	Score	Modifier	Saving Throw
STR STRENGTH	8	-1	-1
DEX DEXTERITY	17	+3	+5
CON CONSTITUTION	10	0	+0
INT INTELLIGENCE	13	+1	+1
WIS WISDOM	12	+1	+1
CHA CHARISMA	15	+2	+4

AC 14 **Initiative** +4 **Speed** 25 ft

Proficiency +2 **Inspiration**

HP 18 **HD** 3d8 **Death Saves**

Damage / Current HP	HD Used	Success/Fail

Number of Attacks 1

Dagger

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

Rapier

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

Leather

+1

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	

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
By Popular Demand
Cutting Words
Halfling Nimbleness
Jack of All Trades
Lucky
Naturally Stealthy
Song of Rest (d6)

Gear

**Total Weight Carried: 13 lbs,
(Maximum: 120 lbs)**

Dagger	1 lb
Leather	10 lbs
Money	-
Rapier	2 lbs

Tracked Resources

Bardic Inspiration (d6, 2/long rest)	<input type="checkbox"/> <input type="checkbox"/>
Dagger	<input type="checkbox"/>

Languages

Common Halfling

Spell Slots

2nd level	<input type="checkbox"/> <input type="checkbox"/>
1st level	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Spells & Powers

Bard spells known (CL 3rd)

Spell Save DC 12 **Spell Attack +4**

1st—*bane, cure wounds, detect magic^R, dissonant whispers, healing word, heroism*

Cantrips—*mage hand, vicious mockery*

Other Spells & Powers

Feats, Bonus Spells:

Proficiencies Spells:

Experience & Wealth

Experience Points: **900/2700**

Current Cash: **You have no money!**

Role Playing

Personality Trait: Defuse - I have a calming nature that people find soothing. For this reason people are rarely angry with me for long.

Personality Trait: Story - For every situation I know a story that's relevant.

Ideal: Beauty - The world is made better when I perform (Good)

Bond: Famous - I have one goal, to be famous, and I will do whatever it takes to achieve that goal.

Flaw: Feelings - My loose tongue often lands me in trouble as I tend to speak my mind.

: Instrumentalist - Instrumentalist

: Jester - Jester

: Storyteller - Storyteller