



# DUNGEONS & DRAGONS

## 5th edition Character Sheet

### Yanorin vei Quib Quib - AKA "Rat"

Full Title: Yanorin Spoons vei Quib Quib VII Swan of the Moonkite Circus Caravan

Joseph Calafornello June 2017

#### CLASS & LEVEL

**10** **7** **Rogue**  
ARCHETYPE *Swashbuckler*

**3** **Bard**  
ARCHETYPE *College of Lore*

#### BACKGROUND

**Entertainer**  
*Circus Tumbler*

**RACE**  
**Half-Elf**

#### PLAYER

**u/SketchMcarthur**

**EXPERIENCE POINTS**  
**64,000**

#### ALIGNMENT

*C6 I guess idk dude dont ask me ask the dm*

**STRENGTH**

2 Saving Throw

6 Athletics

**+2**

14

**DEXTERITY**

7 Saving Throw

7 Acrobatics

7 Sleight of Hand

7 Stealth

**+3**

17

**CONSTITUTION**

1 Saving Throw

**+1**

12

**INTELLIGENCE**

5 Saving Throw

1 Arcana

1 History

1 Investigation

1 Nature

1 Religion

**+1**

13

**WISDOM**

2 Saving Throw

6 Animal Handling

2 Insight

2 Medicine

2 Perception

2 Survival

**+2**

14

**CHARISMA**

9 Saving Throw

9 Deception

5 Intimidation

9 Performance

9 Persuasion

**+5**

20

ABILITY SCORES

**4** PROFICIENCY BONUS

**15** AC

**53** MAXIMUM HIT POINTS

**49** CURRENT HIT POINTS

**12** PASSIVE PERCEPTION

**13** DEX +3

**10** D6

**10** D8

**12** D12

**1** HIT DICE

**1** SUCCESSIONS

**1** FAILURES

**1** DEATH SAVES

**1** Poised - 1d12

**1** CONDITIONS

**4** PROFICIENCY BONUS

**INSPIRATION**

**15** AC

**53** MAXIMUM HIT POINTS

**49** CURRENT HIT POINTS

**12** PASSIVE PERCEPTION

**1** HIT DICE

**1** SUCCESSIONS

**1** FAILURES

**1** DEATH SAVES

**1** Poised - 1d12

**1** CONDITIONS

WEAPON/SPELL	RANGE	HIT	DAMAGE 1	DAMAGE 2
"Toothpick" Shortsword	Meelee	DEX+7 STR+6	1d6+DEX(3) piercing	1d6+STR(2) piercing
Shortbow	80/320	DEX+7 STR+6	1d6+DEX(3) piercing	1d6+STR(2) piercing
Dagger	20/60	+6	1d4+2 Piercing	
Sneak Attack	-	-	4d6	-
Thunderwave	Self(15)	CON Save	2d8 Thunder	+1d8 per slot > 1st
Scorched Sword	Meelee	+6	1d8+2 Slashing	1d6 Fire

**CASTING CLASS** **Bard**

**CASTING MODIFIER** **CHA**

**SPELL HIT BONUS** **9**

**SPELL SAVE DC** **17**

LEVEL	TOTAL	LEFT	LEVEL	TOTAL	LEFT
1st	4	3	6th		
2nd	2	0	7th		
3rd			8th		
4th			9th		
5th					

RESOURCE	TOTAL	LEFT	RESOURCE	TOTAL	LEFT
Daggers		13	Bardic Inspiration	5	3
Arrows		49			

**SPELL CHARGES & OTHER RESOURCES AND AMMO**

**DANK VISION** - See clearly in the dark for up to 60 feet

**FEY ANCESTRY** - Cannot be magically slept and have advantage on saving throws against being charmed

**EXPERTISE** - choose two skills or one and thieves tools (4 skills or 3 skills and thieves tools at 6th level). You gain double proficiency.

**SNEAK ATTACK** - Extra damage on attack with finesse or ranged weapon if you have advantage on attack roll.

**CUNNING ACTION** - Use bonus action to:  
 Dash- double movement speed  
 Disengage- avoid attack of opportunity  
 Hide- Stealth check to stealth

**UNCANNY DODGE** - When you are attacked by an enemy you can see, you can use your reaction to halve the damage against you.

**EVASION** - Attacks that allow Dex saves only do half damage if you fail, no damage if you succeed.

**TOUJOURS L'ADACE** - Add charisma modifier to initiative. You can meelee sneak attack an enemy if none of your allies are adjacent to it

**BARDIC INSPIRATION(d6)** - Use bonus action to give creature within 60 ft inspiration die. Can use die to add to any roll for the next 10 minutes (before declared success or failure from DM)

**JACK OF ALL TRADES** - Add half proficiency bonus, rounded down, to any ability check not included in proficiency bonus

**SONG OF REST** - +1d6 to regained HP on rest

**CUTTING WORDS** - can use reaction to use bardic inspiration, subtract roll from target's roll. (before declared success or failure from DM) immune if target cant hear you or immune to charm

Light Armor \_\_\_\_\_ Disguise Kit \_\_\_\_\_  
 Simple Weapons \_\_\_\_\_ Crescent Harp \_\_\_\_\_  
 Hand Crossbows \_\_\_\_\_  
 Longswords \_\_\_\_\_  
 Rapiers \_\_\_\_\_  
 Shortswords \_\_\_\_\_  
 Thieve's Tools \_\_\_\_\_

OTHER PROFICIENCIES

Common \_\_\_\_\_  
 Elvish \_\_\_\_\_  
 Thieves Cant \_\_\_\_\_

KNOWN LANGUAGES

**CP** 38 **SP** 7 **GP** 15 **PP** \_\_\_\_\_

ON PERSON

Leather Trade Uniform \_\_\_\_\_  
 Crescent Harp \_\_\_\_\_  
 Toothpick Shortsword \_\_\_\_\_  
 Daggers \_\_\_\_\_  
 Quiver of Arrows \_\_\_\_\_  
 Iron Buckler \_\_\_\_\_  
 Ballbearings (500) \_\_\_\_\_

IN PACK

Tumbler Outfit \_\_\_\_\_  
 Alchemy Book \_\_\_\_\_  
 Mother's Spellbook \_\_\_\_\_  
 Galon of Ale \_\_\_\_\_  
 Naevrin Academy Pillow \_\_\_\_\_  
 Hooded Lantern \_\_\_\_\_  
 Crowbar \_\_\_\_\_  
 Ladimus Mug \_\_\_\_\_  
 Hemp Rope (25 ft) \_\_\_\_\_  
 Bedroll \_\_\_\_\_  
 Tinderbox \_\_\_\_\_  
 Scorched Sword \_\_\_\_\_

INVENTORY

FEATURES AND TRAITS