



The Great Johno

CHARACTER NAME

Barpig, Royalty Entertainer

CLASS & LEVEL

BACKGROUND

Jonathan

PLAYER NAME

-

900

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

+1

12

DEXTERITY

+0

10

CONSTITUTION

+2

14

INTELLIGENCE

+2

14

WISDOM

-1

9

CHARISMA

+3

17

INSPIRATION

+2

PROFICIENCY BONUS

- ☐ +1 Strength
- ☐ +0 Dexterity
- ☒ +4 Constitution
- ☐ +2 Intelligence
- ☐ -1 Wisdom
- ☒ +5 Charisma

SAVING THROWS

- ☐ +0 Acrobatics (Dex)
- ☒ +1 Animal Handling (Wis)
- ☐ +2 Arcana (Int)
- ☒ +3 Athletics (Str)
- ☐ +3 Deception (Cha)
- ☐ +2 History (Int)
- ☒ +1 Insight (Wis)
- ☐ +3 Intimidation (Cha)
- ☐ +2 Investigation (Int)
- ☐ -1 Medicine (Wis)
- ☐ +2 Nature (Int)
- ☐ -1 Perception (Wis)
- ☒ +5 Performance (Cha)
- ☒ +5 Persuasion (Cha)
- ☐ +2 Religion (Int)
- ☐ +0 Sleight of Hand (Dex)
- ☐ +0 Stealth (Dex)
- ☐ -1 Survival (Wis)

SKILLS

11

ARMOR CLASS

+0

INITIATIVE

30 ft.

SPEED

Hit Point Maximum

24

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 3d8

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

STR

+3

+1

DEX

+2

+0

SPELL

+4

DC: 12

Dagger, 1d4 (Str/Dex)

Longsword, 1d8 V (Str)

hand Crossbow 1d4 (Dex)

ATTACKS & SPELLCASTING

9

PASSIVE WISDOM (PERCEPTION)

Armor: Light armor, Medium Armor

Weapons: Simple weapons, hand crossbows, longswords, battle axes, warhammers, rapiers, shortwords

Tools: Brewer's Supplies

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

- Entertainer's pack
- Engraved mug.
- Brewer's Supplies
- Leather armor (11+)

EQUIPMENT

Brew of the Royals

Following in the footsteps of the Whisking and the Pintcess at 2nd level, you gain access to special spells. You gain access to the Friends cantrip.

You also gain as many Royal Points as your Barpig Level. You can use these Royal Points for the following Spells:

- Charm Person, 1 Royal Point
- Command, 1 Royal Point
- Bane, 1 Royal Point

You restore half of your Royal Points on a short rest.

You use the Constitution score whenever a spell refers to your spellcasting ability. In addition, you use that modifier when setting the saving throw DC for a appropriate class spell you cast and when making an attack roll with one.

Royal Save DC =

8 + your proficiency bonus + your Constitution modifier

Royal Attack modifier = your proficiency bonus + your Constitution modifier

FEATURES & TRAITS