



JACINDA

Bard (Glamour) : 3

CLASS & LEVEL

Forest Gnome

RACE

escaped slave

BACKGROUND

PROFICIENCY BONUS: +2

PASSIVE PERCEPTION: 13

-1

STRENGTH

SAVING THROW -1

BASE 8

o -1

Athletics

+2

DEXTERITY

SAVING THROW +4

BASE 15

• +4

Acrobatics

o +2

Sleight of Hand

• +4

Stealth

+1

CON

SAVING THROW +1

BASE 12

+1

INTEL.

SAVING THROW +1

BASE 12

o +1

Arcana

o +1

History

o +1

Investigation

o +1

Nature

o +1

Religion

+1

WISDOM

SAVING THROW +1

BASE 13

o +1

Animal Handling

o +1

Insight

o +1

Medicine

• +3

Perception

o +1

Survival

+2

CHARISMA

SAVING THROW +4

BASE 15

o +2

Deception

o +2

Intimidation

• +4

Performance

• +4

Persuasion

#### TOOL PROFICIENCIES:

drums (all), ukelele, Gnomish windpipes

#### LANGUAGES:

Common, Lizard-person (low Draconic), Minotaur (Abyssal)

#### WEAPON/ARMOUR PROFICIENCIES:

light armor, simple weapons, rapiers, hand crossbows, longswords, shortswords

#### WEAPONS:

NAME/RANGE

ATK BONUS

DAMAGE/TYPE

Rapier  
melee

+4

1d8+2 piercing

Shortbow  
80/320

+4

1d6+2 piercing

#### CHARACTER NOTES:

Escaped slavery in the realm of Najara  
Requires noise to feel calm  
Easily stressed  
Very friendly and trusting

13

ARMOUR CLASS

+2

INITIATIVE

24

HP

Hit Dice:

3d8

Speed:

25ft

CHA

SPELLCASTING

+4

ATTACK BONUS

12

SAVE DC

#### GNOMISH ABILITIES:

##### Darkvision (60ft)

##### Speak with small beasts:

Through sound and gestures, you may communicate simple ideas with Small or smaller beasts.

##### Gnome cunning:

You have advantage on all Intelligence, Wisdom, and Charisma saves against magic.

##### Soothing Music:

You play music that soothes

#### CANTRIPS:

Dancing Lights, Vicious Mockery

#### SPELLS KNOWN: 6

SPELL SLOTS/ LONG REST: 4 (1st lvl), 2 (2nd lvl)

Cure Wounds, Disguise Self, Faerie Fire, Sleep  
Calm Emotions, Cloud of Daggers

#### BARDIC ABILITIES:

##### Ritual Casting

**Bardic Inspiration:** (CHA/long rest) as a bonus action, give a bardic inspiration die (d6 at lvl 3) to a creature not yourself with in 60ft who can hear you. Over the next ten minutes the creature can add this die to one ability check, saving throw or attack roll it makes. This can be added after the d20 is rolled but before success/failure is announced.

**Jack of All Trades:** you can add half your Proficiency Bonus, rounded down, to any ability check you make that doesn't already include your Proficiency Bonus.

**Song of Rest:** you can perform a healing song during a short rest. If you or any friendly creatures who can hear your performance regain HP by spending Hit Dice, each of those creatures regains an extra 1d6 (at lvl3).

**Mantle of Inspiration:** as a bonus action you can expend a use of Bardic Inspiration to give temporary hit points (5 at lvl 3) to a number of creatures equal to CHA within 60ft who you can see and be seen by. These creatures can use their reaction to move up to their movement speed without provoking attacks of opportunity.

**Entrailing performance:** (1/rest) perform for at least 1 minute. After the performance choose a number of humanoids = CHA to make a WIS saving throw. On a failure they are charmed by you for 1 hour. While charmed in this way the target idolises you, speaks glowingly of you and hinders anyone who opposes you. They will not fight unless already inclined to on your behalf. Damage to them or their allies ends this effect. Target does not know they've been charmed.

#### EQUIPMENT:

Reginald  
Ewer (empty)  
Ball bearings (999)  
Camping gear  
Disguise kit  
Rope (50ft)  
Gnomish Windpipe  
Gold (125)  
Recorder  
Small drum  
Ukulele

Water Purification kit  
Pony  
Ring  
Shortbow  
Rapier