

+2

13

o -1 Athletics

+4 Acrobatics

• +4 Stealth

o +1 Arcana

o +1 History

o +1 Nature

o +1 Religion

o +1 Insight

o +1 Medicine ● +3 Perception

o +1 Survival

o +2 Deception

o +2 Intimidation

• +4 Performance

• +4 Persuasion

o +1 Investigation

o +1 Animal Handling

o +2 Sleight of Hand

PROFICIENCY BONUS:

PASSIVE PERCEPTION:

-1

STRENGTH

+2

DEXTERITY

+1

CON

+1

INTEL.

+1

WISDOM

+2

CHARISMA

SAVING

THROW

SAVING

THROW

BASE

SAVING

THROW

SAVING

THROW

SAVING

THROW

SAVING

THROW

BASE

BASE

BASE

BASE

-1

8

+4

+1

12

+1

13

+4

15

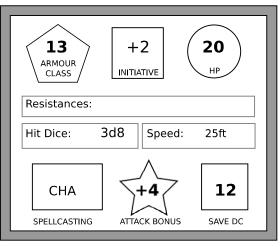
Bard: 3 (Glamour)

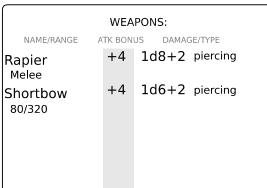
Forest Gnome

RACE

Escaped Slave

BACKGROUND





SPECIAL 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

Mantle of Inspiration

As a bonus action, 5 temporary hit points. Use its reaction to move up to its speed, without provoking opportunity attacks.

Enthralling Performance
If you perform for at least 1
minute, you can attempt to i
nspire wonder in your audience
by singing, reciting a poem, or
dancing.



Drums (all), Ukelele, Windpipes

LANGUAGES:

Abyssal (Minotaur), Lizard Person (Low Draconic), Common

WEAPON/ARMOUR PROFICIENCIES:

Light Armor, Simple Weapons, rapiers, hand crossbows, longswords, shortswords

CHARACTER NOTES:

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

CANTRIPS:

Vicious Mockery Dancing Lights

LEVEL 2: SPELL SLOTS: 2 / SHORT REST

SPELLS KNOWN: 4

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

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