

# TOOL PROFICIENCIES:

drums (all), ukelele, Gnomish windpipes

# LANGUAGES:

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

# WEAPON/ARMOUR PROFICIENCIES:

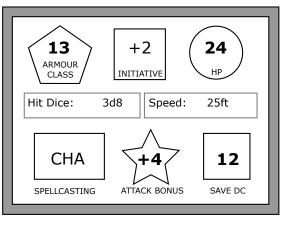
light armor, simple weapons, rapiers, hand crossbows, longswords, shortswords

# WEAPONS: NAME/RANGE ATK BONUS DAMAGE/TYPE Rapier H4 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 Bard (Glamour): 3 Forest Gnome escaped slave

CLASS & LEVEL RACE



# **GNOMISH ABILITIES:**

## Darkvision (60ft)

BACKGROUND

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 IvI), 2 (2nd IvI)

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 IvI 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 IvI3).

**Mantle of Inspiration:** as a bonus action you can expend a use of Bardic Inspiration to give temporary hit points (5 at IvI 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.

**Entralling 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:**

Ukulele

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

Water Purification kit Pony Ring

Shortbow Rapier