



JACINDA

Bard (Glamour) : 5

CLASS & LEVEL

Forest Gnome

RACE

escaped slave

BACKGROUND

PROFICIENCY BONUS: +2

PASSIVE PERCEPTION: 13

-1

STRENGTH

SAVING
THROW

-1

BASE 8

o -1

Athletics

+3

DEXTERITY

SAVING
THROW

+4

BASE 16

- o +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

+3

CHARISMA

SAVING
THROW

+4

BASE 16

- 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	+5	1d8+3 piercing
Shortbow 80/320	+5	1d6+3 piercing

CHARACTER NOTES:

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

13

ARMOUR
CLASS

+3

INITIATIVE

33

HP

Hit Dice: 5d8

Speed: 25ft

CHA

SPELLCASTING

+5

ATTACK BONUS

13

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), 3 (2nd lvl)

Cure Wounds, Disguise Self, Faerie Fire, Sleep
Calm Emotions, Cloud of Daggers, Speak with Plants, Hypnotic Pattern

BARDIC ABILITIES:

Ritual Casting

Bardic Inspiration: (CHA/long rest) as a bonus action, give a bardic inspiration die (d8 at lvl 5) 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.

Entrancing 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.

Font of Inspiration: regain all expended uses of Bardic Inspiration when finishing a short or long rest

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