



JACINDA

Bard : 3
(Glamour)
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

13

ARMOUR
CLASS

+2

INITIATIVE

20

HP

Resistances:

Hit Dice: 3d8

Speed: 25ft

CHA

SPELLCASTING

+4

ATTACK BONUS

12

SAVE DC

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.

WEAPONS:

NAME/RANGE

ATK BONUS

DAMAGE/TYPE

Rapier

Melee

+4

1d8+2 piercing

Shortbow

80/320

+4

1d6+2 piercing

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

TOOL PROFICIENCIES:

Drums (all), Ukelele, Windpipes

LANGUAGES:

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

WEAPON/ARMOUR PROFICIENCIES:

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

CHARACTER NOTES:

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