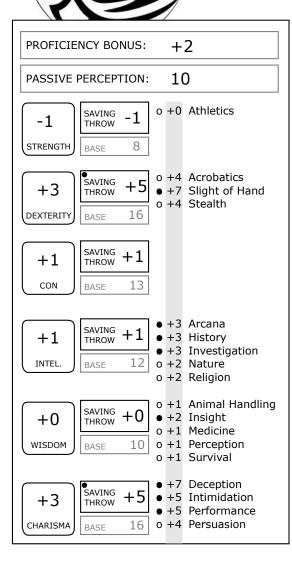
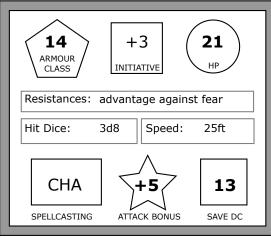
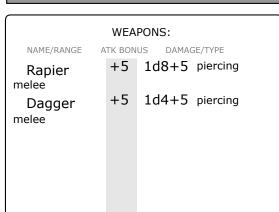


Bard: 3 Halfling Scholar
CLASS & LEVEL RACE BACKGROUND







SPECIAL ABILITIES:

Lucky: reroll any 1 on an attak roll, ability check or saving throw

Nimble: you can move through the space of any creature a size larger than you

Stealthy: you can attempt to hide next to a creature one size larger than you

Researcher: when you attempt to reacall a piece of lore and fail, you often know where it can be found

Bardic Inspiration:

(3/ long rest - CHA) as a bonus action, give a d6 inspiration die to someone else

Song of Rest: during a short rest add 1d6 to the spent hit die of any friendly creature who hears your performance (including you)

Cutting words: subtract one of your bardic insp dies from any enemy in 60ft's attk, ability check or damage roll, after roll.

SPELLS KNOWN: 6

TOOL PROFICIENCIES:

lute, kazoo, slide whistle

LANGUAGES:

Common, Halfling

WEAPON/ARMOUR PROFICIENCIES:

light armour simple weapons, hand crossbow, longsword, shortsword, rapier

CHARACTER NOTES:

Aversion to sentimentality.

CANTRIPS:

Friends

Vicious Mockery

LEVEL 1: SPELL SLOTS: 4 / LONG REST

Comprehend Languages

Disguise Self

Faerie Fire

Cure Wounds

Speak with Aminals

LEVEL 2: SPELL SLOTS: 2 / LONG REST

Shatter

EQUIPMENT:

lute, kazoo, slide whistle

10 gp

book of lore

rapier, dagger leather armour

scholar's pack: ink, pen, parchment, letterknife, small bag of sand