

ATTACKS & SPELLCASTING

Bardic Inspiration (Bonus Action—3/Long Rest). Inspire one creature other than yourself within 60 feet of you who can hear you. It gains one Bardic Inspiration die, a d6. Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes.

FEATURES & TRAITS

Armor Proficiencies. Light Armor

Weapon Proficiencies. Simple Weapons, Crossbow, Hand, Longsword, Rapier, Shortsword

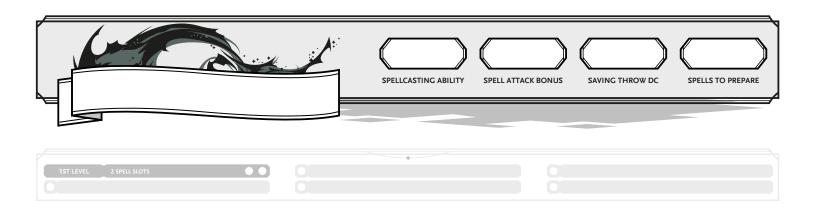
Tool Proficiencies. Lyre, Horn, Viol, Disguise kit, Thieves' tools

Languages. Common, Halfling

PROFICIENCIES & LANGUAGES



ADVENTURING GEAR	# lb	MAGIC ITEMS	# lb	
		ATTUNED MAGIC ITEMS /		
		VALUABLES — GEMS, ART OBJECTS, TRADE GOODS	#lb	
		COPPER SILVER ELECTRUM GOLD	PLATINUM	
		ENGLIMADDANICE LIFTING AND CARDVING		
		ENCUMBRANCE — LIFTING AND CARRYING WEIGHT CARRIED CARRY CAPACITY PUSH,	DRAG, LIFT	
		/	Biolog, Eli I	
INIVENTORY ADVE	NITUDING GEAD, A	RMS, ARMOR, AND OTHER EQUIPMENT		
INVENTORY — ADVE	NTURING GEAR, A	RMS, ARMOR, AND OTHER EQUIPMENT		
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	ADDITIONA	L TREASURE		INVENTORY — ITEM DESCRIPTIONS & NOTES
STORED ITEM	#_ lb	STORED ITEM	#_ lb	
	STORE	TEME	J	OLIEST ITEMS & TRINIVETS



If you have proficiency with the lyre, you can add your proficiency bonus to any ability checks you make to play music with the instrument. A bard can use a musical instrument as a spellcasting focus.	If you have proficiency with the viol, you can add your proficiency bonus to any ability checks you make to play music with the instrument. A bard can use a musical instrument as a spellcasting focus.	If you have proficiency with the horn, you can add your proficiency bonus to any ability checks you make to play music with the instrument. A bard can use a musical instrument as a spellcasting focus.