

Character Name

Character Name

Player Name

Player Name

Deity

Deity

Region

Region

Alignment

Alignment

CLASS

CLASS

RACE

RACE

SIZE / FACE

SIZE / FACE

HEIGHT / WEIGHT

HEIGHT / WEIGHT

ft.)

VISION

Character Level (CR) EXP/NEXT LEVEL

Character Level (CR)

EXP/NEXT LEVEL

EXP/NEXT LEVEL

AGE GENDER

AGE

GENDER

GENDER

EYES

EYES

HAIR

HAIR

Points

[illegible]

WIS Wisdom		15	+2	15	+2			Encumbrance		Light					
CHA Charisma		14	+2	14	+2										
SAVING THROWS		TOTAL		BASE SAVE		ABILITY		MAGIC		MISC		EPIC		TEMP	
STRENGTH		+0	=	+0	+	+0	+	+0	+	+0	+	+0	+		
DEXTERITY		+3	=	+3	+	+0	+	+0	+	+0	+	+0	+		
CONSTITUTION		+2	=	+0	+	+2	+	+0	+	+0	+	+0	+		
INTELLIGENCE		+1	=	+0	+	+1	+	+0	+	+0	+	+0	+		
WISDOM		+2	=	+0	+	+2	+	+0	+	+0	+	+0	+		
CHARISMA		+5	=	+3	+	+2	+	+0	+	+0	+	+0	+		

	TOTAL		BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+0	=	+0	+0	+0	+0	+0	
RANGED attack bonus	+0	=	+0	+0	+0	+0	+0	
GRAPPLE attack bonus	+0	=	+0	+0	+0	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
(nonlethal only)	+3	1d3	20/x2	5 ft.

Crossbow, Light			Hand	Type	Size	Critical	Reach
			Carried	P	M	20/x0	5 ft.
Range: 0 ft.			To Hit: +3		Damage: 1d8		
	80 ft.	160 ft.	240 ft.	320 ft.	400 ft.		
TH	+3	+3	+3	+3	+3		
Dam	1d8	1d8	1d8	1d8	1d8		

Dart			Hand	Type	Size	Critical	Reach
			Carried	P	M	20/x0	5 ft.
Range: 0 ft.		To Hit: +3		Damage: 1d4			
TH	20 ft.	40 ft.	60 ft.	80 ft.	100 ft.		
Dam	+3	+3	+3	+3	+3		
	1d4	1d4	1d4	1d4	1d4		

1H-P: One handed, in primary hand. **1H-O:** One handed, in off hand. **2H:** Two handed. **2W-P-(OH):** 2 weapons, primary hand (off hand weapon is heavy). **2W-P-(OL):** 2 weapons, primary hand (off hand weapon is light). **2W-OH:** 2 weapons, off hand.

TOTAL SKILLPOINTS:		SKILLS		MAX RANKS:	
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC. MODIFIER
Acrobatics	DEX	3	= 0	+ 3	+
Animal Handling	WIS	3	= 2		+
Arcana	INT	2	= 1		+
Athletics	STR	6	= 0	+ 6	+
Deception	CHA	3	= 2		+
History	INT	2	= 1		+
Insight	WIS	3	= 2		+
Intimidation	CHA	8	= 2	+ 6	+
Investigation	INT	2	= 1		+
Medicine	WIS	3	= 2		+
Nature	INT	2	= 1		+
Perception	WIS	3	= 2		+
Performance	CHA	3	= 2		+
Persuasion	CHA	3	= 2		+
Religion	INT	4	= 1	+ 3	+
Sleight of Hand	DEX	3	= 0	+ 3	+
Stealth	DEX	1	= 0		+
Survival	WIS	3	= 2		+
			=	+	+
			=	+	+

✓: can be used untrained. X: exclusive skills. *: Skill Mastery.

Conditional Skill Modifiers:

+3 Dragonchess Set

+3 Flute

+3 Lute

+3 Shawm

+3 Vehicles (Land)

EQUIPMENT					
ITEM			LOCATION	QTY	WT / COST
Backpack			Carried	1	5 / 2
Bedroll			Carried	1	7 / 1
Belt Pouch			Carried	1	1 / 0.5
Bone Dice			Carried	1	0 / 0.1
Clothes, Common			Carried	1	3 / 0.5
Crossbow, Light			Carried	1	5 / 25
LongRange: 320, RangeLongMult: 4, ShortRange: 80					
Dart			Carried	10	0.2 (2.5) / 0.1 (0.5)
LongRange: 60, RangeLongMult: 3, ShortRange: 20					
Enemy Trophy			Carried	1	0 / 0
Insignia of Rank			Carried	1	0 / 0
Mess kit			Carried	1	1 / 0.2
Rations (1 day)			Carried	10	2 (20) / 0.5 (5)
Rope, hempen (50 feet)			Carried	1	10 / 1
Tinderbox			Carried	1	1 / 0.5
Torch			Carried	10	1 (10) / 0 (0.1)
Waterskin			Carried	1	5 / 0.2
TOTAL WEIGHT CARRIED/VALUE			70.7 lbs.	36.6gp	
WEIGHT ALLOWANCE					
Light	150	Medium	150	Heavy	150
Lift over head	150	Lift off ground	300	Push / Drag	300
MONEY					
Coin (Gold): 10[Carried]					
Total= 10 gp [Unspent Funds = 13 gp]					
MAGIC					
Languages					
Common, Gnomish					
Other Companions					

Class Features

Feature: Military Rank [Wizards of the Coast - Player's Handbook]

You have a military rank from your career as a soldier. Soldiers loyal to your former military organization still recognize your authority and influence, and they defer to you if they are of a lower rank. You can invoke your rank to exert influence over other soldiers and requisition simple equipment or horses for temporary use. You can also usually gain access to friendly military encampments and fortresses where your rank is recognized.

Spellcasting [Wizards of the Coast - Player's Handbook, p.52]

You have learned to untangle and reshape the fabric of reality in harmony with your wishes and music. Your spells are part of your vast repertoire, magic that you can tune to different situations. See chapter 10 for the general rules of spellcasting and chapter 11 for the bard spell list. Spell save DC 13; Spell attack modifier +5

Cantrips [Wizards of the Coast - Player's Handbook, p.52]

You know two cantrips of your choice from the bard spell list. You learn additional bard cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Bard table.

Bardic Inspiration [Wizards of the Coast - Player's Handbook, p.53]

You can inspire others through stirring words or music. To do so, you use a bonus action on your turn to choose one creature other than yourself within 60 feet of you who can hear you. That creature gains one Bardic Inspiration die, a d8. 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. The creature can wait until after it rolls the d20 before deciding to use the Bardic Inspiration die, but must decide before the DM says whether the roll succeeds or fails. Once the Bardic Inspiration die is rolled, it is lost. A creature can have only one Bardic Inspiration die at a time. You can use this feature a number of times equal to 2. You regain any expended uses when you finish a long rest.

Jack of All Trades [Wizards of the Coast - Player's Handbook, p.54]

Starting at 2nd level, 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 [Wizards of the Coast - Player's Handbook, p.54]

Beginning at 2nd level, you can use soothing music or oration to help revitalize your wounded allies during a short rest. If you or any friendly creatures who can hear your performance regain hit points at the end of the short rest, each of those creatures regains an extra 1d6 hit points. A creature regains the extra hit points only if it spends one or more Hit Dice at the end of the short rest.

Bard College [Wizards of the Coast - Player's Handbook, p.54]

At 3rd level, you delve into the advanced techniques of a bard college of your choice: the College of Lore or the College of Valor, both detailed at the end of the class description. Your choice grants you features at 3rd level and again at 6th and 14th level.

College of Valor

[Wizards of the Coast - Player's Handbook, p.55]

Bards of the College of Valor are daring skalds whose tales keep alive the memory of the great heroes of the past, and thereby inspire a new generation of heroes. These bards gather in mead halls or around great bonfires to sing the deeds of the mighty, both past and present. They travel the land to witness great events firsthand and to ensure that the memory of those events doesn't pass from the world. With their songs, they inspire others to reach the same heights of accomplishment as the heroes of old.

Bonus Proficiencies [Wizards of the Coast - Player's Handbook, p.55]

When you join the College of Valor at 3rd level, you gain proficiency with medium armor, shields, and martial weapons.

Combat Inspiration [Wizards of the Coast - Player's Handbook, p.55]

Also at 3rd level, you learn to inspire others in battle. A creature that has a Bardic Inspiration die from you can roll that die and add the number rolled to a weapon damage roll it just made. Alternatively, when an attack roll is made against the creature, it can use its reaction to roll the Bardic Inspiration die and add the number rolled to its AC against that attack, after seeing the roll but before knowing whether it hits or misses.

Expertise [Wizards of the Coast - Player's Handbook, p.54]

At 3rd level, choose two of your skill proficiencies. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies. At 10th level, you can choose another two skill proficiencies to gain this benefit.

Ability Score Improvement [Wizards of the Coast - Player's Handbook, p.54]

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Font of Inspiration [Wizards of the Coast - Player's Handbook, p.54]

Beginning when you reach 5th level, you regain all of your expended uses of Bardic Inspiration when you finish a short or long rest.

Special Qualities	
Spellcaster Spell Slots	[Wizards of the Coast - Player's Handbook]
1st = 4, 2nd = 3, 3rd = 2, 4th = 0, 5th = 0, 6th = 0, 7th = 0, 8th = 0, 9th = 0	
Ability Score Increase	[Wizards of the Coast - Player's Handbook, p.36]
Your Intelligence score increases by 2.	
Artificer's Lore	[Wizards of the Coast - Player's Handbook, p.37]
Whenever you make a History check related to magic items, alchemical objects, or technological devices, you can add twice your proficiency bonus (6), instead of any proficiency bonus you normally apply.	
Darkvision	[Wizards of the Coast - Player's Handbook, p.37]
Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.	
Gnome Cunning	[Wizards of the Coast - Player's Handbook, p.37]
You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.	
Languages	[Wizards of the Coast - Player's Handbook, p.37]
You can speak, read, and write Common and Gnomish. The Gnomish language, which uses the Dwarvish script, is renowned for its technical treatises and its catalogs of knowledge about the natural world.	
Tinker	[Wizards of the Coast - Player's Handbook, p.37]
You have proficiency with tinker's tools. Using those tools, you can spend 1 hour and 10 gp worth of materials to construct a Tiny clockwork device (AC 5, 1 hp). The device ceases to function after 24 hours. (unless you spend 1 hour repairing it to keep the device functioning), or when you use your action to dismantle it; at that time, you can reclaim the materials used to create it. You can have up to three such devices active at a time. When you create a device, choose one of the following options: Clockwork Toy: This toy is a clockwork animal or person, such as a frog, mouse, bird, or soldier. When placed on the ground, the toy moves 5 feet across the ground on each of your turns in a random direction. It makes noises as appropriate to the creature it represents. Fire Starter: The device produces a miniature flame, which you can use to light something like a candle, torch, or campfire. Using the device requires your action. Music Box: When opened, this music box plays a single song at a moderate volume. The box stops playing when it reaches the song's end or when it is closed.	
Tinker's Tools	[Wizards of the Coast - Player's Handbook, p.37]
Proficient with Artisan Tinker's Tools.	

Feature: Military Rank	[Wizards of the Coast - Player's Handbook]	Combat Inspiration	[Wizards of the Coast - Player's Handbook, p.55]
You have a military rank from your career as a soldier. Soldiers loyal to your former military organization still recognize your authority and influence, and they defer to you if they are of a lower rank. You can invoke your rank to exert influence over other soldiers and requisition simple equipment or horses for temporary use. You can also usually gain access to friendly military encampments and fortresses where your rank is recognized.		Also at 3rd level, you learn to inspire others in battle. A creature that has a Bardic Inspiration die from you can roll that die and add the number rolled to a weapon damage roll it just made. Alternatively, when an attack roll is made against the creature, it can use its reaction to roll the Bardic Inspiration die and add the number rolled to its AC against that attack, after seeing the roll but before knowing whether it hits or misses.	
Soldier Bond ~ 6	[Wizards of the Coast - Player's Handbook]	Expertise	[Wizards of the Coast - Player's Handbook, p.54]
I fight for those who cannot fight for themselves.		At 3rd level, choose two of your skill proficiencies. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies. At 10th level, you can choose another two skill proficiencies to gain this benefit.	
Soldier Flaw ~ 1	[Wizards of the Coast - Player's Handbook]	Ability Score Improvement	[Wizards of the Coast - Player's Handbook, p.54]
The monstrous enemy we faced in battle still leaves me quivering with fear.		When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.	
Soldier Ideal ~ 1	[Wizards of the Coast - Player's Handbook]	Font of Inspiration	[Wizards of the Coast - Player's Handbook, p.54]
Greater Good. Our lot is to lay down our lives in defense of others. (Good)		Beginning when you reach 5th level, you regain all of your expended uses of Bardic Inspiration when you finish a short or long rest.	
Soldier Personality Trait ~ 5	[Wizards of the Coast - Player's Handbook]		
I can stare down a hell hound without flinching.			
Soldier Personality Trait ~ 8	[Wizards of the Coast - Player's Handbook]		
I face problems head-on. A simple, direct solution is the best path to success.			
Soldier Specialty ~ Custom (Marine Biologist)	[Wizards of the Coast - Player's Handbook]		
Marine Biologist			
Soldier	[Wizards of the Coast - Player's Handbook]		
Equipment: An insignia of rank, a trophy taken from a fallen enemy (a dagger, broken blade, or piece of a banner), a set of bone dice or deck of cards, a set of common clothes, and a belt pouch containing 10 gp Gain Athletics & Intimidation as class skills.			
Spellcasting	[Wizards of the Coast - Player's Handbook, p.52]		
You have learned to untangle and reshape the fabric of reality in harmony with your wishes and music. Your spells are part of your vast repertoire, magic that you can tune to different situations. See chapter 10 for the general rules of spellcasting and chapter 11 for the bard spell list. Spell save DC 13; Spell attack modifier +5			
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Jack of All Trades	[Wizards of the Coast - Player's Handbook, p.54]		
Starting at 2nd level, 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	[Wizards of the Coast - Player's Handbook, p.54]		
Beginning at 2nd level, you can use soothing music or oration to help revitalize your wounded allies during a short rest. If you or any friendly creatures who can hear your performance regain hit points at the end of the short rest, each of those creatures regains an extra 1d6 hit points. A creature regains the extra hit points only if it spends one or more Hit Dice at the end of the short rest.			
Bard College	[Wizards of the Coast - Player's Handbook, p.54]		
At 3rd level, you delve into the advanced techniques of a bard college of your choice: the College of Lore or the College of Valor, both detailed at the end of the class description. Your choice grants you features at 3rd level and again at 6th and 14th level.			
College of Valor	[Wizards of the Coast - Player's Handbook, p.55]		
Bards of the College of Valor are daring skalds whose tales keep alive the memory of the great heroes of the past, and thereby inspire a new generation of heroes. These bards gather in mead halls or around great bonfires to sing the deeds of the mighty, both past and present. They travel the land to witness great events firsthand and to ensure that the memory of those events doesn't pass from the world. With their songs, they inspire others to reach the same heights of accomplishment as the heroes of old.			
Bonus Proficiencies	[Wizards of the Coast - Player's Handbook, p.55]		
When you join the College of Valor at 3rd level, you gain proficiency with medium armor, shields, and martial weapons.			

Feats	
Great Weapon Master	[Wizards of the Coast - Player's Handbook, p.167]
You've learned to put the weight of a weapon to your advantage, letting its momentum empower your strikes. You gain the following benefits: * On your turn, when you score a critical hit with a melee weapon or reduce a creature to 0 hit points with one, you can make one melee weapon attack as a bonus action. * Before you make a melee attack with a heavy weapon that you are proficient with, you can choose to take a -5 penalty to the attack roll. If the attack hits, you add +10 to the attack's damage.	

Proficiencies	
Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, Unarmed Strike, War Pick, Warhammer, Whip	

Bard Cantrip Spell-like Abilities

Name	School	Time	Duration	Range	Source
At Will Blade Ward	abjuration	1 action	1 round	Self	PH:p.218
[V, S] TARGET: ; EFFECT: You extend your hand and trace a sigil of warding in the air. Until the end of your next turn, you have resistance against bludgeoning, piercing, and slashing damage dealt by weapon attacks.					
At Will Thunderclap	evocation	1 action	Instantaneous	5 feet	XGtE:p.168
[S] TARGET: ; EFFECT: You create a burst of thunderous sound that can be heard up to 100 feet away. Each creature within range, other than you, must succeed on a Constitution saving throw or take 1d6 thunder damage. The spell's damage increases by 1d6 when you reach 5th level [2d6], 11th level [3d6], and 17th level [4d6]. [; DC: 13, Constitution]					
At Will True Strike	divination	1 action	Concentration, up to 1 round	30 feet	PH:p.284
[S] TARGET: ; EFFECT: You extend your hand and point a finger at a target in range. Your magic grants you a brief insight into the target's defenses. On your next turn, you gain advantage on your first attack roll against the target, provided that this spell hasn't ended.					
* =Domain/Specialty Spell					
Bard Spells					

LEVEL	0	1	2	3	4	5	6	7	8	9
KNOWN	3	2	4	2	—	—	—	—	—	—
PER DAY	99	4	3	2	—	—	—	—	—	—

LEVEL 0 / Per Day:99 / Caster Level:

Name	School	Time	Duration	Range	Source
□□□□ Blade Ward	abjuration	1 action	1 round	Self	PH:p.218
[V, S] TARGET: ; EFFECT: You extend your hand and trace a sigil of warding in the air. Until the end of your next turn, you have resistance against bludgeoning, piercing, and slashing damage dealt by weapon attacks.					
□□□□ Thunderclap	evocation	1 action	Instantaneous	5 feet	XGtE:p.168
[S] TARGET: ; EFFECT: You create a burst of thunderous sound that can be heard up to 100 feet away. Each creature within range, other than you, must succeed on a Constitution saving throw or take 1d6 thunder damage. The spell's damage increases by 1d6 when you reach 5th level [2d6], 11th level [3d6], and 17th level [4d6]. [; DC: 13, Constitution]					
□□□□ True Strike	divination	1 action	Concentration, up to 1 round	30 feet	PH:p.284
[S] TARGET: ; EFFECT: You extend your hand and point a finger at a target in range. Your magic grants you a brief insight into the target's defenses. On your next turn, you gain advantage on your first attack roll against the target, provided that this spell hasn't ended.					

LEVEL 1 / Per Day:4 / Caster Level:

Name	School	Time	Duration	Range	Source
□□□□ Dissonant Whispers	enchantment	1 action	Instantaneous	60 feet	PH:p.234
[V] TARGET: ; EFFECT: You whisper a discordant melody that only one creature of your choice within range can hear, wracking it with terrible pain. The target must make a Wisdom saving throw. On a failed save, it takes 3d6 psychic damage and must immediately use its reaction, if available, to move as far as its speed allows away from you. The creature doesn't move into obviously dangerous ground, such as a fire or a pit. On a successful save, the target takes half as much damage and doesn't have to move away. A deafened creature automatically succeeds on the save. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st. [; DC: 13, Wisdom]					
□□□□ Thunderwave	evocation	1 action	Instantaneous	Self 15	PH:p.282
[V, S] TARGET: ; EFFECT: A wave of thunderous force sweeps out from you. Each creature in a 15-foot cube originating from you must make a Constitution saving throw. On a failed save, a creature takes 2d8 thunder damage and is pushed 10 feet away from you. On a successful save, the creature takes half as much damage and isn't pushed. In addition, unsecured objects that are completely within the area of effect are automatically pushed 10 feet away from you by the spell's effect, and the spell emits a thunderous boom audible out to 300 feet. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st. [; DC: 13, Constitution]					

LEVEL 2 / Per Day:3 / Caster Level:

Name	School	Time	Duration	Range	Source
□□□□ Blindness/Deafness	necromancy	1 action	1 minute	30 feet	PH:p.219
[V] TARGET: ; EFFECT: You can blind or deafen a foe. Choose one creature that you can see within range to make a Constitution saving throw. If it fails, the target is either blinded or deafened [your choice] for the duration. At the end of each of its turns, the target can make a Constitution saving throw. On a success, the spell ends. At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd. [; DC: 13, Constitution]					
□□□□ Cloud of Daggers	Conjuration	1 action	Concentration, up to 1 minute	60 feet	PH:p.222
[V, S, M (a sliver of glass)] TARGET: ; EFFECT: You fill the air with spinning daggers in a cube 5 feet on each side, centered on a point you choose within range. A creature takes 4d4 slashing damage when it enters the spell's area for the first time on a turn or starts its turn there. At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 2d4 for each slot level above 2nd.					
□□□□ Heat Metal	transmutation	1 action	Concentration, up to 1 minute	60 feet	PH:p.250
[V, S, M (a piece of iron and a flame)] TARGET: ; EFFECT: Choose a manufactured metal object, such as a metal weapon or a suit of heavy or medium metal armor, that you can see within range. You cause the object to glow red-hot. Any creature in physical contact with the object takes 2d8 fire damage when you cast the spell. Until the spell ends, you can use a bonus action on each of your subsequent turns to cause this damage again. If a creature is holding or wearing the object and takes the damage from it, the creature must succeed on a Constitution saving throw or drop the object if it can. If it doesn't drop the object, it has disadvantage on attack rolls and ability checks until the start of your next turn. At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd. [; DC: 13, Constitution]					
□□□□ Shatter	evocation	1 action	Instantaneous	60 feet	PH:p.275
[V, S, M (a chip of mica)] TARGET: ; EFFECT: A sudden loud ringing noise, painfully intense, erupts from a point of your choice within range. Each creature in a 10-foot-radius sphere centered on that point must make a Constitution saving throw. A creature takes 3d8 thunder damage on a failed save, or half as much damage on a successful one. A creature made of inorganic material such as stone, crystal, or metal has disadvantage on this saving throw. A nonmagical object that isn't being worn or carried also takes the damage if it's in the spell's area. At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd. [; DC: 13, Constitution]					

LEVEL 3 / Per Day:2 / Caster Level:

Name	School	Time	Duration	Range	Source
□□□□ Plant Growth	transmutation	1 action or 8 hours	Instantaneous	150 feet	PH:p.266
[V, S] TARGET: ; EFFECT: This spell channels vitality into plants within a specific area. There are two possible uses for the spell, granting either immediate or long-term benefits. If you cast this spell using 1 action, choose a point within range. All normal plants in a 100-foot radius centered on that point become thick and overgrown. A creature moving through the area must spend 4 feet of movement for every 1 foot it moves. You can exclude one or more areas of any size within the spell's area from being affected. If you cast this spell over 8 hours, you enrich the land. All plants in a half-mile radius centered on a point within range become enriched for 1 year. The plants yield twice the normal amount of food when harvested.					
□□□□ Speak with Plants	transmutation	1 action	10 minutes	Self 30	PH:p.277
[V, S] TARGET: ; EFFECT: You imbue plants within 30 feet of you with limited sentience and animation, giving them the ability to communicate with you and follow your simple commands. You can question plants about events in the spell's area within the past day, gaining information about creatures that have passed, weather, and other circumstances. You can also turn difficult terrain caused by plant growth [such as thickets and undergrowth] into ordinary terrain that lasts for the duration. Or you can turn ordinary terrain where plants are present into difficult terrain that lasts for the duration, causing vines and branches to hinder pursuers, for example. Plants might be able to perform other tasks on your behalf, at the DM's discretion. The spell doesn't enable plants to uproot themselves and move about, but they can freely move branches, tendrils, and stalks. If a plant creature is in the area, you can communicate with it as if you shared a common language, but you gain no magical ability to influence it. This spell can cause the plants created by the entangle spell to release a restrained creature.					

* =Domain/Specialty Spell

Bard Cantrip Spell-like Abilities

At Will Blade Ward
At Will Thunderclap (DC:13)
At Will True Strike

Gnojo

Gnome (Rock)

RACE

0

AGE

Male

GENDER

Darkvision (60 ft.)

VISION

Neutral Good

ALIGNMENT

Right

DOMINANT HAND

3' 7"

HEIGHT

60 lbs.

WEIGH

Blue

EYE COLOUR

Pale

SKIN COLOUR

Black/Blue, Hat

HAIR / HAIR STYLE

PHOBIAS

1

PERSONALITY TRAITS

INTERESTS

, Watashi, anata wa segata kai

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None

REGION

Pelor

DEITY

Humanoid

Race Type

Race Sub Type

Description:

Biography:

[illegible]