



Kalina Quill

12 (+1)	16 (+3)	12 (+1)	13 (+1)	12 (+1)	14 (+2)
STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA

CLASS/LEVEL
College of the Road Bard 5

BACKGROUND
Wind-Touched

RACE
Kindled Corvum

ALIGNMENT
Chaotic Neutral

SIZE
Medium

SAVING THROWS

Strength	+1
Dexterity	+6
Constitution	+1
Intelligence	+1
Wisdom	+1
Charisma	+5

15 (studded leather armor)

ARMOR CLASS

+4

INITIATIVE

31

HIT POINTS

30 ft.

SPEED

12

PASSIVE PERCEPTION

+3

PROFICIENCY BONUS

SKILLS

Acrobatics (Dex)	+6
Animal Handling (Wis)	+2
Arcana (Int)	+2
Athletics (Str)	+2
Deception (Cha)	+8
History (Int)	+2
Insight (Wis)	+2
Intimidation (Cha)	+5
Investigation (Int)	+2
Medicine (Wis)	+2
Nature (Int)	+2
Perception (Wis)	+2
Performance (Cha)	+5
Persuasion (Cha)	+8
Religion (Int)	+4
Sleight of Hand (Dex)	+6
Stealth (Dex)	+6
Survival (Wis)	+2

OTHER PROFICIENCIES AND LANGUAGES

Forgery Kit
Thieves' Tools
Drum, Flute, Harp, Lute
Auran, Birdfolk, Mapach

ATTACKS & SPELLCASTING

Spell Attack Modifier +5

Spell Save DC 13

Talons. +4 to hit, reach 5 ft., one target. Hit: 3 (1d4 +1) piercing damage.

Rapier. +6 to hit, reach 5 ft., one target. Hit: 7 (1d8 +3) piercing damage.

Shortbow. +6 to hit, range 80/320 ft., one target.

Hit: 6 (1d6 +3) piercing damage.

FEATURES AND TRAITS

Glide. When falling, you can spend your reaction to spread your feathered arms and slow your descent. When you do so, you descend gently at a speed of 60 feet per round, taking no fall damage when you land. If you fall at least 10 feet in this way, you may fly up to your speed in one direction, landing where you end your movement. You can't glide while carrying heavy weapons or shields, though you can drop any held items as part of your reaction to glide. You cannot glide while wearing heavy armor or while encumbered.

Talons. You have advantage on Strength (Athletics) checks made to climb any surface your talons could reasonably grip.

Appraising Eye (1/Short or Long Rest). By spending an action examining an object, you can determine any magical properties the item has, how they can be used or activated, and a fair estimation of its market value.

Convincing (Religion). You have advantage on all Charisma checks made to convince someone of your knowledge on any topic related to the Religion skill.

Sharp Mind. You are able to perfectly and clearly recall anything you have seen or heard within the last month.

Bardic Inspiration (2/Short or Long Rest). You can inspire others with 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 Bardic Inspiration 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 GM 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.

Jack of All Trades. You 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 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 spend one or more Hit Dice to regain hit points at the end of the short rest, each of those creatures regains an extra 1d6 hit points.

Wanderer's Lore. While a creature has possession of a Bardic Inspiration die gifted from you, that creature may choose to roll a single Arcana, History, Nature, or Religion check with advantage.

Acrobatics Lessons. When you or an ally within 60 feet of you makes a Dexterity saving throw, you may expend a use of your Bardic Inspiration to roll your Bardic Inspiration die and add the result to the saving throw. An ally must be able to see and hear you to benefit from this effect.

Hunting Lessons. You can expend one use of your Bardic Inspiration to mark one creature you can see within 90 feet of you as your quarry. Up to one hour, for as long as you concentrate on this ability, all weapon attacks you make against the target deal an additional die of damage, equal to your Bardic Inspiration die.

EQUIPMENT

10 gp, Rapier, Shortbow, Thieves' Tools, Forgery Kit, Fine Clothes, An Ornate Cloak, A Small Silver Feather that Symbolizes the Wind, Wooden Flute



CHARACTER ROLE

Kalina Quill [she/her] is a college of the road bard who has picked up various skills from her time wandering the Wood. She is a talented performer, social manipulator, and thief who can pick locks and disarm traps with her thieves' tools. Kalina is also a skilled fighter and spellcaster, ready to support her allies with offensive, defensive, or healing magic.

CHARACTER BACKSTORY

Born to humble farmers in the perch of Brackenmill, Kalina's mother always claimed Kalina's unique birthmarks meant she was "wind-touched": destined for greatness. Yet, Kalina lacked confidence in herself. This was until her family played host to a traveling bard. The bard took a shine to Kalina, and mentored the young corvum, teaching Kalina music, dance, and a bit of magic. Before the bard left, the bard shared with Kalina her dream of obtaining fame and fortune. Kalina, inspired, made the bard's dream her own. Kalina has since traveled across Humblewood, dazzling crowds with her acrobatic dances and using magic to convince audiences to tip a little extra. After all, it's not everyday folks get to see a dancing, wind-touched birdfolk perform!

FEATURE:

SUPERNATURAL PRESENCE

Folks from all across Humblewood believe you have been divinely blessed by the power of the wind. If you make a show of your power or skill that can be attributed to your mystical connection with the wind, your believer's faith in you will be bolstered. They will support you, and, depending on how well you convince them of your powers, treat you with reverence, or possibly even worship.

Title and Blessing: I accept this honor but I have my doubts.

Personality Traits: I'm confident in my abilities. My mood can be as unpredictable as the weather, and change just as quickly.

Ideals: Cynicism. What matters isn't whether or not my powers are genuine, but what advantages I can reap because of that belief.

Bonds: I want to become rich and famous.

Flaws: I can't resist a chance to perform for my adoring public.

SPELLS KNOWN

Cantrips: mage hand, prestidigitation, vicious mockery

1st level (4 slots): detect magic (c) (r), healing word, heroism (c), hideous laughter (c)

2nd level (3 slots): invisibility (c), shatter, suggestion (c)

3rd level (2 slots): hypnotic pattern (c)

c - This spell requires concentration

r - This spell can be cast as a ritual