

# Hadrienne Cirrah

Tiefling | Bard | Captain | Neutral

## Backstory/Flavor

My son Elian manifested wings three years ago. I brought him along so I can keep an eye on him.

## Bond

My son Elian is all I have left. I have to protect his secret.

Str	Dex	Con	Int	Wis	Cha	Exp.
10	14	12	14	10	16	
0	+2	+1	+2	+0	+3	
HP	AC	DC	Init	Spd	HitD	Level
9	13	13	+2	30	d8	1

Inspiration Point: ☐

## Health

Hit dice used (1d8): ☐

Current HP: \_\_\_\_\_ Temporary HP: \_\_\_\_\_

Death Saves: ☒ ☐ ☒ ☐ ☒ ☒ ☒

## Skills

		prof?	
Acrobatics	(Dex)	<input checked="" type="checkbox"/>	+4
Arcana	(Int)	<input checked="" type="checkbox"/>	+4
Athletics	(Str)		+0
Animal Handling	(Wis)		+1
Deception	(Cha)	<input checked="" type="checkbox"/>	+5
History	(Int)	<input checked="" type="checkbox"/>	+4
Insight	(Wis)		+1
Intimidation	(Cha)		+3
Investigation	(Int)		+2
Medicine	(Wis)		+1
Nature	(Int)		+2
Perception	(Wis)		+1
Performance	(Cha)	<input checked="" type="checkbox"/>	+5
Persuasion	(Cha)	<input checked="" type="checkbox"/>	+5
Religion	(Int)		+2
Sleight of Hand	(Dex)		+2
Stealth	(Dex)		+2
Survival	(Wis)		+1

## Proficiencies

Light armor, simple weapons, flute  
**darkvision, fire resistance**

## Equipment

_____	_____
_____	_____
<b>Healing Potion(s):</b> ____	+2d4 +2 HP, ACTION

## Weapons

**Dagger** (+4) ☐ ☐

1d4 +2 piercing. Finesse, light, thrown (20/60)

## Spells

☐<sup>1</sup> ☐<sup>1</sup>

Action
<b>Dissonant Whispers</b> 3d6 psychic damage and target must use reaction to flee caster on failed WIS save, 1/2 damage otherwise. 60 FT, INSTANTANEOUS.
<b>Heroism</b> Until the spell ends, the creature is immune to being frightened and gains +CHA temporary hit points at the start of each of its turns. TOUCH, CONCENTRATION, 1MIN
<b>Faerie Fire</b> Each creature in a 20-foot cube is outlined in light if it fails a Dex save. For the duration, affected creatures grant advantage to all attackers, radiate light, and can't benefit from being invisible. 60 FT, 20 FT CUBE, CONCENTRATION, 1MIN
Bonus Action
<b>Healing Word</b> 1d4 + CHA modifier to HP for target in sight. 60FT, INSTANTANEOUS

## Cantrips

Action
<b>Prestidigitation:</b> Sensory effect, light/snuff flame, clean/soil/warm/chill/flavor 1ft <sup>3</sup> , symbol/mark for 1 hour, handsized trinket/illusion. ACTION, 10 FT., LASTS 1 HOUR
<b>Thaumaturgy:</b> you manifest one of the following: · loud voice for one minute · shake the ground for one minute · loud sound · open/close door or window
<b>Vicious Mockery:</b> target must succeed Wis save or suffer 1d4 psychic damage and disadvantage on its next attack roll. 60 FT, INSTANTANEOUS.

## Special

Bonus Action
<b>Bardic Inspiration</b> <input type="checkbox"/> <input type="checkbox"/> 1d6 to ally for ABILITY CHECK, SAVING THROW, or ATTACK ROLL; 10min duration.
Reaction
<b>Cutting Words</b> <input type="checkbox"/> <input type="checkbox"/> 1d6 subtracted from enemy ABILITY CHECK, ATTACK ROLL, or DAMAGE ROLL. 60 FT.