

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

_____	_____
_____	_____
Healing Potion(s): ____	+2d4 +2 HP, ACTION

Weapons

Dagger (+4) ☐ ☐

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

Spells

☐¹ ☐¹

Action
Dissonant Whispers 3d6 psychic damage and target must use reaction to flee caster on failed WIS save, 1/2 damage otherwise. 60 FT, INSTANTANEOUS.
Heroism 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
Identify You choose one object that you must touch throughout the casting of the spell. If it is a magic item or some other magic-imbuied object, you learn its properties and how to use them, whether it requires attunement to use, and how many charges it has, if any. You learn whether any spells are affecting the item and what they are. If the item was created by a spell, you learn which spell created it. TOUCH, INSTANTANEOUS
Bonus Action
Healing Word 1d4 + CHA modifier to HP for target in sight. 60FT, INSTANTANEOUS

Cantrips

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

Special

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