

POLITICIAN

CLASS: BARD

PLAYSTYLE: SUPPORT

RACE: _____

DIFFICULTY: EASY

APPEARANCE

IDEALS:

BONDS:

FLAWS:

ROLEPLAYING

LANGUAGES:

- 1) Common
- 2)

- 3)
- 4)

PERSONALITY:

ALIGNMENT: _____

+0
STRENGTH

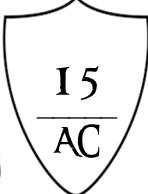
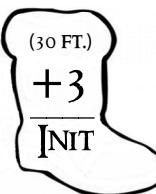
+5
DEXTERITY

+2
CONSTITUTION

+1
INTELLIGENCE

+2
WISDOM

+5
CHARISMA



ITEMS

EQUIPMENT:

Main Hand. Rapier.

Off-Hand.

Armor. Studded Leather.

TOOLS/KITS:

Cartographer's Tools. Quills, ink, parchments, a compass, calipers, and a ruler for mapping.

Hit Dice.

During short rest (1 hr.), heal yourself for 1d8+2.

BACKPACK:

Diplomat's Pack.

- chest
- map/scroll case (2)
- ink, pen, sealing wax, paper (5)
- fine clothes, soap, perfume
- lamp, oil flask (2)

MONEY: Copper: _____ Silver: _____ Gold: 50

SPECIAL

Motivation.

Spend 10 minutes inspiring your allies. You all gain 6 hit points. This can exceed the hit point maximum for each creature. [30 ft. range].

REACTIONS

Demotivation.

When an enemy deals damage, reduce the damage by 1d6. [60 ft. range].

ATTACKS (+5)

Rapier. ∞

Melee, 1d8+3 piercing.

BONUS ACTIONS

ABILITIES (DC 13)

Vicious Mockery. ∞

Hurt a target with cruel words, giving it disadvantage on its next attack roll. [60 ft. range, 1d4 psychic, lasts 1 round (WIS save: no dmg or effect)].

Charm Person.

Make a humanoid friendly. If you or an ally harm it, the effect ends. In combat, the target's save is made with advantage. [30 ft. range, lasts 1 hr. (WIS save: no effect)].

Diplomacy.

Strong emotions of all humanoids in a 20-ft. radius area are suppressed (including hostility, charm, and fear). [60 ft. range, lasts 1 min. (CHA save: no effect)].

Heroism.

Make two allies fear-immune. Each round, damage taken by each ally is reduced by 3. [Touch range, lasts 1 min.].

FEATURES

Council Adjourned. If you or any allies regain hit points by using a hit die during a short rest, each of those creatures regains an extra 1d6 hit points.