

SWORD JUGGLER

(CHARACTER NAME)

CLASS: BARD

PLAYSTYLE: BRUISER

RACE: _____

DIFFICULTY: HARD

APPEARANCE

ROLEPLAYING

IDEALS:

LANGUAGES:

- 1) Common
- 2)

BONDS:

PERSONALITY:

FLAWS:

ALIGNMENT: _____

+0
STRENGTH

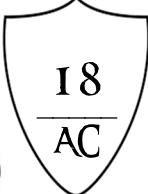
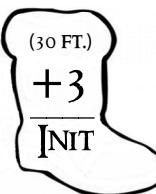
+6
DEXTERITY

+2
CONSTITUTION

+1
INTELLIGENCE

+0
WISDOM

+5
CHARISMA



SPECIAL

Blade Flourish.

Once on your turn, on a hit, deal an extra $1d6$ damage to target and apply one of the following:

- 1) $1d6$ damage to another target within 5 ft.,
- 2) $1d6$ bonus to AC until your next turn, or
- 3) push target up to $1d6+5$ ft. from you.

REACTIONS

Opportunity Attack. ∞

When an enemy exits your melee range, attack it with your scimitar or shortsword.

ITEMS

EQUIPMENT:

Main Hand. Scimitar.

Off-Hand. Shortsword.

Armor. Half Plate.

TOOLS/KITS:

Leatherworker's Tools. A knife, a small mallet, an edger, a hole punch, thread, and leather scraps.

Hit Dice.

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

BACKPACK:

Entertainer's Pack.

- bedroll
- disguise kit, costumes (2)
- candles (5)
- waterskin, rations (5)

MONEY: Copper: _____ Silver: _____ Gold: 20

ATTACKS (+5)

Scimitar. ∞

Melee, $1d6+3$ slashing.

Shortsword. ∞

Melee, $1d6+3$ slashing.

BONUS ACTIONS

Dual Wield. ∞

If you attack with a weapon this turn, make an attack with the other as a bonus action.

ABILITIES (DC 13)

Cutting Words. ∞

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)].

Cloud of Daggers.

Fill a 5-ft. cube of air with spinning daggers that damage creatures when they enter the area or start their turn within it. [60 ft. range, $4d4$ slashing, lasts 1 min.].

Hero Mode.

Become immune to fear. Each round, damage taken is reduced by 3. [Lasts 1 min.].

Mark Targets.

Illuminate creatures within a 20-ft. cube. They cannot become invisible, and attacks against it are at advantage. [60 ft. range, lasts 1 min. (DEX save: no effect)].

FEATURES

Concentration. All normal abilities require concentration. If one is currently active, using a new ability ends the effect of the current one.

Footwork. You gain 10 move speed on a turn as long as you attack during it.

Intermission. 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.