Cor	nbat										
	Actions										
		Atta	ck								
		Dod	lge								
		Dise	engage								
	Bon	us A	ctions								
		Baro	dic Inspiration								
		Mar	ntle of Inspiration	- 4 targets get 5 temp hit and can move without attacks of oppurtunity							
	Rea	ctior	1								
		Sha	pechange - impos	se disadvantage							
Fea	tures	3									
	Son	g of I	Rest - during shor	t rest, can use add	ditional 1d6						
Res	Resources		Count	Restored							
	Spell Slots			x	long						
	Bardic Inspiration			4	long						
	Entr	alling	g Performance	1	long						
					long						
					short						

Combat					Spell Sa	Attacl	k Bonus						
Name	Casting Time	Duration	Concentration	Level	Range	Hit	Save	Damage	Туре	Target	Notes		
Vicious Mockery	Action	Instant		Cantrip	60		WIS	1d4	Psychic	1 creature	Disadvantage o	n attack	
Thunderwave	Action	Instant		1	1 15	5	CON	2d8,1d8	Thunder	AOE on self	Half on save, pushed on fail		
Heat Metal	Action	1 min	Υ	2	60		CON	2d8, 1d8	Fire	Touching item	On fail, drop item and disadvantage		
Jtility													
Name	Casting Time	Duration	Concentration	Level	Range	Hit	Save	Target	Effect				
Prestidigitation	Action	1 hr		Cantrip				1 item	Illusion, tricket, mark, sparks or light fire				
Comprehend Langu	Action	1 hr		1	Self			Self	Understand written or spoken language				
Cure Wounds	Action			1	Touch			1 creatures	Heal for 1d8+modifier				
Sleep	Action	1 min	Υ	1	90			Creatures	Roll 5d8. Creatures sleep if HP is less than rolled				
Hideous Laughter	Action	1 min	Υ	1	30		WIS	1 creature	Falls prone and incapacitated				
Thunderwave	Action			1	15		CON	Self/Creatures					