

Combat						Features														
Actions						Song of Rest - during short rest, can use additional 1d6														
Attack																				
Dodge																				
Disengage																				
Resources																				
Bonus Actions																				
Bardic Inspiration																				
Reaction																				
Shapechange - impose disadvantage																				
Universal Language																				
Combat						Spell Save: 14					Attack Bonus: +6									
Name		Casting Time	Duration	Concentration	Level	Range	Hit	Save	Damage	Type	Target	Notes								
Vicious Mockery		Action	Instant		Cantrip	60		WIS	1d4	Psychic	1 creature	On fail, Disadvantage on attack								
Thunderwave		Action	Instant		1	15		CON	2d8,1d8	Thunder	Self AOE	Half on save, pushed on fail								
Heat Metal		Action	1 min	Y	2	60		CON	2d8, 1d8	Fire	Touching item	On fail, drop item and disadvantage								
Utility																				
Name		Casting Time	Duration	Concentration	Level	Range	Hit	Save	Target	Effect										
Prestidigitation		Action	1 hr		Cantrip	10 ft.			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	Y	1	90			1+ creatures	Roll 5d8. Creatures sleep if HP is less than rolled										
Hideous Laughter		Action	1 min	Y	1	30		WIS	1 creature	On fail, falls prone and incapacitated										
Calm Emotions		Action	1 min	Y	2	60		CHR	20ft AOE	Suppress charm/frighten or Indifferent if hostile										