



lute, kazoo, slide whistle

LANGUAGES:

Common, Halfling

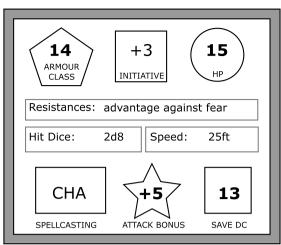
WEAPON/ARMOUR PROFICIENCIES:

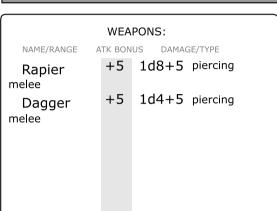
light armour simple weapons, hand crossbow, longsword, shortsword, rapier

CHARACTER NOTES:

Aversion to sentimentality.

Bard: 2 Halfling Scholar
CLASS & LEVEL RACE BACKGROUND





SPECIAL ABILITIES:

Lucky: reroll any 1 on an attak roll, ability check or saving throw

Nimble: you can move through the space of any creature a size larger than you

Stealthy: you can attempt to hide next to a creature one size larger than you

Researcher: when you attempt to reacall a piece of lore and fail, you often know where it can be found

Bardic Inspiration:

(3/ long rest) as a bonus action, give a d6 inspiration die to someone else

Song of Rest: during a short rest add 1d6 to the spent hit die of any friendly creature who hears your performance (including you)

SPELLS KNOWN: 3

CANTRIPS:

Friends

Vicious Mockery

Comprehend Languages

Disguise Self

LEVEL 1:

Faerie Fire

EQUIPMENT:

lute, kazoo, slide whistle

10 gp

SPELL SLOTS: 3 / LONG REST

book of lore

rapier, dagger leather armour

scholar's pack: ink, pen, parchment, letterknife, small bag of sand