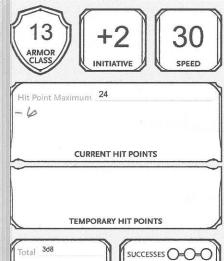
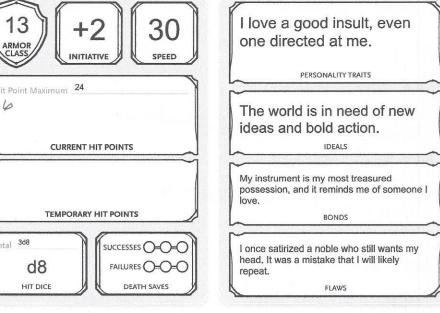
4 1st, 2 2nd (Recomended Dispelmagic (63) Dimension Door(64), Feeblemind(68) Counterspell(63), Telekinesi \$65) 2 Countrips, 6 spelfs: Faevie Fire (L1) Cantrips Frevan (Ryan) Vicious Mockery Hiros Fanner) Minor Illustons Gundalad (Chris) Level ! · Thurderwave · Tasha's Hideous Caughter Faerier Fire · Desonant whispers Level Z: Heat Metal Girdis - Dwart who may know abt giants - Phantasmal Forse Pouch Ebean pic 3 colorful beans inside











Expertise - You add double your proficiency bonus to Persuasion and Deception checks.

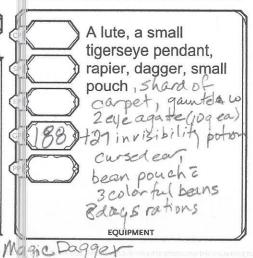
Spellcasting Ability - Charisma is your spellcasting ability for your spells. The saving throw DC to resist a spell you cast is 13. Your attack bonus when you make an attack with a spell is +5.

Bardic Inspiration - You can choose one creature other than yourself who can hear you. That creature gains one Bardic Inspiration d6 die. Once within the next 10 minutes the creature can roll the die and add the number rolled to one ability check. You can use this feature 3 times before a long rest.

Song of Rest - You can use soothing music or oration to help revitalize your wounded allies during a short rest. Allies who hear your performance gain an additional 1d6 hit points.

Cutting Words - When a creature that you can see within 60 feet of you makes an attack roll, an ability check, or a damage roll, you can use your reaction to expend one of your uses of Bardic Inspiration, rolling a Bardic Inspiration die and subtracting the number rolled from the creature's roll.

FEATURES & TRAITS



14

14

CHARISMA

16

PASSIVE WISDOM (PERCEPTION)

O +2 Nature (Int)

O +2 Religion (Int)

_+4 Stealth (Dex)

O +3 Survival (Wis)

Perception (Wis)

Performance (Cha) Persuasion (Cha)

Sleight of Hand (Dex)

SKILLS

Languages: Common, Aquan

Armor: Light armor

Weapons: Simple weapons, hand crossbows, longswords, rapiers,

shortswords

Tools: Disguise kit, lute, flute,

harpsichord

OTHER PROFICIENCIES & LANGUAGES