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# ge Dummy

Rest, each of those creatures regains an extra 1d6 Hit Points.", "Font of Inspiration"=>"they regain all of their expended uses of Bardic Inspiration when they finish a short or Long Rest", "Countercharm"=>"As an action, they can start a Performance that lasts until the end of their next turn. During that time, them and any friendly creatures within 30 feet of them have advantage on Saving Throws against being Frightened or Charmed"}, "College of Eloquence Abilities"=>[{"Silver Tongue"=>"you are a master at saying the right thing at the right time. When you make a Charisma (Persuasion) or Charisma (Deception) check, you can treat a d20 roll of 9 or lower as a 10", "Unsettling Words"=>"you can spin words laced with magic that unsettle a creature and cause it to doubt itself. As a bonus action, you can expend one use of your Bardic Inspiration and choose one creature you can see within 60 feet of you. Roll the Bardic Inspiration die. The creature must subtract the number rolled from the next saving throw it makes before the start of your next turn", "Unfailing Inspiration"=>"your inspiring words are so persuasive that others feel driven to succeed. When a creature adds one of your Bardic Inspiration dice to its ability check, attack roll, or saving throw and the roll fails, the creature can keep the Bardic Inspiration die"}]}

**Proficiencies** -  
**Proficiency Mod** - +3

**Languages** - Common Halfling  
**Adjectives** - Congenial, Shifty,

**Special Abilities** -

**Special Equipment** -

**Combat Tactics**  
She's a lover not a fights and will try to charm away situations before they start

**Actions** -

**Factions**  
**Chamber of Commerce**  
Role:  
**Thieve's Guild**  
Role:

**Introduction**  
A pretty halfling takes the stage in the pub. /"Welcome to my fine tavern. I'm gonna play a couple songs for you tonight/"

**Appearance**  
Short and pretty with long brown hair tied in braided circle. Wearing a loose-fitting silk blouse and leather pants

**Expressions**  
*I learned this ditty from back home*  
*Enjoy our hospitality, and tip your servers well*

**Mannerisms**  
Almost skips as she walks. Talks with her hands

**Motivations**  
Enjoys entertaining and helping others enjoy themselves

**Passions**  
Music, art and strong wine

**Secrets**  
She's pretty knowledgeable about everything going on around town

regain Hit Points by spending Hit Dice at the end of the Short Rest, each of those creatures regains an extra 1d6 Hit Points.", "Font of Inspiration"=>"they regain all of their expended uses of Bardic Inspiration when they finish a short or Long Rest", "Countercharm"=>"As an action, they can start a Performance that lasts until the end of their next turn. During that time, them and any friendly creatures within 30 feet of them have advantage on Saving Throws against being Frightened or Charmed"}, "College of Eloquence Abilities"=>[{"Silver Tongue"=>"you are a master at saying the right thing at the right time. When you make a Charisma (Persuasion) or Charisma (Deception) check, you can treat a d20 roll of 9 or lower as a 10", "Unsettling Words"=>"you can spin words laced with magic that unsettle a creature and cause it to doubt itself. As a bonus action, you can expend one use of your Bardic Inspiration and choose one creature you can see within 60 feet of you. Roll the Bardic Inspiration die. The creature must subtract the number rolled from the next saving throw it makes before the start of your next turn", "Unfailing Inspiration"=>"your inspiring words are so persuasive that others feel driven to succeed. When a creature adds one of your Bardic Inspiration dice to its ability check, attack roll, or saving throw and the roll fails, the creature can keep the Bardic Inspiration die"}]}

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