


2500 x 323  
  
 Image Dimensions

100 x 3235

→ ↕

# ge Dummy

Faerie Fire, Hideous Laughter, Sleep", "2nd Level"=>"Enthrall, Suggestion, Heat Metal", "3rd Level"=>"Nondetection, Major Image, Dispel Magic"}], "Bardic Inspiration"=>"Can use a Bonus Action on their Turn to choose one creature other than themself within 60 feet of, who can hear them. That creature gains one Bardic Inspiration die, a d6. Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, Attack roll, or saving throw it makes.", "Jack of All Trades"=>"can add half their Proficiency Bonus, rounded down, to any ability check they make that doesn't already include their Proficiency Bonus", "Song of Rest"=>"If they or any friendly creatures who can hear their Performance 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", "Expertise"=>"gets double proficiency bonus in Persuasion and Deception"}], "College of Heartbreakers Abilities"=>[{"Promise of Sweet Nothings"=>"Once per short rest, after speaking to a humanoid for 1 minute, the target must make a Wisdom saving throw of DC15 or be charmed for 1 hour. On a successful save there is no hint that they have attempted to charm them", "Heartbreak"=>"As a bonus action they can spend a Bardic Inspiration Point to end a charm or enchantment effect the are concentrating on to do 1d8+10 Psychic damage. They gain HP equal to the damage done", "Seductive Glance"=>"As a bonus action, 1 humanoid with 60 feet gets disadvantage on attack rolls against them and saving throws againsts enchantment spells they cast"}]}

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

**Languages** - Common Primordial Aquan  
**Adjectives** - Beautiful, Seductive, Talented,

**Special Abilities** -

**Special Equipment** -

**Combat Tactics**  
She will rarely fight. She will use her call to charm her opponents. If that doesn't work, she will try to escape

**Actions** -

**Features**  
**Ship's Crew**  
Role: *Sailor, Courtisan*

## ROLEPLAYING

### Introduction

Sliding down from the boats rigging, a beautiful androgynous humanoid greets you "Ho! Welcome aboard handsome!"

### Appearance

Tall, lithe, beautiful and androgynous, with gills on their neck and slight fins protruding up the backs of their arms

### Expressions

*Aren't you the handsome one*

*The captain doesn't like me to fraternize with the passengers. it causes problems*

### Mannerisms

moves like silk with a constant slight grin and seductive eyes

### Motivations

Adventure, finding mates

### Passions

Travelling

### Secrets

Most of their mates end up dead. Is much older than they appears

Major Image, Dispel Magic"}], "Bardic Inspiration"=>"Can use a Bonus Action on their Turn to choose one creature other than themself within 60 feet of, who can hear them. That creature gains one Bardic Inspiration die, a d6. Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, Attack roll, or saving throw it makes.", "Jack of All Trades"=>"can add half their Proficiency Bonus, rounded down, to any ability check they make that doesn't already include their Proficiency Bonus", "Song of Rest"=>"If they or any friendly creatures who can hear their Performance 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", "Expertise"=>"gets double proficiency bonus in Persuasion and Deception"}], "College of Heartbreakers Abilities"=>[{"Promise of Sweet Nothings"=>"Once per short rest, after speaking to a humanoid for 1 minute, the target must make a Wisdom saving throw of DC15 or be charmed for 1 hour. On a successful save there is no hint that they have attempted to charm them", "Heartbreak"=>"As a bonus action they can spend a Bardic Inspiration Point to end a charm or enchantment effect the are concentrating on to do 1d8+10 Psychic damage. They gain HP equal to the damage done", "Seductive Glance"=>"As a bonus action, 1 humanoid with 60 feet gets disadvantage on attack rolls against them and saving throws againsts enchantment spells they cast"}]}

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**Special Abilities**

**Special Equipment**

**Combat Tactics**

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slight fins  
the backs c

**Expressions**

*Aren't  
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*The  
doesn't li  
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**Mannerisms**

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**Motivations**

Adventu  
mates

**Passions**

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-

**Factions**

**Ship's Crew**

Role: *Sailor, Courtisan*