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Lirmyi Hlaervs



Level 4
Gender Male
Age 283
Eyes Bright blue
Hair White
Background Entertainer

Race Elf, Drow
Class Bard
Alignment Neutral
Height 5'1" (1,55 m.)
Weight 99 lbs (44,9 kg)

	STR	DEX	CON	INT	WIS	CHA
<i>Ability</i>	10	18	10	11	10	16
<i>Modifier</i>	+0	+4	+0	+0	+0	+3
<i>Saving Throws</i>	+0	+6*	+0	+0	+0	+5*

Inspiration	
XP	5600
Proficiency bonus	+2

Rapier		
Attack	Dmg	Type
+6	1d8+4	piercing

Spell save DC	13
Spell attack mod.	5

Initiative	+4
Speed	30

Dagger		
Attack	Hit	Type
+6	1d4+4	piercing

AC against melee	20
AC against ranged	18

HP	23
Hit Dice	4d8

Skills

prof.	+8*	Acrobatics (Dex)	+1	Medicine (Wis)	
	+1	Animal Handling (Wis)	+1	Nature (Int)	
	+1	Arcana (Int)	prof.	+2*	Perception (Wis)
	+1	Athletics (Str)	prof.	+7*	Performance (Cha)
prof.	+5*	Deception (Cha)	prof.	+5*	Persuasion (Cha)
prof.	+2*	History (Int)	+1	Religion (Int)	
	+1	Insight (Wis)	+5	Sleight of Hand (Dex)	
	+4	Intimidation (Cha)	+5	Stealth (Dex)	
	+1	Investigation (Int)	+1	Survival (Wis)	

Racial Traits

Darkvision

Accustomed to twilight forests and the night sky, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Superior Darkvision

Your darkvision has a radius of 120 feet.

Fey Ancestry

You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Trance

Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

Languages

You can speak, read, and write Common and Elvish.

Sunlight Sensitivity

You have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight.

Drow Magic

You know the dancing lights cantrip. When you reach 3rd level, you can cast the faerie fire spell once per day. When you reach 5th level, you can also cast the darkness spell once per day. Charisma is your spellcasting ability for these spells.

Drow Weapon training

You have proficiency with rapiers, shortswords, and hand crossbows.

Spells

Cantrips

Dancing Lights

Cantrip, Evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a bit of phosphorus or wychwood, or a glowworm)

Duration: Concentration, up to 1 minute

You create up to four torch-sized lights within range, making them appear as torches, lanterns, or glowing orbs that hover in the air for the duration. You can also combine the four lights into one glowing vaguely humanoid form of Medium size. Whichever form you choose, each light sheds dim light in a 10-foot radius. As a bonus action on your turn, you can move the lights up to 60 feet to a new spot within range. A light must be within 20 feet of another light created by this spell, and a light winks out if it exceeds the spell's range.

Friends

Cantrip, Enchantment

Casting Time: 1 action

Range: Self

Components: S, M (a small amount of makeup applied to the face as this spell is cast)

Duration: Concentration, up to 1 minute

For the duration, you have advantage on all Charisma checks directed at one creature of your choice that isn't hostile toward you. When the spell ends, the creature realizes that you used magic to influence its mood and becomes hostile toward you. A creature prone to violence might attack you. Another creature might seek retribution in other ways (at the DM's discretion), depending on the nature of your interaction with it.

Light**Cantrip, Evocation****Casting Time:** 1 action**Range:** Touch**Components:** V, M (a firefly or phosphorescent moss)**Duration:** 1 hour

You touch one object that is no larger than 10 feet in any dimension. Until the spell ends, the object sheds bright light in a 20-foot radius and dim light for an additional 20 feet. The light can be colored as you like. Completely covering the object with something opaque blocks the light. The spell ends if you cast it again or dismiss it as an action. If you target an object held or worn by a hostile creature, that creature must succeed on a Dexterity saving throw to avoid the spell.

Mending**Cantrip, Transmutation****Casting Time:** 1 minute**Range:** Touch**Components:** V, S, M (two lodestones)**Duration:** Instantaneous

This spell repairs a single break or tear in an object you touch, such as a broken chain link, two halves of a broken key, a torn cloak, or a leaking wineskin. As long as the break or tear is no larger than 1 foot in any dimension, you mend it, leaving no trace of the former damage. This spell can physically repair a magic item or construct, but the spell can't restore magic to such an object.

*Level 1***Comprehend Languages****Level 1, Divination****Casting Time:** 1 action**Range:** Self**Components:** V, S, M (a pinch of soot and salt)**Duration:** 1 hour

For the duration, you understand the literal meaning of any spoken language that you hear. You also understand any written language that you see, but you must be touching the surface on which the words are written. It takes about 1 minute to read one page of text.

Cure Wounds**Level 1, Evocation****Casting Time:** 1 action**Range:** Touch**Components:** V, S**Duration:** Instantaneous

A creature you touch regains a number of hit points equal to 1d8 + your spellcasting ability modifier. This spell has no effect on undead or constructs. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 1d8 for each slot level above 1st.

Dissonant Whispers**Level 1, Enchantment****Casting Time:** 1 action**Range:** 60 feet**Components:** V**Duration:** Instantaneous

You whisper a discordant melody that only one creature of your choice within range can hear, wracking it with terrible pain. The target must make a Wisdom saving throw. On a failed save, it takes 3d6 psychic damage and must immediately use its reaction, if available, to move as far as its speed allows away from you. The creature doesn't move into obviously dangerous ground, such as a fire or a pit. On a successful

save, the target takes half as much damage and doesn't have to move away. A deafened creature automatically succeeds on the save.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

Faerie Fire

Level 1, Evocation

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: Concentration, up to 1 minute

Each object in a 20-foot cube within range is outlined in blue, green, or violet light (your choice). Any creature in the area when the spell is cast is also outlined in light if it fails a Dexterity saving throw. For the duration, objects and affected creatures shed dim light in a 10-foot radius. Any attack roll against an affected creature or object has advantage if the attacker can see it, and the affected creature or object can't benefit from being invisible.

Feather Fall

Level 1, Transmutation

Casting Time: 1 reaction, which you take when you or a creature within 60 feet of you falls

Range: 60 feet

Components: V, M (a small feather or piece of down)

Duration: 1 minute

Choose up to five falling creatures within range. A falling creature's rate of descent slows to 60 feet per round until the spell ends. If the creature lands before the spell ends, it takes no falling damage and can land on its feet, and the spell ends for that creature.

Thunderwave

Level 1, Evocation

Casting Time: 1 action

Range: Self (15-foot cube)

Components: V, S

Duration: Instantaneous

A wave of thunderous force sweeps out from you. Each creature in a 15-foot cube originating from you must make a Constitution saving throw. On a failed save, a creature takes 2d8 thunder damage and is pushed 10 feet away from you. On a successful save, the creature takes half as much damage and isn't pushed. In addition, unsecured objects that are completely within the area of effect are automatically pushed 10 feet away from you by the spell's effect, and the spell emits a thunderous boom audible out to 300 feet.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

Level 2

Enhance Ability

Level 2, Transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (fur or a feather from a beast)

Duration: Concentration, up to 1 hour.

You touch a creature and bestow upon it a magical enhancement. Choose one of the following effects; the target gains that effect until the spell ends.

Bear's Endurance. The target has advantage on Constitution checks. It also gains 2d6 temporary hit points, which are lost when the spell ends.

Bull's Strength. The target has advantage on Strength checks, and his or her carrying capacity doubles.

Cat's Grace. The target has advantage on Dexterity checks. It also doesn't take damage from falling 20 feet or less if it isn't incapacitated.

Eagle's Splendor. The target has advantage on Charisma checks.

Fox's Cunning. The target has advantage on Intelligence checks.

Owl's Wisdom. The target has advantage on Wisdom checks. At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.

Invisibility

Level 2, Illusion

Casting Time: 1 action

Range: Touch

Components: V, S, M (an eyelash encased in gum arabic)

Duration: Concentration, up to 1 hour.

A creature you touch becomes invisible until the spell ends. Anything the target is wearing or carrying is invisible as long as it is on the target's person. The spell ends for a target that attacks or casts a spell.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.

Bard Features

Proficiencies

Armor: Light Armor

Weapons: Simple Weapons, Hand Crossbows, Longswords, Rapiers, Shortswords

Tools: Three musical instruments of your choice

Saving Throws

Dexterity, Charisma

Skills

Choose any three skills: History, Deception, Persuasion

Spellcasting

You know 3 cantrips and 7 spells. You have 4 1st level spell slots and 3 2nd level.

Charisma is your spellcasting ability.

You can use a musical instrument as a spellcasting focus for your bard spells.

Bardic Inspiration

You can inspire others through stirring words or music. To do so, you use a bonus action on your turn to choose one creature other than yourself within 60 feet of you who can hear you. 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. The creature can wait until after it rolls the d20 before deciding to use the Bardic Inspiration die, but must decide before the DM says whether the roll succeeds or fails. Once the Bardic Inspiration die is rolled, it is lost. A creature can have only one Bardic Inspiration die at a time.

You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain any expended uses when you finish a long rest. Your Bardic Inspiration die changes when you

reach certain levels in this class. The die becomes a d8 at 5th level, a d10 at 10th level, and a d12 at 15th level.

Jack of All Trades

Starting at 2nd level, you can add half your proficiency bonus, rounded down, to any ability check you make that doesn't already include your proficiency bonus.

Song of Rest

Beginning at 2nd level, you can use soothing music or oration to help revitalize your wounded allies during a short rest. If you or any friendly creatures who can hear your performance regain hit points at the end of the short rest, each of those creatures regains an extra 1d6 hit points. The extra hit points increase when you reach certain levels in this class: to 1d8 at 9th level, to 1d10 at 13th level, and to 1d12 at 17th level

Expertise

At 3rd level, choose two of your skill proficiencies. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies. At 10th level, you can choose another two skill proficiencies to gain this benefit: Acrobatics, Performance

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature

Bard College, College of Valor

Bonus Proficiencies

When you join the College of Lore at 3rd level, you gain proficiency with medium armor, shields and martial weapons.

Combat Inspiration

Also at 3rd level, you learn to inspire others in battle. A creature that has a Bardic Inspiration die from you can roll that die and add the number rolled to a weapon damage roll it just made. Alternatively, when an attack roll is made against the creature, it can use its reaction to roll the Bardic Inspiration die and add the number rolled to its AC against that attack, after seeing the roll but before knowing whether it hits or misses.

Entertainer Background

Trait #1

I know a story relevant to almost every situation

Trait #2

Nobody stays angry at me or around me for long, since I can defuse any amount of tension

Ideal

People. I like seeing the smiles on people's faces when I perform. That's all that matters

Bond

My instrument is my most treasured possession, and it reminds me of someone I love

Flaw

A scandal prevents me from ever going home again

Skill Proficiencies

Acrobatics, Performance

Tool Proficiencies

Disguise kit, one type of musical instrument

Entertainer Routine

Singer

Feats

Defensive Duelist

When you are wielding a finesse weapon with which you are proficient and another creature hits you with a melee attack, you can use your reaction to add your proficiency bonus to your AC for that attack, potentially causing the attack to miss you.

Equipment

Rapier

Shield

Dagger

Studded Leather Armor

An Entertainer's pack:

- Backpack

- Bedroll

- 2 costumes

- 5 candles

- 5 days of rations

- a waterskin

- disguise kit (cosmetics, hair dye, small props)

Piccolo

Violin

Love letter, The favor of an admirer

costume

107 gp

