


| NAME | ATK BONUS |  | DAMAGE |
| :---: | :---: | :---: | :---: |
| Rapier | $1 \mathrm{~d} 20+$ | 4 | 1d8 +2 Piercing |
| Dagger (20/60ft) | $1 \mathrm{~d} 20+$ | 4 | $1 \mathrm{~d} 4+2$ Piercing |
| Unarmed Strike | $1 \mathrm{~d} 20+$ | 2 | 1 Bludgeoning |
| x2 Daggers <br> AMMUNITION | $\begin{array}{lll}0 & 0 & 0 \\ 0 & 0 & 0\end{array}$ |  | $\begin{array}{llll}0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0\end{array}$ |

OTHER COMBAT STUFF
INVENTORY: Backpack, Bedroll, Mess Kit, Rations (1 day), Disguise Kit, Costume, Candle, Lute, Hand Drum, Horn, Shawm.

LANGUAGES: Common, Elvish, Goblin

GP: SP: CP:

## STUFF I CAN DO

## BARDIC INSPIRATION | 3 per Day JACK OF ALL TRADES |

 As a bonus action, a creature of your choice (other than yourself) within 60ft. that can hear you, gains an inspriation die (1d6). For 10 minutes, the creature can add it to one ability check, attack roll or saving throw. This can be added after seeing the roll, but before knowing the outcome.
## SONG OF REST |

If you or any friendly creatures can hear your performance and spend Hit Dice at the end of a short rest, they recover an additional 1d6 Hit Points.

You can add half your proficiency bonus, rounded down (+1) to any ability check you make that doesn't already include it. (This has already been included in your skills.)

## DARKVISION |

You can see in darkness (shades of grey) up to 60ft.

## FEY ANCESTRY |

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



## OPREPARED

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.

## OPREPARED

You attempt to charm a humanoid you can see within range. It must make a Wisdom saving throw, and does so with advantage if you or your companions are fighting it. If it fails the saving throw, it is charmed by you until the spell ends or until you or your companions do anything harmful to it. The charmed creature regards you as a friendly acquaintance. When the spell ends, the creature knows it was charmed by you.


For the duration, you sense the presence of magic within 30 feet of you. If you sense magic in this way, you can use your action to see a faint aura around any visible creature or object in the area that bears magic, and you learn its school of magic, if any.
The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.


