

Half-Elf Bard (Sage)

STRENGTH -1 (8)	DEXTERITY +3 (16) Save +5 Stealth +3	CONSTITUTION +1 (12)
INTELLIGENCE +2 (14) Arcana +4 History +4 Religion +4	WISDOM +0 (10) Perception +2	CHARISMA +3 (16) Save +5 Deception +5 Persuasion +5

Armour Class	Hit Points	Hit Dice
14	15	2d8
Initiative	Speed	Passive Perception
+4	30 ft.	12

Attacks	To-Hit	Damage	Range
Shortbow	+5	1d6+3	80/320
Rapier	+5	1d8+3	Melee
<i>Vicious Mockery</i>	Cha (13)	1d4+dis.	60 ft.

Fey Ancestry

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

Bonus Actions

You may cast *Healing Word* or use Bardic Inspiration as a bonus action

Cantrips

- *Light* (one object glows like a torch)
- *Vicious Mockery* (target takes 1d4 psychic damage and has disadvantage on next attack).

Equipment

Rapier	Backpack
Shortbow	Bedroll
20 arrows	Mess Kit
Leather armour	Tinderbox
Holy symbol	10 torches
	10 days rations
	Waterskin
	50 feet rope



Bardic Inspiration – 1d6

Give an ally Bardic Inspiration as a bonus action. They may expend the Bardic Inspiration to roll 1d6 and add it to the total of one Ability Check, Attack Roll or Saving Throw, after they roll the d20 but before they know if it succeeds or fails. The inspiration also expires after 10 minutes.

Song of Rest – 1d6

When you and your allies take a short rest, each character that spends at least one Hit Dice regains an additional 1d6 hit points.

Jack of All Trades +1

You have a +1 bonus on all ability checks you are not proficient in.

First Level Spells (3/day):

- *Bane* (3 targets have -1d4 on attacks and saves; Cha DC 13, Concentration up to 1 minute)
- *Cure Wounds* (heal 1d8+3; touch)
- *Feather Fall* (reaction: you or ally stop falling and float)
- *Healing Word* (bonus action: heal 1d4+3; 60 ft. range)
- *Thunderwave* (15 ft. cube, 2d8 thunder damage and knockback 10 ft., Con DC 13 half).