



TABAXI  
RACE

3RD-LEVEL BARD (COLLEGE OF SWORDS)  
LEVEL & CLASS

COURTIER  
BACKGROUND

MEDIUM  
SIZE

DESCRIPTION

PLAYER

CHARACTER NAME

STRENGTH  
**+0**  
10

DEXTERITY  
**+3**  
16

CONSTITUTION  
**-1**  
8

INTELLIGENCE  
**+1**  
12

WISDOM  
**+1**  
13

CHARISMA  
**+3**  
16

**+2** PROFICIENCY BONUS

- Strength
  - +5** Dexterity
  - Constitution
  - Intelligence
  - Wisdom
  - +5** Charisma
- SAVING THROWS

- +7** Acrobatics (Dex)
  - Animal Handling (Wis)
  - Arcana (Int)
  - +2** Athletics (Str)
  - Deception (Cha)
  - History (Int)
  - +3** Insight (Wis)
  - Intimidation (Cha)
  - Investigation (Int)
  - Medicine (Wis)
  - Nature (Int)
  - +3** Perception (Wis)
  - Performance (Cha)
  - +5** Persuasion (Cha)
  - Religion (Int)
  - +7** Sleight of Hand (Dex)
  - +5** Stealth (Dex)
  - Survival (Wis)
- SKILLS

**13** PASSIVE WISDOM (PERCEPTION)

**14**  
ARMOR CLASS

**+3**  
INITIATIVE

**30 FEET**  
SPEED

Hit Point Maximum **15**  
CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total **1D8**  
HIT DICE

SUCCESSSES     
FAILURES     
DEATH SAVES

NAME	ATK BONUS	DAMAGE/TYPE
RAPIER <sup>1</sup>	<b>+5</b>	<b>1D8+3</b> PIERCING
DAGGER <sup>1, 2</sup>	<b>+5</b>	<b>1D4+3</b> PIERCING
CLAWS	<b>+0</b>	<b>1D4</b> SLASHING
SPELLCASTING <sup>3</sup>	<b>+5</b>	SPECIAL

<sup>1</sup> WHEN YOU WIELD YOUR RAPIER IN ONE HAND AND YOUR DAGGER IN THE OTHER, YOU CAN USE YOUR BONUS ACTION TO MAKE AN ADDITIONAL ATTACK WITH YOUR DAGGER.

<sup>2</sup> YOU CAN THROW A DAGGER 20 FT., OR UP TO 60 FT. WITH DISADVANTAGE ON THE ATTACK ROLL.

<sup>3</sup> WHEN CASTING SPELLS THAT REQUIRE YOUR TARGET TO MAKE A SAVING THROW, YOUR SPELL SAVE DC IS 13.

**SPELL SLOTS**  
(1st) (1st) (1st) (1st) (2nd) (2nd)  
ATTACKS & SPELLCASTING

YOU'RE A FELINE HUMANOID WITH THE GRACE OF A DANCER AND THE WIT OF A DIPLOMAT. YOU RELY ON CUNNING AND STEALTH, SKILL WITH A BLADE, AND A MAGICAL FLOURISH IN YOUR FLOWERY WORDS.

**DARKVISION.** 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.

**FELINE AGILITY.** WHEN YOU MOVE ON YOUR TURN IN COMBAT, YOU CAN DOUBLE YOUR SPEED UNTIL THE END OF THE TURN. ONCE YOU USE THIS TRAIT, YOU CAN'T USE IT AGAIN UNTIL AFTER A TURN ON WHICH YOU DO NOT MOVE AT ALL.

**CAT'S CLAWS.** YOUR CLIMBING SPEED IS 20.

**BARDIC INSPIRATION.** YOU INSPIRE OTHERS WITH STIRRING WORDS OR MUSIC. TO DO SO, YOU USE A BONUS ACTION ON YOUR TURN TO CHOOSE ONE CREATURE WITHIN 60 FEET OF YOU WHO CAN HEAR YOU. THAT CREATURE GAINS A D6 BARDIC INSPIRATION DIE WHICH CAN BE USED ONCE, WITHIN THE NEXT 10 MINUTES, BY ADDING ITS ROLL TO ONE ABILITY CHECK, ATTACK ROLL, OR SAVING THROW. 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.

**JACK OF ALL TRADES.** YOU ADD +1 TO ANY SKILL CHECK WITH WHICH YOU ARE NOT PROFICIENT.

**TWO-WEAPON FIGHTING.** WHEN YOU ENGAGE IN TWO-WEAPON FIGHTING, YOU CAN ADD YOUR ABILITY MODIFIER TO THE DAMAGE OF THE SECOND ATTACK.

**BLADE FLOURISH.** WHEN YOU TAKE THE ATTACK ACTION, YOUR SPEED INCREASES TO 40 FT. AND, IF YOU HIT A CREATURE WITH YOUR WEAPON ATTACK, YOU CAN DO ONE OF THE FOLLOWING:

- **DEFENSIVE FLOURISH.** EXPEND A BARDIC INSPIRATION DIE, ADDING THE RESULT TO YOUR ATTACK'S DAMAGE, AS WELL AS TO YOUR AC UNTIL THE START OF YOUR NEXT TURN.
- **SLASHING FLOURISH.** EXPEND A BARDIC INSPIRATION DIE, ADDING THE RESULT TO YOUR ATTACK'S DAMAGE AS WELL AS TO ONE OTHER CREATURE WITHIN 5 FT.
- **MOBILE FLOURISH.** EXPEND A BARDIC INSPIRATION DIE, ADDING THE RESULT TO YOUR ATTACK'S DAMAGE; PUSHING YOUR TARGET 5 FT. AWAY PLUS AN ADDITIONAL NUMBER OF FT. EQUAL TO WHAT YOU ROLLED; AND USE YOUR REACTION (IMMEDIATELY) TO MOVE UP TO 30 FT. TO AN UNOCCUPIED SPACE WITHIN 5 FT. OF THE TARGET.

**COURT FUNCTIONARY.** YOUR KNOWLEDGE OF HOW BUREAUCRACIES FUNCTION LETS YOU GAIN ACCESS TO THE RECORDS AND INNER WORKINGS OF ANY NOBLE COURT OR GOVERNMENT YOU ENCOUNTER. YOU KNOW WHO THE MOVERS AND SHAKERS ARE, WHOM TO GO TO FOR THE FAVOURS YOU SEEK, AND WHAT THE CURRENT INTRIGUES OF INTEREST IN THE GROUP ARE.

**PROFICIENCIES.** LIGHT & MEDIUM ARMOUR; SIMPLE WEAPONS, HAND CROSSBOWS, LONGSWORDS, RAPIERS, SHORTSWORDS, SCIMITAR; LYRE, PANFLUTE, REED FLUTE.

**LANGUAGES.** COMMON, SYLVAN, ELVISH, AURAN

OTHER PROFICIENCIES & LANGUAGES

**COURTIER GEAR:**

- SET OF FINE CLOTHES
- 5 GOLD PIECES

**BARD GEAR:**

- RAPIER
- REED FLUTE
- LEATHER ARMOUR
- DAGGER

**DIPLOMAT'S PACK:**

- CHEST
- 2 MAP/SCROLL CASES
- SET OF FINE CLOTHES
- BOTTLE OF INK
- INK PEN
- LAMP
- 2 FLASKS OF OIL
- 5 SHEETS OF PAPER
- VIAL OF PERFUME
- SEALING WAX
- SOAP

EQUIPMENT

FEATURES & TRAITS

## BARD FEATURES (CON'T)

### SONG OF REST

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.

### CANTRIPS

#### LIGHT

EVOCATION CANTRIP  
**CASTING TIME:** 1 ACTION  
**RANGE:** TOUCH  
**COMPONENTS:** V, M  
**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.

#### VICIOUS MOCKERY

ENCHANTMENT CANTRIP  
**CASTING TIME:** 1 ACTION  
**RANGE:** 60 FEET  
**COMPONENTS:** V  
**DURATION:** INSTANTANEOUS

YOU UNLEASH A STRING OF INSULTS LACED WITH SUBTLE ENCHANTMENTS AT A CREATURE YOU CAN SEE WITHIN RANGE.

IF THE TARGET CAN HEAR YOU (THOUGH IT NEED NOT UNDERSTAND YOU), IT MUST SUCCEED ON A DC 13 WISDOM SAVING THROW OR TAKE 1D4 PSYCHIC DAMAGE AND HAVE DISADVANTAGE ON THE NEXT ATTACK ROLL IT MAKES BEFORE THE END OF ITS NEXT TURN.

## SPELLS

### BANE

1ST-LEVEL ENCHANTMENT  
**CASTING TIME:** 1 ACTION  
**RANGE:** 30 FEET  
**COMPONENTS:** V, S, M  
**DURATION:** CONCENTRATION, UP TO 1 MINUTE

UP TO THREE CREATURES OF YOUR CHOICE THAT YOU CAN SEE WITHIN RANGE MUST MAKE CHARISMA SAVING THROWS.

WHENEVER A TARGET THAT FAILS THIS SAVING THROW MAKES AN ATTACK ROLL OR A SAVING THROW BEFORE THE SPELL ENDS, THE TARGET MUST ROLL A D4 AND SUBTRACT THE NUMBER ROLLED FROM THE ATTACK ROLL OR SAVING THROW.

**AT HIGHER LEVELS:** WHEN YOU CAST THIS SPELL USING A 2ND-LEVEL SPELL SLOT, YOU CAN TARGET FOUR CREATURES.

### FAERIE FIRE

1ST-LEVEL 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

1ST-LEVEL 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  
**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.

### HEALING WORD

1ST-LEVEL EVOCATION  
**CASTING TIME:** 1 BONUS ACTION  
**RANGE:** 60 FEET  
**COMPONENTS:** V  
**DURATION:** INSTANTANEOUS

A CREATURE OF YOUR CHOICE THAT YOU CAN SEE WITHIN RANGE REGAINS 1D4+3 HIT POINTS. THIS SPELL HAS NO EFFECT ON UNDEAD OR CONSTRUCTS.

**AT HIGHER LEVELS:** WHEN YOU CAST THIS SPELL USING A 2ND-LEVEL SPELL SLOT, THE HEALING INCREASES TO 2D4+3 HIT POINTS.

## ENHANCE ABILITY

2ND-LEVEL TRANSMUTATION  
**CASTING TIME:** 1 ACTION  
**RANGE:** TOUCH  
**COMPONENTS:** V, S, M  
**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.

### HOLD PERSON

2ND-LEVEL ENCHANTMENT  
**CASTING TIME:** 1 ACTION  
**RANGE:** 60 FEET  
**COMPONENTS:** V, S, M  
**DURATION:** CONCENTRATION, UP TO 1 MINUTE

CHOOSE A HUMANOID THAT YOU CAN SEE WITHIN RANGE. THE TARGET MUST SUCCEED ON A DC 13 WISDOM SAVING THROW OR BE PARALYZED FOR THE DURATION. AT THE END OF EACH OF ITS TURNS, THE TARGET CAN MAKE ANOTHER WISDOM SAVING THROW. ON A SUCCESS, THE SPELL ENDS ON THE TARGET.