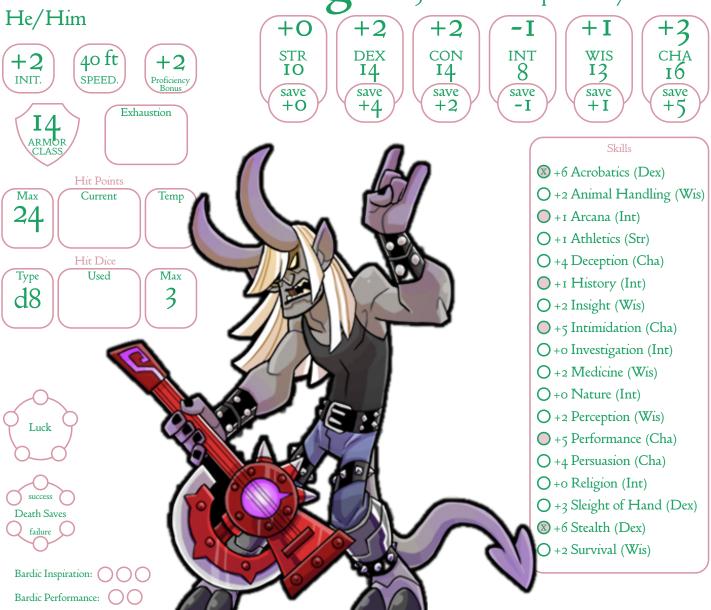
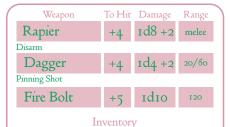
Talon Darkforge Lv. 3 Artist Cosmopolitan Syderian Bard





Entertainer's Pack Guitar Studded Leather Armor Steel Mirror Fine Clothes

Ouill and Ink

Wealth

4 GP

Class Features

Bardic Inspiration:

Bonus action on your turn: choose a creature within 60' That creature gains a bardic inspiriation die (1d6) The die can be rolled within the next 10 minutes to add to one attack roll, ability check, or saving throw.

Bardic Performance: Celebrate Life:

While this performance is active, allies within 30' can choose to expend one of their hit dice at the start of their turn. They recover HP equal to the roll +3.

Bardic Performance: Cutting Words:

While your Bardic Performance is active when a creature you can see within 30' makes an abilty check, attack roll, or damage roll; as a reaction you can roll one of your bardic inspiration dice and reduce that creatures result by the value rolled on the inspiration die.

Bardic Performance: Ode to Heroes:

While this performance is active, choose one stat type allies within 30' have advantage on ability checks using that stat, and enemies have disadvantage on ability checks using that stat.

Jack of all Trades:

+1 to non-proficient skills (already on sheet)

Talents & Traits

Ouick:

Your speed increases by 10' (already on sheet) When you take the Dash action, you can move along vertical surfaces during your movement If you fall, you can ignore 10' of falling distance As a bonus action, you can move 5' without provoking an attack of opportunity

Far Sight:

You have darkvision to a range of 60 feet and can see in magical darkness to a range of 30 feet.

Otherworldly Form:

You have resistance to necrotic damage and the amount of time you can survive without air, food, water, or sleep is double that of a typical character.

Dreadful Guise:

Once per long rest, you can use a bonus action to assume an otherworldly guise for 1 minute. Creatures of your choice that come within 10' of you must succeed on a DC12 CHA save or be frightened until the end of your next turn.

Talon Darkforge

Arcane Spell List







1st Circle Spell Slots O O O O 2nd Circle Spell Slots O

Fire Bolt

Arcane Cantrip (Evocation)
Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Instantaneous
You hurl a mote of fire at a creature or
object within range. Make a ranged
spell attack against the target. On a
hit, the target takes 1d10 fire damage.
A flammable object hit by this spell
ignites if it isn't being worn or carried.

Mage Hand

Arcane Cantrip (Conjuration)
Casting Time: I action
Range: 30 feet
Components: V, S
Duration: I Minute
A spectral, floating hand appears at a
point you choose within range. You
can use your action to control the hand.
You can move the hand up to 30 feet
each time you use it. The hand can't
attack, activate magic items, or carry
more than 10 pounds.

Vicious Mockery

Arcane Cantrip (Enchantment)
Casting Time: 1 action
Range: 6o 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 WIS save or take 1d4 psychic damage
and have disadvantage on the next
attack roll it makes before the end of
its next turn.

Magic Missile

Ist-Circle Arcane (Evocation)
Casting Time: I action
Range: 120 feet
Components: V, S
Duration: Instantaneous
You create three darts that each hit a
creature of your choice you can see
within range. You can choose whether
the darts hit the same creature or
different creatures. Each dart deals
Id4 + I force damage to its target.
When you cast this spell using a spell
slot of 2nd circle, it creates one
additional dart.

Pendulum

Ist-Circle Arcane (Enchantment)
Casting Time: I action
Range: Touch
Components: V, S, M
Duration: Concentration, up to I min
An unwilling target must make a WIS
save. On a failure, the target doesn't
make d20 checks to determine the
results of attack rolls, ability checks,
and saves for the duration. Instead,
when it would make a check, its results
follow the sequence I, 20, 2, 19, ...
A creature affected by this spell can
repeat the save at the end of each of its
turns

Shield

Ist-Circle Arcane (Abjuration)
Casting Time: I reaction
Range: Self
Components: V, S
Duration: I round
An invisible barrier of magical force appears and protects you. Until the start of your next turn, you have a +5 bonus to AC, including against the triggering attack, and you take no damage from darts created by the magic missile spell.

Silent Image

Ist-Circle Arcane (Illusion)
Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a bit of fleece)
Duration: Concentration, up to 10 min
You create an image that is no larger
than a 15-foot cube. The image is
purely visual; it isn't accompanied by
sound, smell, or other sensory effects.
You can use your action to move and
alter the image.
Physical interaction with the image
reveals it to be an illusion. An INT

(investigation) save is possible.

Thunderwave

Ist-Circle Arcane (Evocation)
Casting Time: 1 action
Range: Self (15-foot cube)
Components: V, S
Duration: Instantaneous
A wave of thunderous force sweeps out
Each creature in a 15-foot cube
originating from you must make a
CON save. 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.
At 2nd circle: 3d8 damage.

Shatter

2nd-Circle Arcane (Evocation)
Casting Time: 1 action
Range: 6o feet
Components: V, S, M (a chip of mica)
Duration: Instantaneous
Each creature in a 10-foot-radius sphere centered on a point in range must make a CON save. A creature takes 3d8 thunder damage on a failed save, or half as much damage on a success. A creature made of inorganic material has disadvantage on this save.

Identify | Locate

Ist-Circle Arcane Ritual (Divination)
Casting Time: I minute
Range: Touch
Components: V, S, M
Duration: Instantaneous
You choose one object that you must
touch throughout the casting of the
spell. If it is a magic item or some other
magic-imbued object, you learn its
properties and how to use them.
You learn whether any spells are
affecting the item and what they are.
If the item was created by a spell,
you learn which spell created it.

and-Circle Arcane Ritual (Divination)
Casting Time: 1 minute
Range: Self (1 mile)
Components: V, S, M
Duration: Concentration, up to 10 min
You discern the direction and distance
of desired objects or creatures. If a
suitable target is within range of the
spell, you sense the direction to the
nearest creature or object within the
spell's range. If the target is moving
you know the direction of its
movement..