

Talon Darkforge

Lv. 3 Artist Cosmopolitan Syderian Bard

He/Him

+2
INIT.

40 ft
SPEED.

+2
Proficiency
Bonus

14
ARMOR
CLASS

Exhaustion

Hit Points

Max **24**

Current

Temp

Hit Dice

Type **d8**

Used

Max **3**

Luck

success

Death Saves

failure

Bardic Inspiration: ○ ○ ○

Bardic Performance: ○ ○

+0

STR
10
save
+0

+2

DEX
14
save
+4

+2

CON
14
save
+2

-1

INT
8
save
-1

+1

WIS
13
save
+1

+3

CHA
16
save
+5



Skills

- ⊗ +6 Acrobatics (Dex)
- +2 Animal Handling (Wis)
- +1 Arcana (Int)
- +1 Athletics (Str)
- +4 Deception (Cha)
- +1 History (Int)
- +2 Insight (Wis)
- +5 Intimidation (Cha)
- +0 Investigation (Int)
- +2 Medicine (Wis)
- +0 Nature (Int)
- +2 Perception (Wis)
- +5 Performance (Cha)
- +4 Persuasion (Cha)
- +0 Religion (Int)
- +3 Sleight of Hand (Dex)
- ⊗ +6 Stealth (Dex)
- +2 Survival (Wis)

Weapon

Weapon	To Hit	Damage	Range
Rapier	+4	1d8 +2	melee
Disarm			
Dagger	+4	1d4 +2	20/60
Pinning Shot			
Fire Bolt	+5	1d10	120

Inventory

Entertainer's Pack

Guitar

Studded Leather Armor

Steel Mirror

Fine Clothes

Quill and Ink

Wealth

4 GP

Class Features

Bardic Inspiration:

Bonus action on your turn: choose a creature within 60' That creature gains a bardic inspiration 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 ability check, attack roll, or damage roll; as a reaction you can roll one of your bardic inspiration dice and reduce that creature's 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

Quick:

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.

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Arcane Spell List

CHA
Spellcasting
Ability

13
Save DC

+5
Bonus.

1st Circle Spell Slots ○ ○ ○ ○
2nd Circle Spell Slots ○ ○

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: 1 action
Range: 30 feet
Components: V, S
Duration: 1 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: 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 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

1st-Circle Arcane (Evocation)
Casting Time: 1 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 1d4 + 1 force damage to its target. When you cast this spell using a spell slot of 2nd circle, it creates one additional dart.

Pendulum

1st-Circle Arcane (Enchantment)
Casting Time: 1 action
Range: Touch
Components: V, S, M
Duration: Concentration, up to 1 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 1, 20, 2, 19, ... A creature affected by this spell can repeat the save at the end of each of its turns

Shield

1st-Circle Arcane (Abjuration)
Casting Time: 1 reaction
Range: Self
Components: V, S
Duration: 1 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

1st-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

1st-Circle Arcane (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 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: 60 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

1st-Circle Arcane Ritual (Divination)
Casting Time: 1 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.

Locate

2nd-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..