





# Pachedan Lagraness

CHARACTER NAME

35 years

AGE

3'2"

HEIGHT

41 lbs.

WEIGHT

Dark Blue

EYES

Ruddy Brown

SKIN

Chestnut

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

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SYMBOL

CHARACTER BACKSTORY

**Expertise**  
At 3rd level, choose two of your skill proficiencies. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.

**Countercharm**  
You gain the ability to use musical notes or words of power to disrupt mind-influencing effects. As an action, you can start a performance that lasts until the end of your next turn. During that time, you and any friendly creatures within 30 feet of you have advantage on saving throws against being frightened or charmed. A creature must be able to hear you to gain this benefit. The performance ends early if you are incapacitated or silenced or if you voluntarily end it (no action required).

**Magic Secrets**  
You learn two spells of your choice from any class. A spell you choose must be of a level you can cast, as shown on the Bard table, or a cantrip. The chosen spells count as bard spells for you but don't count against the number of bard spells you know.

**Cutting Wounds**  
You learn how to use your wit to distract, confuse, and otherwise sap the confidence and competence of others. When a creature that you can see within 60 feet of you makes an attack roll, an ability check, or a damage roll, you can use your reaction to expend one of your uses of Bardic Inspiration, rolling a Bardic Inspiration die and subtracting the number rolled from the creature's roll. You can choose to use this feature after the creature makes its roll, but before the GM determines whether the attack roll or ability check succeeds or fails, or before the creature deals its damage. The creature is immune if it can't hear you or if it's immune to being charmed.

**Potion of Healing (2)**  
Gain 2d4+2 hp

ADDITIONAL FEATURES & TRAITS

TREASURE

TREASURE



# Bard

SPELLCASTING CLASS

Cha

SPELLCASTING ABILITY

15

SPELL SAVE DC

+7

SPELL ATTACK BONUS

0

CANTRIPS

- Light
- Minor Illusion
- Mage Hand

3

3

- Hypnotic Pattern
- Fear
- Major Image
- Blink\* (Wizard)

6

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

- Charm Person
- Sleep
- Hideous Laughter

7

4

2

- Confusion
- Greater Invisibility
- Phantasmal Killer\* (Wizard)

8

2

3

- Invisibility
- Enthrall
- Hold Person

5

9

SPELLS KNOWN