

SIKORA RAYNES

BARD (COLLEGE OF GLAMOUR) 5

ROGUE (SWASHBUCKLER) 4

"I DIDN'T BREAK THE RULES—I JUST NEVER READ THEM."

MEDIUM HUMANOID (HUMAN)

CHAOTIC NEUTRAL

Armor Class 16 (studded leather)

Hit Points 66

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	14 (+2)	12 (+1)	10 (+0)	18 (+4)

Proficiency Bonus +4

Saving Throws Dexterity +8, Charisma +8

Skills Acrobatics +12 (Expertise), Athletics +4, Deception +8, Performance +12 (Expertise), Persuasion +8, Sleight of Hand +8, Stealth +8, Insight +4

Senses Passive Perception 10

Languages Common, Elvish, Thieves' Cant

PROFICIENCIES

Armor: Light

Weapons: Simple weapons, hand crossbows, longswords, rapiers, shortswords

Tools: Thieves' tools; Three musical instruments (lute, flute, drums)

CLASS FEATURES & TRAITS

BARD (COLLEGE OF GLAMOUR) 5

Bardic Inspiration (d8): Bonus action; a creature within 60 ft. that can hear you gains one d8 to add to an ability check, attack roll, or saving throw within 10 minutes; uses = CHA mod (4) per long rest.

Font of Inspiration Regain all uses on a short or long rest.

Jack of All Trades Add +2 to any ability check you make that doesn't already include your proficiency bonus.

Song of Rest (d6) During a short rest, any friendly creatures who hear your performance regain an extra 1d6 HP when they spend Hit Dice.

COLLEGE OF GLAMOUR FEATURES:

Mantle of Inspiration As a bonus action, expend one Bardic Inspiration; choose up to 4 creatures within 60 ft. who can see you. Each gains 8 temporary hit points and can immediately use its reaction to move up to its speed without provoking opportunity attacks.

Enthralling Performance After performing for 1 minute, choose up to 4 humanoids within 60 ft. who watched/listened; each makes a Wis save vs. your spell DC or is charmed by you for 1 hour (idolizes you; ends if it takes damage, you attack it, or it sees you attack its allies). 1/short or long rest.



ROGUE (SWASHBUCKLER) 4

Sneak Attack (2d6) Once per turn with finesse/ranged weapon when you have advantage, or per Rakish Audacity clause (below), or when an ally is adjacent to the target.

Cunning Action Bonus action Dash, Disengage, or Hide.

Fancy Footwork Creatures you make a melee attack against can't make opportunity attacks against you for the rest of your turn.

Rakish Audacity Add +4 to initiative; you can Sneak Attack a creature you're within 5 ft. of even without advantage if no other creatures are within 5 ft. of you and you don't have disadvantage on the attack.

ACTIONS

Rapier. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 1d8+4 piercing.

Sneak Attack (2d6)

Dagger. *Melee/Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 20/60 ft.; Hit: 1d4+4 piercing.

Vicious Mockery (cantrip). *Ranged Spell Attack* Wisdom saving throw. On a failure, target takes 2d4 psychic and has disadvantage on its next attack roll before the end of its next turn.

BONUS ACTIONS

Bardic Inspiration (d8) (or spend it for Mantle of Inspiration).

Cunning Action: Dash / Disengage / Hide.

Two-Weapon Fighting: If attacking with a light off-hand dagger, make one bonus action attack (no Dex to damage).

SPELLCASTING (BARD 5)

Spellcasting Ability Charisma (spell save DC 16, spell attack +8).

Cantrips Vicious Mockery, Minor Illusion, Mage Hand

1st Level (4) Charm Person, Dissonant Whispers, Tasha's Hideous Laughter, Disguise Self

2nd Level (3) Suggestion, Invisibility, Enhance Ability

3rd Level (2) Hypnotic Pattern, Major Image

