Yanorin vei Quib Quib - AKA "Rat"

Full Title: Yanorin Spoons vei Quib Quib VII Swan of the Moonkite Circus Caravai

CLASS & LEVEL

7 Roque

ARCHETYPE Swashbuckler

MULTICLASS

3 Bard ARCHETYPE College of Lore

BACKGROUND

Entertainer Circus Tumbler

RACE

Half-Elf

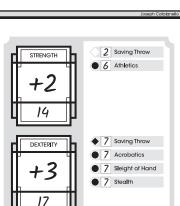
PI AYER

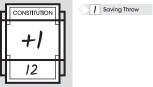
u/SketchMcarthur

ALIGNMENT CG I guess idk dude dont ask me ask the dm

EXPERIENCE POINTS

64,000







Arcana

/ History





2 Saving Throw



• 6	Animal Handling
2	Insight
2	Medicine
2	Perception

	CHARISMA	- Ъ
	+5	
Ī	20	

ABILITY SCORES

Light Armor

Longswords

Thieve's Tools

Rapiers Shortswords

Simple Weapons

Hand Crossbows

2	Perception
2	Surviva l
• 9	Saving Throw

9 Deception Performance Persuasion

SKILLS

Disguise Kit

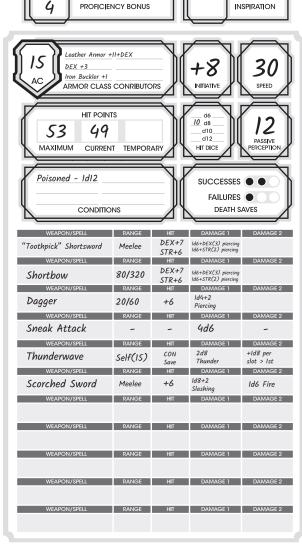
5 Intimidation



THER	PROF	ICIEN	ICIES

Common	
Elvish	
Thieves Cant	

KNOWN LANGUAGES



eather Trade Uniform	Tumbler Outfit	
Crescent Harp	Alchemy Book	
Toothpick Shortsword	Mother's Spellbook	
Daggers	Galon of Ale	
Quiver of Arrows	Naevrin Academy Pillow	
Iron Buckler	Hooded Lantern	
Ballbearings (500)	Crowbar	
	Ladimus Mug	
	Hemp Rope (25 ft)	
	Bedroll	
	Tinderbox	
	Scorched Sword	

INVENTORY

CASTING CLASS	B	ard	CASTING MODIFIER		HA
SPELL HIT BONUS	TOTAL 4	q LEFT	SPELL SAVE DO	TOTAL	17
2nd 3rd 4th	2	0	7th 8th 9th		
Sth RESOURCE Daggers Arrows	TOTAL	13 49	RESOURCE Bardic Inspiration	TOTAL	LEFT 3

SPELL CHARGES & OTHER RESOURCES AND AMMO

DANK VISION - See clearly in the dark for up to 60

FEY ANCESTRY - Cannot be magically slept and have advantage on saving throws against being charmed EXPERTISE - choose two skills or one and thieves tools (4 skills or 3 skills and thieves tools at 6th level). You gain double proficiency.

SNEAK ATTACK - Extra damage on attack with finesse or ranged weapon if you have advantage on attack roll. CUNNING ACTION - Use bonus action to:

> Dash- double movement speed Disengage- avoid attack of oportunity Hide- Stealth check to stealth

UNCANNY DODGE - When you are attacked by an enemy you can see, you can use your reaction to halve the damage against you.

EVASION - Attacks that allow Dex saves only do half damage if you fail, no damage if you succeed. TOUJOURS L'ADACE - Add charisma modifier to initiative. You can meelee sneak attack an enemy if none of your allies are adjacent to it

BARDIC INSPIRATION(d6) - Use bonus action to give creature within 60 ft inspiration die. Can use die to add to any roll for the next 10 minutes (before declared success or failure from DM) JACK OF ALL TRADES - Add half proficiency bonus, rounded down, to any ability check not included in proficiency bonus

SONG OF REST - +1d6 to regained HP on rest CUTTING WORDS - can use reaction to use bardic inspiration, subtract roll from target's roll. (before declared success or failure from DM) immune if target cant hear you or immune to charm

FEATURES AND TRAITS