



## Virro Evensong

### *HOUSE CUNNING – BARD*

**A song can lift the darkest cloud and heal the deepest wound.**

Virro knows if you meander into the heart of the forest and listen closely, you can hear its song — the scuttle of the insects, the whistle of the leaves, and branches in the wind. Music is a language as natural as breathing. You just need to know when to listen.

Born to a forest bordering on several towns, Virro never lacked for company, whether woodland creatures or the local townsfolk.

Since arriving at the Grand Academy, Virro has submerged himself in the songs and legends kept in the libraries. He's a regular sight on the Academy's grass clearings, performing for the simple love of it. Occasionally, other students join in playing new tunes Virro has rediscovered or created.



# Action Reference Guide

## IN ONE ROUND YOU MAY TAKE

### ONE MOVE ACTION



Move up to your speed on your turn. Movement can be interrupted to perform any other **action** then finished afterwards.

### ONE ACTION



Attack with a weapon or cast a spell.



**Two-Weapon Fighting** allows two attacks using a pair of light weapons, using your **Bonus Action**.



**Grapple** a foe with a free hand. Using your **Athletics** vs their **Athletics** or **Acrobatics**.



**Dash** allows you to move up to your speed, in addition to your **move action**.



**Disengage** from your melee with a foe. Your movement no longer provokes attacks for this turn.



**Dodge** to focus on defense. Attacks made against you have disadvantage.



**Help** gives an ally advantage to an ability check or attack.



**Hide** gives you an advantage to attacking visible foes and them disadvantage to hit you.



**Ready an Action** performs a single action later in a round, using your **Reaction**, once a trigger occurs.



**Search** devotes your turn to finding something. This may require a **Perception** or **Investigation** check.



**Shove** lets you push a foe back 5 feet or knock them prone using **Athletics** vs their **Athletics** or **Acrobatics**.



**Use an object** lets you activate or interact with an item that takes an entire action to function.

### ONE REACTION (IF TRIGGERED)



You can use a reaction once at any point during the round until it is your turn again.

- perform a single attack of opportunity.
- Using a **Readied Action** that has been triggered.
- Some spells can only be used as a **Reaction**.

### ONE INTERACTION



A short amount of speaking and a simple action (e.g. drawing a weapon).

### ONE BONUS ACTION (WHEN GRANTED)



Many class and heritage features are performed as a bonus action on your turn. These will be specified as such.



Name Virro Evensong Class Bard Level       

Firbolg

#### HERITAGE

Get a professor to dance to a tune.

#### BEST FRIEND

Prove that music transcends language.

#### RIVAL

#### SHORT TERM GOAL

#### LONG TERM GOAL



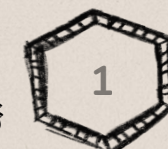
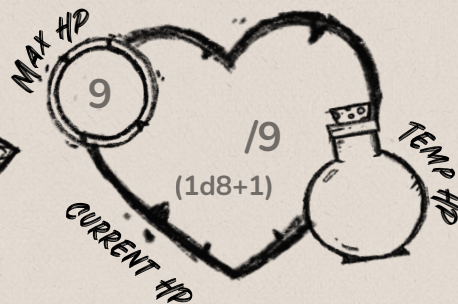
ARMOUR CLASS



INITIATIVE



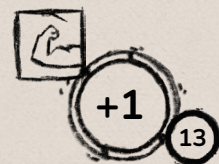
SPEED



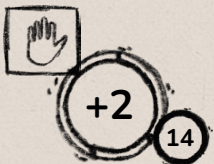
HIT DIE (D8)



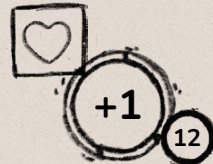
DEATH SAVES



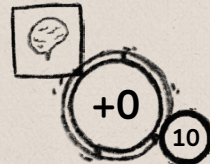
STRENGTH



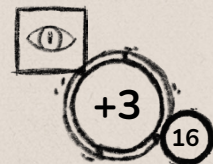
DEXTERITY



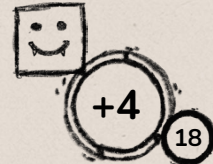
CONSTITUTION



INTELLIGENCE



WISDOM



CHARISMA

**Pan Flute.** You can use the Flute as your arcane focus. In addition, when a creature fails a saving throw against one of your bard spells the creature's speed is reduced by 10ft. as it starts dancing to the tune.

#### ANCESTRAL ITEM

Strength

+4 Dexterity

Constitution

Intelligence

Wisdom

+6 Charisma

#### SAVING THROWS

#### LANGUAGES

Common and 3 additional languages

#### EQUIPMENT



CP SP GP

House Badge  
Ancestral Pan Flute  
Rapier  
Entertainer's Pack  
Leather Armour  
Dagger

#### ATTACKS

**Rapier.** 5ft Reach. +4 to hit. On hit 1d8+2 PIERC DMG.  
**Dagger.** Melee or Thrown. 5ft Reach. 20/60ft, +4 to hit. On hit 1d4+2 PIERC DMG.

#### FEATURES & TRAITS

**Academy Student.**  When reduced to 0 HP you can immediately spend any number of hit dice as if during a Short Rest. The student cannot use this feature again until they have gained a level.

**House Badge. Cunning.**  Once per Short Rest reroll a single d20 when making an INT, WIS or CHA CHECK or SAVE. You can use either result.

**Darkvision.** 60ft.

**Forest folk.** You can cast the Speak with Animals spell once per Short Rest without material components.

**Bardic inspiration.**  4 uses. Long Rest.

#### SPELLCASTING

##### Cantrips

- Vicious Mockery.** 1 ACT, 60ft, 1 creature WIS SAVE DC 14 on FAIL, 1d4 PSY DMG DIS on next ATTACK.
- Prestidigitation.** 1 ACT, 10ft, up to 1 hour, You create an instantaneous, harmless sensory effect.

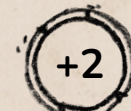
##### 1st level

- Hideous Laughter.** 1 ACT, 30ft, concentration up to 1 minute. One creature, WIS SAVE DC 14, on FAIL target falls prone and is incapacitated for duration. Repeat SAVE at end of turn.
- Thunderwave.** 1 ACT, 15ft cube from SELF, each creature CON SAVE DC 14, FAIL 2d8 THUN DMG pushed 10ft away. On SUC SAVE half DMG.
- Charm Person.** 1 ACT, 30ft, 1 hour, one creature WIS SAVE DC 14, FAIL creature is charmed for the duration or until you or companions harm it.
- Healing Word.** 1 BA 60ft, 1 creature regains 1d4+ 4 HP.

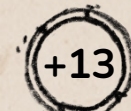


## Skills (Proficient)

- +4 (DEX) Acrobatics
- +5 (WIS) Insight
- +6 (CHA) Performance
- +6 (CHA) Persuasion
- +2 (INT) Religion



PROFICIENCY BONUS



PASSIVE PERCEPTION



INSPIRATION

## Spellcasting

Four spells known, two 1st level slots, Long Rest. Two cantrips known.

## Character Levelling

LEVEL II 1<sup>ST</sup>

HP: Gain 6 HP (to a total of 15), gain 1 additional hit dice (2d8 total).

#### Features and Abilities:

**Song of Rest.** When a creature spends at least one hit dice during a short rest they regain an additional 1d6 HP.

**Jack of All Trades.** You add half your proficiency bonus (+1) to all ability checks you are not proficient in.

**Spellcasting:** Learn one additional spell and gain one additional 1st level slot.

LEVEL III 1<sup>ST</sup>  2<sup>ND</sup>

HP: Gain 6 HP (to a total of 21), gain 1 additional hit dice (3d8 total).

#### Features and Abilities:

**Bard College,** choose one or **College of Lore Bonus Proficiencies.** Pick three skills.

**Cutting Words.** As a REA expend a use of Bardic Inspiration to cause a creature within 60ft to subtract 1d6 from their CHEC, ATTK or SAVE **Expertise,** choose two of your skills proficiencies you add double your proficiency to ability checks made with that skill.

**Ancestral Item: Pan Flute:** When a creature rolls your bardic inspiration dice it can reroll results of 1 or 2 on the dice. It must use the new result even if it's a 1 or 2.

**Spellcasting:** Learn one additional spell and gain one additional 1st level slot and two new 2nd level slots.