

The Jack-of-all-Trades

4th-Level Medium Tiefling Bard/Rogue (3/1)

Armor Class 14 (leather armor)

Hit Points 22 (4d6 Hit Die)

Proficiency Bonus +2

Speed 30 ft.

Languages Common, Infernal, Elvish, Halfling

ABILITY SCORES

Strength 8 (-1)

Dexterity 16 (+3); add proficiency bonus to saves

Constitution 12 (+1)

Intelligence 15 (+2); add proficiency bonus to saves

Wisdom 10 (+0)

Charisma 14 (+2); add proficiency bonus to saves

ATTACKS

Melee Attack: Rapier (+5 to hit; 1d8 + 3 piercing)

Ranged Attack: Shortbow (range 80 ft./320 ft.; +5 to hit; 1d6+3 piercing)

Spell Saving Throw DC: 12

SKILLS (add proficiency bonus to related ability checks)

Athletics*, Acrobatics, Arcana*, Deception*, Perception*, Religion*, Search, Sleight of Hand*, Stealth*, Survival [Exp. with Thieves' Tools]

*You gain +5 on these skills from Expertise

CANTRIPS

Mage hand, prestidigitation

KNOWN SPELLS

Animal friendship, cure wounds, sleep

EQUIPMENT

Rapier, longbow, dagger, leather armor, thieves' tools, backpack, fifty feet of hemp rope, healer's kit, mess kit, tinderbox, three torches, five days of rations, waterskin, holy symbol, wand, disguise kit, cloak with 100 tiny pockets

Racial Features

Low-Light Vision. You can see as well in dim light as you can in bright light.

Hellish Resistance. You have resistance to fire damage.

Infernal Wrath. When you're not at full hit points, you can draw on a diabolical fury to make your attack or spell more potent. When you make an attack with Infernal Wrath, you have advantage on the attack roll. When you cast a spell with it and the spell requires a saving throw, targets of the spell have disadvantage on their saving throw. After you use this trait, you can't use it again until

you have completed a short rest or long rest.

Class Features

Sneak Attack. You know how to strike to take advantage of a foe's distraction. When you attack a creature and hit, you can deal 1d6 extra damage to that target if you have advantage against it or if another enemy of the target is within five feet of it.

War College Training. You can use the Help action (grant an ally advantage on their next attack) as part of your Attack action, aiding an attack against your target.

Bardic Performance. As an action, you may begin a magical performance to inspire your allies. The performance lasts up to 10 minutes, but only as long as you can speak or play an instrument.

Once you have given a performance, you cannot do so again until you have rested for 10 minutes. You know the following performances:

Call to Battle. You inspire your allies to fight with greater zeal within 25 feet of you. Affected creatures add 1d4 to their damage rolls for melee and ranged attacks.

Inspire Competence. You fill your allies with confidence while they are within 25 feet of you. Choose one of the six abilities; affected creatures gain a +2 bonus to any check they make with the chosen ability.

Expertise. You gain a +5 bonus to ability checks involving the Athletics, Acrobatics, Arcana, Deception, Perception, Religion, Sleight of Hand, or Stealth skills. In addition, you gain a +5 bonus to use thieves' tools to open a lock or disarm a trap. This bonus is in addition to your regular proficiency bonus in these skills and tools.

Bardic Knowledge. You learn a little bit about everything. When you make an Intelligence check, treat a d20 roll of 9 or lower as a 10 if the check involves Arcana, History, Nature, or Religion.

Spellcasting

As a gatherer of esoteric knowledge, you dabble in different types of magic.

Cantrips. You know the *mage hand* and *prestidigitation* cantrips and you can cast them at will.

Spells per Day. You have three first-level spell slots. You must complete a long rest to regain any spell slots that you use.

Spells Known. You know the *animal friendship*, *cure wounds*, and *sleep* spells.

Casting a Spell. When you cast one of the spells you know, you expend a spell slot of the spell's level or higher.

Saving Throws. The DC to resist one of your spells is 12.

Spells

You have the following spells available.

Cure Wounds

1st level conjuration

Casting Time: 1 action

Range: Touch

Duration: Instantaneous

You touch a creature, channeling positive energy into it. The creature regains 2d8+2 hit points. This spell has no effect on undead or constructs.

Disguise Self

1st level illusion

Casting Time: 1 action

Range: Self

Duration: 1 hour

You make yourself, including your clothing, armor, weapons, and equipment, look different until the spell ends or you use your actions to dismiss it. You can seem 1 foot shorter or taller and can appear thin, fat, or in between. You must adopt a form with the same body type as yours. Otherwise, the extent of the illusion is up to you. This spell only fools sight-based inspection; anyone who touches you will notice the change.

Mage Hand

Conjuration cantrip

Casting Time: 1 action

Range: 25 feet

Duration: 1 minute

A spectral, floating hand appears at a point you choose within range. The hand lasts for the duration or until you dismiss it (no action required) or cast this spell again. The hand vanishes if it is more than 25 feet away from you. While the hand is present, you may use your action to control it. You can use the hand to manipulate an object, open a door or container, stow or retrieve an item from an open container, or

pour the contents out of the vial. You can move the hand 25 feet (up to its maximum range) each time you use it.

The hand cannot attack, use magic items, or carry more than 10 pounds.

Prestidigitation

Transmutation cantrip

Casting Time: 1 action

Range: 10 feet

Duration: Up to 1 hour

This spell is a minor magical trick that novice spellcasters use for practice. You create one of the following magical effects within range. If you cast this spell multiple times, up to three of its non-instantaneous effects can be active at a time.

- You create a harmless instantaneous sensory effect such as a shower of sparks, puff of wind, or odd odor
- You instantly light or snuff out a small fire
- You instantly clean or soil an item no larger than a cubic foot
- You chill, warm, or flavor up to 1 pound of nonliving material for up to 1 hour
- You make a color, small mark, or symbol appear on a surface for up to 1 hour
- You create a small, nonmagical trinket or an illusory image that lasts until the end of your next turn
- You make a small handheld item invisible until the end of your next turn

Sleep

1st level enchantment

Casting Time: 1 action

Range: 100 feet

Duration: 1 minute

The magic of this spell makes creatures fall asleep. Choose a point within range and roll 4d8; this total is how many hit points of creatures are affected within 20 feet of that point. The spell ignores unconscious creatures, undead, and constructs. Starting with the creature with the lowest current hit points, each creature affected falls asleep until the spell ends, they take damage, or someone uses an action to wake the sleeper. Subtract a creature's hit points from the total then move on to the creature with the next lowest hit points; a creature's HP must be equal to or less than the remaining total for that creature to be affected.