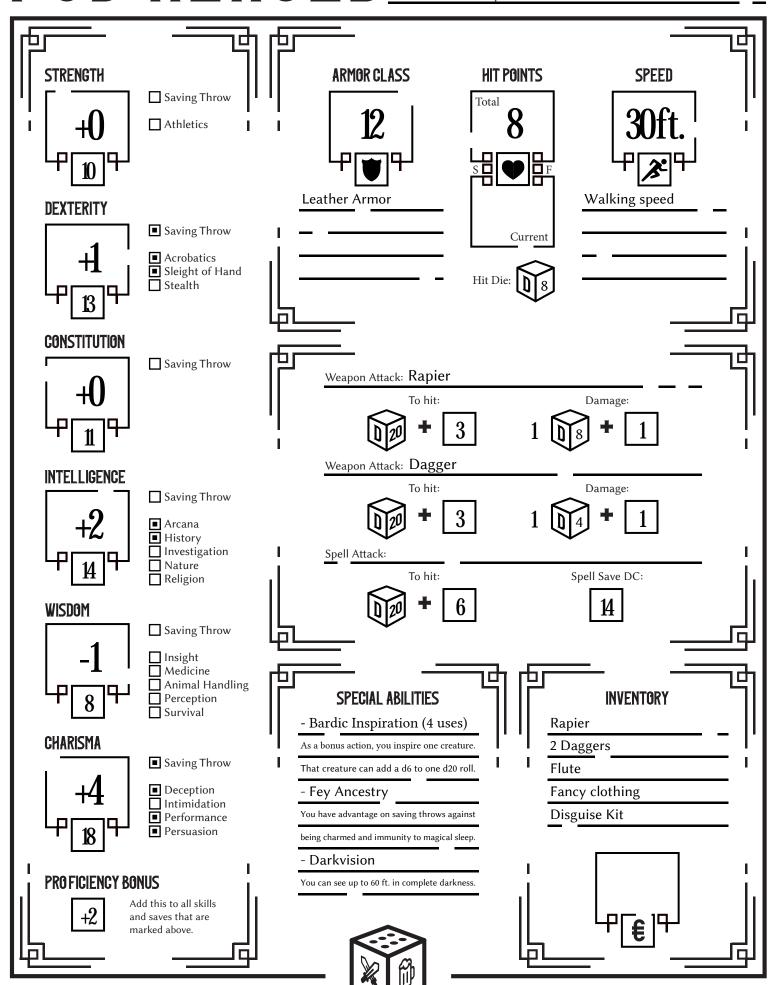
# PUB HERGES Character Name: Class & Ancestry: Half-Elf Bard



## PUB HEROES BARD SPELL SHEET

## **CANTRIP SPELLS**

Cantrip spells can be cast as many times as you want, and don't use up spell slots.

#### Message

Time: 1 action Range: 120 ft. Components: V, S, M Duration: 1 round

You point your finger toward a creature within range and whisper a message. The target (and only the target) hears the message and can reply in a whisper that only you can hear.

#### Vicious Mockery

Time: 1 action Range: 60 ft. Components: V Duration: instant

You unleash a string of insults laced with magic at a creature you can see. If the target can hear you, it must make a Wisdom save or take 1d4 Psychic damage and have disadvantage on its next attack roll.

The Time listed in the spells represents the time you need to cast the spell.

The Range is the maximum distance between you and the target.

Components means what you need to cast the spell; V stands for Verbal (spoken or sung incantations), S for Somatic (complicated movements and gestures), and M for Material (spell components or a spell focus like a staff or holy symbol).

Duration means how long the spell lasts. If the Duration starts with a "C", that means that you must actively Concentrate on the spell to keep it up. If you are damaged while doing this, your concentration might break and the spell fizzles!

## **LEVEL 1 SPELLS**

Level 1 spells use a spell slot when cast. You regain all spent spell slots after a long rest, so use these spells sparingly!

You have two spell slots which you can tick off here: O O

## **Charm Person**

Time: 1 action Range: 30 ft. Components: V, S Duration: 1 hour

You attempt to charm one humanoid that you can see. It must make a Wisdom save. It has advantage if you or your allies are attacking the target. If it fails the save, it is charmed by you for the duration of until it is attacked by you or your allies. While charmed, the target sees you as a trusted friend.

## **Cure Wounds**

Time: 1 action Range: touch Components: V, S Duration: instant

A creature you touch regains a number of hit points equal to 1d8 + your spellcasting modifier. This spell has no effect on undead or constructs.

## **Disguise Self**

Time: 1 action Range: self Components: V, S Duration: 1 hour

You make yourself including clothing, armour, weapons and other belongings on your person - look different until the spell ends or you use your action to dismiss it. You can seem 1 foot taller or shorter and can appear thin, fat, or in between. You can't change your body type, and the spell doesn't physically alter your form.

## **Hideous Laughter**

Time: 1 action
Range: 30 ft.
Components: V, S, M
Duration: *C, 1 minute* 

A creature of your choice that you can see perceives everything as hilariously funny and falls into fits of laughter if this spell affects it. The target must make a Wisdom save. On a fail, it falls prone, becoming incapacitated and unable to stand up for the duration. A creature with Intelligence 4 or less is not affected.

