The Sorcerer’s Tales.

Easton Brevitz aka *Easy Breezy* a new and upcoming musical entertainer. Originally a member of the musical group *Blazing Bards* he eventually went on to become his own act. When asked as to why he left the *Bards* he responded “We had a few creative distances for one the use of pyrotechnics. I’d like my performances to end without my fans getting horribly injured due to some poorly managed source of flame. Another thing Bruce heck of a guy, one of the best, is too stubborn for his own good, I don’t like it when people stifle my creative vision.”

 Scandalous I’ll spare the readers from the rest of this tirade. *Easy* as he prefers to be known as is currently going on a special tour determined to earn adoration from crowds from all walks of life. “Travel will be a breeze when I can do all with ease.”

Alignment: CN

Background: Entertainer.

Race: Human, varient.

Class: Bard.

Sub class:

Age: 23

Height: 6’2

Eye color: Hazel

Hair color: Light blue (dyed)

 Current Stats:

**AC**: 12. **Speed**: 30ft. **Hit Point Maximum**: 11.

Strength: 15.

Dexterity: 15.

Constitution: 16.

Intelligence: 14.

Wisdom: 15

Charisma: 18

**Current Skill Proficiencies**: Acrobatics, Athletics, Animal Handling, Arcana, Deception, History, Insight, Performance and Persuasion.

**Tool Proficiencies**: Brewer’s supplies.

**Instrument proficiencies**: Lute, Drums, Harp, and panpipes.

**Current Feats**: Skilled

Spell attack bonus: +6.

Spell Save DC: 14.

**Current cantrips**: Light, Vicious Mockery.

**Spells Known**:

1st level: Bane, Comprehend Languages, Dissonant Whispers, Healing Word.

Class Abilities:

**Bardic Inspiration**: You can use a bonus action on your turn to choose one creature other than yourself within 60 feet of you who can hear you. That creature gains one Bardic Inspiration die, a d6.

Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the Bardic Inspiration die, but must decide before the DM says whether the roll succeeds or fails. Once the Bardic Inspiration die is rolled, it is lost. A creature can have only one Bardic Inspiration die at a time.

You can use this feature a number of times equal to your Charisma modifier (a minimum of once, 4 times for me). You regain any expended uses when you finish a long rest. Your Bardic Inspiration die changes when you reach certain levels in this class. The die becomes a d8 at 5th level, a d10 at 10th level, and a d12 at 15th level.