



### Backpack

5 lbs.

A sturdy canvas traveling sack.

Can carry up to 30 pounds of gear away from the elements.

### Bedroll

7 lbs.

A warm, cushioned sleeping bag.

Permits sleeping on hard ground or in cold weather without incurring levels of Exhaustion.

### Singer's Costume

4 lbs.

A traditional Naghatar story-singer's costume, worn by singers across the Empire to attract an audience before a performance. Includes low boots, a multi-paneled skirt, close-fitting wrap top with long sleeves, and hand wraps.

### Dance Costume

4 lbs.

A set of costume pieces for traditional Naghatar dances that can be combined in various ways to produce costumes ranging from the somber to the flamboyant.

### Candle

0 lbs.

A small beeswax candle.

Set of 5.

Burns for 1 hour, providing Bright Light in a 5-foot radius and Dim Light for an additional 5 feet.


### Waterskin

5 lbs.

A waterproof skin capable of holding a half gallon of water, necessary for drinking while traveling.

### Disguise Kit

3 lbs.

This pouch of cosmetics, hair dye, and small props lets you create disguises that change your physical appearance.

Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to create a visual disguise.

### Bardic Inspiration

Class Feature

You can inspire others through stirring words or music.

**Bonus Action:** 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. 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 5<sup>th</sup> level, a d10 at 10<sup>th</sup> level, and a d12 at 15<sup>th</sup> level.

