

HALF-ELF BARD 1

"It seems I struck a chord. Ha! I love that one."

The life of a vagabond is the only life you've ever known, and your various talents have rarely failed to provide you a warm bed and a hot supper. But mere survival is not enough anymore. You have discovered the hidden magic of words and music, and it is time for you to weave yourself into the stories told in hushed tones over steaming drinks, inspiring wonder in their listeners.



BACKGROUND (ENTERTAINER)

You have been the center of attention since before you could walk, and once you learned to sing and play, you never surrendered the spotlight again. And who deserves it more than you?

By Popular Demand. You can always find a place to perform. You receive free lodging and food of a modest or comfortable standard as long as you perform each night. When strangers recognize you in a town where you have performed, they typically take a liking to you.

Faction. You are a member of the Harpers, a clandestine organization who work against tyranny through the sharing of information and lore.

Personality Trait. You change your mood or your mind as quickly as you change key in a song.

Ideal. When you perform, you make the world better than it was.

Bond. You will do anything to prove yourself superior to your hated rival.

Flaw. You're a sucker for a pretty face.

HALF-ELF TRAITS

Fey Ancestry. You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

BARD FEATURES

Spellcasting Ability. You have the ability to cast spells. Charisma is your spellcasting ability for your bard spells. You use your Charisma whenever a spell refers to your spellcasting ability.

CHARACTER NAME

Medium humanoid (half-elf), neutral good

Armor Class 15

Hit Points 10 (Hit Dice 1d8)

Speed 30 ft.

STR	DEX	CON
8 (-1)	16 (+3)	14 (+2)
INT	WIS	CHA
12 (+1)	10 (0)	16 (+3)

Proficiencies (+2 proficiency bonus)

Saving Throws Dex +5, Cha +5; advantage on saves against being charmed.

Skills Arcana +3, Acrobatics +5, Deception +5, Insight +2, Perception +2, Performance +5, Persuasion +5

Armor Light.

Weapons Simple weapons, hand crossbows, longswords, rapiers, shortswords.

Tools Disguise kit, drum, flute, lute,

To cast a spell, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You can use a musical instrument as a spellcasting focus for your bard spells.

You can cast any bard spell you know as a ritual if that spell has the ritual tag.

Spell Save DC: 13

Spell Attack Modifier: +5

Spell Slots: 1st-level (2)

Bardic Inspiration. You may 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 3 times. You regain any expended uses when you finish a long rest.

shawm

Senses Darkvision, Passive

Perception 12

Languages Common, Elvish, Halfling.

ACTIONS

Attack. You can attack when you take this action, using the following:

Rapier. Melee Weapon Attack: +5 to hit, reach 5 ft., one target.

Hit: 1d8 + 3 piercing damage.

Hand crossbow. Ranged Weapon Attack: +5 to hit, range 30/120 ft., one target. **Hit:** 1d6 + 3 piercing damage.

BONUS ACTIONS

Bardic Inspiration. Add a d6 to a creature's ability check, attack roll, or saving throw.

OPTIONS

Fey Ancestry. Half-elf trait

Spellcasting. Bard feature.

Spell Save DC: 13

Spell Attack Modifier: +5

Spell Slots: 1st-level (2)

SPELLS KNOWN

Cantrips (at-will): minor illusion, vicious mockery

1st-level spells: charm person, faerie fire, healing word

EQUIPMENT

Rapier, studded leather, hand crossbow with 20 bolts, entertainer's pack, shawm, money (12 gp)