

# HALF-ELF BARD 8

"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** 16

**Hit Points** 59 (Hit Dice 8d8)

**Speed** 30 ft.

<b>STR</b> 8 (-1)	<b>DEX</b> 18 (+4)	<b>CON</b> 14 (+2)
<b>INT</b> 12 (+1)	<b>WIS</b> 10 (0)	<b>CHA</b> 18 (+4)

**Proficiencies** (+3 proficiency bonus)

**Saving Throws** Dex +7, Cha +7; advantage on saves against being charmed.

**Skills** Arcana +4, Athletics +2, Acrobatics +7, Deception +10, History +4, Insight +6, Perception +3, Performance +7, Persuasion +7, Sleight of Hand +7

**Armor** Light.

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

**Tools** Disguise kit, drum, flute, lute, shawm

**Senses** Darkvision, Passive Perception 13

**Languages** Common, Elvish, Halfling.

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:** 15

**Spell Attack Modifier:** +7

**Spell Slots:** 1st-level (4), 2nd-level (3), 3rd-level (3), 4th-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 d8.

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

## ACTIONS

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

**Rapier.** Melee Weapon Attack: +7 to hit, reach 5 ft., one target.

**Hit:** 1d8 + 4 piercing damage.

**Hand crossbow.** Ranged Weapon Attack: +7 to hit, range 30/120 ft., one target. **Hit:** 1d6 + 4 piercing damage.

**Countercharm.** Perform to grant yourself and friendly creatures advantage against fear and charm.

## BONUS ACTIONS

**Bardic Inspiration.** Add a d8 to a creature's ability check, attack roll, or saving throw.

## REACTIONS

**Cutting Words.** Use bardic inspiration die to subtract from a creature's attack roll, ability check, or damage roll.

## OPTIONS

**Fey Ancestry.** Half-elf trait

**Spellcasting.** Bard feature.

**Spell Save DC:** 15

**Spell Attack Modifier:** +7

**Spell Slots:** 1st-level (4), 2nd-level (3), 3rd-level (3), 4th-level (2)

**Jack of All Trades.** Bard feature.

**Song of Rest.** Bard feature.

rolled, it is lost. A creature can have only one Bardic Inspiration die at a time.

You can use this feature 4 times. You regain any expended uses when you finish a short or long rest.

**Jack of All Trades.** You can add half your proficiency bonus, rounded down, to any ability check you make that doesn't already include your proficiency bonus.

**Song of Rest.** You can use soothing music or oration to help revitalize your wounded allies. If you or any friendly creatures who can hear your performance regain hit points at the end of a short rest, each of those creatures regains an extra 1d6 hit points.

**Countercharm.** You can use musical notes or words of power to disrupt mind-influencing effects. As an action, you can start a performance that lasts until the end of your next turn. During that time, you and any friendly creatures within 30 feet of you have advantage on saving throws against being frightened or charmed. A creature must be able to hear you to gain this benefit. The performance ends early if you are incapacitated or

silenced or if you voluntarily end it (no action required).

## BARD COLLEGE: COLLEGE OF LORE

**Cutting Words.** When a creature that you can see within 60 feet of you makes an attack roll, an ability check, or a damage roll, you can use your reaction to expend one of your uses of Bardic Inspiration, rolling a Bardic Inspiration die and subtracting the number rolled from the creature's roll. You can choose to use this feature after the creature makes its roll, but before the DM determines whether the attack roll or ability check succeeds or fails, or before the creature deals its damage. The creature is immune if it can't hear you or if it's immune to being charmed.

**Additional Magical Secrets.** The spells *hunter's mark* and *mass healing word* are added to your known spells.

## SPELLS KNOWN

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

**1st-level spells:** *charm person*, *faerie fire*, *healing word*, *hunter's mark*

**2nd-level spells:** *crown of madness*, *enhance ability*, *invisibility*

**3rd-level spells:** *dispel magic*, *major image*, *mass healing word*, *tongues*

**4th-level spells:** *dimension door*, *greater invisibility*

## EQUIPMENT

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Rapier, studded leather, hand crossbow with 20 bolts, set of fine clothes (10), entertainer's pack, lute, shawm, *potion of healing* (2), carriage, draft horse (2), money (62 gp)