

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)

HALF-ELF BARD 2

"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.



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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 17 (Hit Dice 2d8)

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 (3)

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.

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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 (3)

Jack of All Trades. Bard feature.

Song of Rest. Bard feature.

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.

SPELLS KNOWN

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

1st-level spells: *charm person, comprehend languages, dissonant whispers, faerie fire, healing word*

EQUIPMENT

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

HALF-ELF BARD 3

"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.



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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 24 (Hit Dice 3d8)

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, Athletics +1, Acrobatics +5, Deception +7, History +3, Insight +4, Perception +2, Performance +5, Persuasion +5, Sleight of Hand +5

Armor Light.

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

Tools Disguise kit, drum, flute, lute, shawm

Senses Darkvision, Passive Perception 12

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: 13

Spell Attack Modifier: +5

Spell Slots: 1st-level (4), 2nd-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.

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.

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: 13

Spell Attack Modifier: +5

Spell Slots: 1st-level (4), 2nd-level (2)

Jack of All Trades. Bard feature.

Song of Rest. Bard feature.

You can use this feature 3 times. You regain any expended uses when you finish a 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.

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.

SPELLS KNOWN

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

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

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

EQUIPMENT

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

HALF-ELF BARD 4

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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.



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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 31 (Hit Dice 4d8)

Speed 30 ft.

STR	DEX	CON
8 (-1)	16 (+3)	14 (+2)
INT	WIS	CHA
12 (+1)	10 (0)	18 (+4)

Proficiencies (+2 proficiency bonus)

Saving Throws Dex +5, Cha +6; advantage on saves against being charmed.

Skills Arcana +3, Athletics +1, Acrobatics +5, Deception +8, History +3, Insight +4, Perception +2, Performance +6, Persuasion +6, Sleight of Hand +5

Armor Light.

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

Tools Disguise kit, drum, flute, lute, shawm

Senses Darkvision, Passive Perception 12

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: 14

Spell Attack Modifier: +6

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

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.

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.

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: 14

Spell Attack Modifier: +6

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

Jack of All Trades. Bard feature.

Song of Rest. Bard feature.

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

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.

SPELLS KNOWN

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

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

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

EQUIPMENT

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

HALF-ELF BARD 5

"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.



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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 38 (Hit Dice 5d8)

Speed 30 ft.

STR	DEX	CON
8 (-1)	16 (+3)	14 (+2)
INT	WIS	CHA
12 (+1)	10 (0)	18 (+4)

Proficiencies (+3 proficiency bonus)

Saving Throws Dex +6, Cha +7; advantage on saves against being charmed.

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

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

ACTIONS

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

Rapier. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 1d8 + 3 piercing damage.

Hand crossbow. *Ranged Weapon Attack:* +6 to hit, range 30/120 ft., one target. *Hit:* 1d6 + 3 piercing damage.

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 (2)

Jack of All Trades. Bard feature.

Song of Rest. Bard feature.

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.

BARD COLLEGE: COLLEGE OF LORE

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its damage. The creature is immune if it can't hear you or if it's immune to being charmed.

SPELLS KNOWN

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

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

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

3rd-level spells: *dispel magic, tongues*

EQUIPMENT

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)

HALF-ELF BARD 6

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

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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 45 (Hit Dice 6d8)

Speed 30 ft.

STR	DEX	CON
8 (-1)	16 (+3)	14 (+2)

INT	WIS	CHA
12 (+1)	10 (0)	18 (+4)

Proficiencies (+3 proficiency bonus)

Saving Throws Dex +6, Cha +7; advantage on saves against being charmed.

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

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)

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:* +6 to hit, reach 5 ft., one target. *Hit:* 1d8 + 3 piercing damage.

Hand crossbow. *Ranged Weapon Attack:* +6 to hit, range 30/120 ft., one target. *Hit:* 1d6 + 3 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)

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

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*

EQUIPMENT

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)

HALF-ELF BARD 7

"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 52 (Hit Dice 7d8)

Speed 30 ft.

STR	DEX	CON
8 (-1)	16 (+3)	14 (+2)
INT	WIS	CHA
12 (+1)	10 (0)	18 (+4)

Proficiencies (+3 proficiency bonus)

Saving Throws Dex +6, Cha +7; advantage on saves against being charmed.

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

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 (1)

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: +6 to hit, reach 5 ft., one target. Hit: 1d8 + 3 piercing damage.

Hand crossbow. Ranged Weapon Attack: +6 to hit, range 30/120 ft., one target. Hit: 1d6 + 3 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 (1)

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

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*

EQUIPMENT

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)

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.



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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.

STR	DEX	CON
8 (-1)	18 (+4)	14 (+2)
INT	WIS	CHA
12 (+1)	10 (0)	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.

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

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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

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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

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

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)

HALF-ELF BARD 9

"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.



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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 66 (Hit Dice 9d8)

Speed 30 ft.

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

Proficiencies (+4 proficiency bonus)

Saving Throws Dex +8, Cha +8; advantage on saves against being charmed.

Skills Arcana +5, Athletics +3, Acrobatics +8, Deception +12, History +5, Insight +8, Perception +4, Performance +8, Persuasion +8, Sleight of Hand +8

Armor Light.

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

Tools Disguise kit, drum, flute, lute, shawm

Senses Darkvision, Passive Perception 14

Languages Common, Elvish, Halfling.

ACTIONS

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

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: 16

Spell Attack Modifier: +8

Spell Slots: 1st-level (4), 2nd-level (3), 3rd-level (3), 4th-level (3), 5th-level (1)

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

Rapier. Melee Weapon Attack: +8 to hit, reach 5 ft., one target.

Hit: 1d8 + 4 piercing damage.

Hand crossbow. Ranged Weapon Attack: +8 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: 16

Spell Attack Modifier: +8

Spell Slots: 1st-level (4), 2nd-level (3), 3rd-level (3), 4th-level (3), 5th-level (1)

Jack of All Trades. Bard feature.

Song of Rest. Bard feature.

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 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.

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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

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*

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

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

5th-level spells: *raise dead*, *teleportation circle*

EQUIPMENT

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)

HALF-ELF BARD 10

"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.



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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 73 (Hit Dice 10d8)

Speed 30 ft.

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

Proficiencies (+4 proficiency bonus)

Saving Throws Dex +8, Cha +8; advantage on saves against being charmed.

Skills Arcana +5, Athletics +3, Acrobatics +8, Deception +12, History +5, Insight +8, Perception +8, Performance +8, Persuasion +12, Sleight of Hand +8

Armor Light.

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

Tools Disguise kit, drum, flute, lute, shawm

Senses Darkvision, Passive Perception 18

Languages Common, Elvish, Halfling.

ACTIONS

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

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: 16

Spell Attack Modifier: +8

Spell Slots: 1st-level (4), 2nd-level (3), 3rd-level (3), 4th-level (3), 5th-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 d10.

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

Rapier. Melee Weapon Attack: +8 to hit, reach 5 ft., one target.

Hit: 1d8 + 4 piercing damage.

Hand crossbow. Ranged Weapon Attack: +8 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 d10 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: 16

Spell Attack Modifier: +8

Spell Slots: 1st-level (4), 2nd-level (3), 3rd-level (3), 4th-level (3), 5th-level (2)

Jack of All Trades. Bard feature.

Song of Rest. Bard feature.

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

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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.

Magical Secrets. The spells *banishing smite* and *conjure volley* are added to your known spells.

SPELLS KNOWN

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*

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

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

5th-level spells: *banishing smite, conjure volley, legend lore, mass cure wounds, raise dead, teleportation circle*

EQUIPMENT

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)