



HUMAN
RACE

3RD-LEVEL BARD (COLLEGE OF LORE)
LEVEL & CLASS

ENTERTAINER
BACKGROUND

MEDIUM
SIZE

DESCRIPTION

PLAYER

75

CHARACTER NAME

STRENGTH
+1
11

DEXTERITY
+2
15

CONSTITUTION
+0
11

INTELLIGENCE
+2
14

WISDOM
-1
9

CHARISMA
+3
16

+2 PROFICIENCY BONUS

- Strength
 - +4** Dexterity
 - Constitution
 - Intelligence
 - Wisdom
 - +5** Charisma
- SAVING THROWS

- +4** Acrobatics (Dex)
 - +0** Animal Handling (Wis)
 - +3** Arcana (Int)
 - +3** Athletics (Str)
 - +5** Deception (Cha)
 - +3** History (Int)
 - +1** Insight (Wis)
 - +4** Intimidation (Cha)
 - +3** Investigation (Int)
 - +0** Medicine (Wis)
 - +3** Nature (Int)
 - +1** Perception (Wis)
 - +7** Performance (Cha)
 - +7** Persuasion (Cha)
 - +3** Religion (Int)
 - +3** Sleight of Hand (Dex)
 - +4** Stealth (Dex)
 - +0** Survival (Wis)
- SKILLS

11 PASSIVE WISDOM (PERCEPTION)

13
ARMOR CLASS

+2
INITIATIVE

30 FEET
SPEED

Hit Point Maximum **18**

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total **3DB**

HIT DICE

SUCCESSES ○○○○

FAILURES ○○○○

DEATH SAVES

NAME	ATK BONUS	DAMAGE/TYPE
RAPIER	+4	1D8+2 PIERCING
DAGGER ¹	+4	1D4+2 PIERCING
SPELLCASTING ²	+5	VARIABLE

¹ YOU CAN THROW A DAGGER 20 FT., OR UP TO 60 FT. WITH DISADVANTAGE ON THE ATTACK ROLL.

² YOUR SPELLCASTING ABILITY IS WISDOM. WHEN CASTING A SPELL THAT REQUIRES YOUR TARGET TO MAKE A SAVING THROW, YOUR SPELL SAVE DC IS 13.

CANTRIPS. YOU KNOW THE BLADE WARD AND VICIOUS MOCKERY CANTRIPS.

PREPARED SPELLS. YOU HAVE BANE, CHARM PERSON, CURE WOUNDS, DISGUISE SELF, HOLD PERSON AND INVISIBILITY PREPARED.

SPELL SLOTS
(1st) (1st) (1st) (1st) (2nd) (2nd)

ATTACKS & SPELLCASTING

I KNOW A STORY RELEVANT TO ALMOST EVERY SITUATION.

WHENEVER I COME TO A NEW PLACE, I COLLECT LOCAL RUMOURS AND SPREAD GOSSIP.

PERSONALITY TRAITS

CREATIVITY. THE WORLD IS IN NEED OF NEW IDEAS AND BOLD ACTION.

IDEALS

MY INSTRUMENT IS MY MOST TREASURED POSSESSION, AND IT REMINDS ME OF SOMEONE I LOVE.

BONDS

I ONCE SATIRIZED A NOBLE WHO STILL WANTS MY HEAD. IT WAS A MISTAKE THAT I WILL LIKELY REPEAT.

FLAWS

BARDIC INSPIRATION. YOU CAN INSPIRE OTHERS THROUGH STIRRING WORDS OR MUSIC. TO DO SO, YOU USE A BONUS ACTION ON YOUR TURN TO CHOOSE ONE CREATURE OR OTHER THAN YOURSELF WITHIN 60 FEET OF YOU WHO CAN HEAR YOU. THAT CREATURE GAINS A D6 BARDIC INSPIRATION DIE WHICH CAN BE USED ONCE, WITHIN THE NEXT 10 MINUTES, BY ADDING ITS ROLL TO ONE ABILITY CHECK, ATTACK ROLL, OR SAVING THROW. 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.

RITUAL CASTING. YOU CAN CAST A SPELL AS A RITUAL IF THE SPELL HAS THE RITUAL TAG AND YOU HAVE THE SPELL PREPARED. DOING SO TAKES 10 MINUTES LONGER, BUT CASTING IN THIS WAY DOESN'T USE UP A SPELL SLOT.

SONG OF REST. YOU CAN USE SOOTHING MUSIC OR ORATION TO HELP REVITALIZE YOUR WOUNDED ALLIES DURING A SHORT REST. IF YOU OR ANY FRIENDLY CREATURES WHO CAN HEAR YOUR PERFORMANCE REGAIN HIT POINTS AT THE END OF THE SHORT REST, EACH OF THOSE CREATURES REGAINS AN EXTRA 1D6 HIT POINTS.

CUTTING WORDS. YOU KNOW HOW TO USE YOUR WIT TO DISTRACT AND CONFUSE OPPONENTS. WHEN A CREATURE THAT YOU CAN SEE WITHIN 60 FT. 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.

BY POPULAR DEMAND. YOU CAN ALWAYS FIND A PLACE TO PERFORM, USUALLY IN AN INN OR TAVERN BUT POSSIBLY WITH A CIRCUS, AT A THEATRE, OR EVEN IN A NOBLE'S COURT. AT SUCH A PLACE, YOU RECEIVE FREE LODGING AND FOOD OF A MODEST OR COMFORTABLE STANDARD (DEPENDING ON THE QUALITY OF THE ESTABLISHMENT), AS LONG AS YOU PERFORM EACH NIGHT. IN ADDITION, YOUR PERFORMANCE MAKES YOU SOMETHING OF A LOCAL FIGURE. WHEN STRANGERS RECOGNIZE YOU IN A TOWN WHERE YOU HAVE PERFORMED, THEY TYPICALLY TAKE A LIKING TO YOU.

FEATURES & TRAITS

PROFICIENCIES. LIGHT ARMOUR, SIMPLE WEAPONS, HAND CROSSBOWS, LONGSWORDS, RAPIERS, SHOWTSOWRDS, LUTE, LYRE, FLUTE, DISGUISE KIT.

LANGUAGES. COMMON, ELVISH.

OTHER PROFICIENCIES & LANGUAGES

CP RAPIER
DAGGER
LEATHER ARMOUR

SP BACKPACK
BEDROLL
COSTUMES (3)
CANDLES (5)
RATIONS () () () () ()

EP WATERSKIN
DISGUISE KIT

GP **15**
LUTE¹
BELT POUCH

PP ¹ YOU MUST BE HOLDING YOUR LUTE WITH ONE HAND TO CAST SPELLS THAT REQUIRE MATERIAL COMPONENTS.

EQUIPMENT

CANTRIPS

BLADE WARD

Abjuration cantrip

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 1 round

You extend your hand and trace a sigil of warding in the air. Until the end of your next turn, you have **resistance** against bludgeoning, piercing, and slashing damage dealt by weapon attacks.

VICIOUS MOCKERY

Enchantment cantrip

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: Instantaneous

You unleash a string of insults laced with subtle enchantments at a creature you can see within range.

If the target can hear you (though it need not understand you), it must succeed on a Wisdom saving throw or take **1d4 psychic** damage and have disadvantage on the next attack roll it makes before the end of its next turn.

KNOWN SPELLS

BANE

1st-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S, M

Duration: Concentration, up to 1 minute

Up to three creatures of your choice that you can see within range must make Charisma saving throws.

Whenever a target that fails this saving throw makes an attack roll or a saving throw before the spell ends, the target must roll a **d4** and subtract the number rolled from the attack roll or saving throw.

At Higher Levels. When you cast this spell using a spell slot of 2nd level, you can target one additional creature.

CHARM PERSON

1st-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 1 hour

You attempt to charm a humanoid you can see within range. It must make a Wisdom saving throw, and does so with advantage if you or your companions are fighting it. If it fails the saving throw, it is charmed by you until the spell ends or until you or your companions do anything harmful to it. The charmed creature regards you as a friendly acquaintance. When the spell ends, the creature knows it was charmed by you.

At Higher Levels. When you cast this spell using a spell slot of 2nd level, you can target one additional creature. The two creatures must be within 30 feet of each other when you target them.

CURE WOUNDS

1st-level evocation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

A creature you touch regains **1d8+3** hit points.

This spell has no effect on undead or constructs.

At Higher Levels. When you cast this spell using a spell slot of 2nd level, the healing increases to **2d8+3**.

DISGUISE SELF

1st-level illusion

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 1 hour

You make yourself—including your clothing, armor, weapons, and other belongings on your person—look different until the spell ends or until you use your action to dismiss it. You can seem 1 foot shorter or taller and can appear thin, fat, or in between. You can't change your body type, so you must adopt a form that has the same basic arrangement of limbs. Otherwise, the extent of the illusion is up to you.

The changes wrought by this spell fail to hold up to physical inspection. For example, if you use this spell to add a hat to your outfit, objects pass through the hat, and anyone who touches it would feel nothing or would feel your head and hair. If you use this spell to appear thinner than you are, the hand of someone who reaches out to touch you would bump into you while it was seemingly still in midair.

To discern that you are disguised, a creature can use its action to inspect your appearance and must succeed on an Intelligence (Investigation) check against your spell save DC.

HOLD PERSON

2nd-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S, M

Duration: Concentration, up to 1 minute

Choose a humanoid that you can see within range. The target must succeed on a Wisdom saving throw or be paralyzed for the duration. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the spell ends on the target.

INVISIBILITY

2nd-level illusion

Casting Time: 1 action

Range: Touch

Components: V, S, M

Duration: Concentration, up to 1 hour

A creature you touch becomes invisible until the spell ends. Anything the target is wearing or carrying is invisible as long as it is on the target's person. The spell ends for a target that attacks or casts a spell.