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.

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.

Proiciencies (+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.

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)