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.

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 and all expended spell slots when you finish a short rest.

Bard feature.

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, longwords, rapiers, shortswords.

Tools Disguise kit, drum, flute, lute, shawm

Senses Darkvision, Passive Perception 13

Languages Common, Elvish, Halfling.

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.
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, 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)