

HUMAN BARD

8th-Level Medium Human Bard

Armor Class 13 (leather armor)

Hit Points 45 (8d6 Hit Die)

Proficiency Bonus +3

Speed 30 ft.

Alignment chaotic good

Languages Common, Elvish, Sylvan, Thieves' Cant

ABILITY SCORES

Strength	9	(-1)
Dexterity	16	(+3)
Constitution	14	(+2)
Intelligence	11	(+0); add proficiency bonus to saves
Wisdom	13	(+1)
Charisma	18	(+4); add proficiency bonus to saves

ATTACKS

Melee Attack (Two-Weapon Fighting): Short sword (+6 to hit; 1d6 + 3 piercing) and short sword (+6 to hit; 1d6 piercing)

Melee or Ranged Attack: Dagger (range 20 ft./60 ft.; +6 to hit; 1d4 + 3 piercing)

Ranged Attack: Hand crossbow (range 30 ft./120 ft.; +6 to hit; 1d6 + 3 piercing)

Spell Saving Throw DC: 14 (12 without musical instrument)

SKILLS (ADD PROFICIENCY BONUS TO RELATED ABILITY CHECKS)

Acrobatics*, Deception*, History*, Performance, Sleight of Hand, Stealth* (*see Expertise below)

CANTRIPS

Light, prestidigitation

EQUIPMENT

Leather armor, short swords (2), daggers (2), hand crossbow (20 bolts), drum sticks, flute, lute, *potion of healing*, clothes, disguise kit, healer's kit, backpack, bedroll, belt pouch, flask of whiskey, lampblack, lantern, mess kit, oil (3 pints), rations (4 days), small steel mirror, comb, thieves' tools, tinderbox, waterskin, whetstone, 3 gp, and 6 sp.

Class Features

Bard College. Your bard college is college of wit. This grants you certain benefits as you level.

Bardic Knowledge. You learn a little bit about everything. When you make an Intelligence check that involves the skills Arcana, History, Nature, or Religion, treat a d20 roll of 9 or lower as a 10.

Countercharm. While you perform Countercharm, you and friendly creatures within 25 feet of you are protected from being maliciously influenced/An affected creature has advantage on saving throws against being charmed or frightened.

Expertise. You have expertise with the following four skills: Acrobatics, Deception, History, Stealth. You gain a +5 bonus to any ability check you make that involves these skills.

Extra Attack. You can attack one extra time whenever you take the attack action on your turn. If you haven't used your whole move for the turn, you can move between your attacks.

Jack of All Trades. When you make an ability check using a skill you don't have proficiency in, you can add half your proficiency bonus (rounded down) to the check.

Proficiencies. Add your proficiency bonus to attack rolls you make using simple weapons, hand crossbows, light crossbows, long swords, rapiers, short swords (included in "Attacks"). You also add your proficiency bonus to ability checks made to use flutes, lutes, and drums, as well as your skills (noted in "Skills"). Add the bonus to your Intelligence and Charisma saving throws (noted in "Ability Scores"). You also have proficiency with light armor.

Bardic Performance

You magically manipulate others through oration, music, and other special performances.

To use one of these magical performances, you must speak or play an instrument as an action. Maintaining the performance requires concentration, as some spells do (see the rules for magic). You can switch to a different performance by taking another action. The whole effect, whether it is composed of one performance or several, can last no longer than 10 minutes, and it ends early if you are silenced. You can't use this feature again until you rest for at least 10 minutes.

A creature can be affected by only one of these performances at a time. If two or more bards try to affect the same creature with such performances, the creature is affected by neither.

Call to Battle: While you perform Call to Battle, friendly creatures, including you, are inspired to fight with greater zeal while within 25 feet of you. An affected creature can roll an extra d4 when rolling damage for melee and ranged attacks.

Eviscerating Wit: You learn Eviscerating Wit, a new use for your Bardic Performance. You can perform it to plant the seeds of doubt in your foes' minds, using barbed insults and scathing satire to undermine their confidence.

While you perform it, each hostile creature within 50 feet of you that can understand you must make a Charisma saving throw against your bard spell save DC at the start of its turn. On a failed save, the creature has disadvantage on all ability checks while it remains in the performance's radius.

On a successful save, the creature becomes immune to this performance for 10 minutes.

Fascinating Performance: You learn Fascinating Performance, a new use for your Bardic Performance. While you perform it, each creature within 50 feet of you that isn't hostile to you must make a Wisdom saving throw against your bard spell save DC at the start of its turn. On a failed save, the target is charmed by you until the performance ends or the target leaves its radius. A charmed target cannot

move or take actions and makes Wisdom (Perception) checks with disadvantage.

If you or another creature draws or brandishes a weapon or casts a spell, each charmed creature can make a new Wisdom saving throw to end the effect. If any of the targets take damage or is otherwise harmed, this effect ends for all of them.

If you make an attack or cast a spell that affects anyone but yourself, this effect ends. You cannot use this Bardic Performance if you or any creature that would be affected by it is currently engaged in combat.

Inspire Competence: Your performance of Inspire Competence fills friendly creatures with confidence while they are within 25 feet of you. When you start this performance, choose one of the six abilities. An affected creature can add your proficiency bonus to any check it makes with the chosen ability.

As an action, you can change the affected ability.

Spellcasting

As a gatherer of esoteric knowledge, you learn a few tricks and surprises from your research and travels. Bards dabble in a variety of different kinds of magic, picking up a few things here and there. You learn spells that you can cast a certain number of times per day, and know cantrips, which you can cast at will.

Spells per Day. Your bard level determines the number of spells that you can cast of 1st level or higher. You must complete a long rest to regain any castings—also called spell slots—that you use.

SPELLS PER DAY

Spell Level	1	2
Spell Slots	4	3

Spell Known. You know four 1st-level spells, three 2nd-level spell, and two cantrips, which are presented in this character. You learn more spells as you gain levels, as detailed on the Bard table in the full description of the class. The spells you learn must be of a level that you can cast or a cantrip.

Casting a Prepared Spell. When you cast one of the bard spells that you know, you expend a casting of the spell's level or higher. For example, if you have the 1st-level spell *cure wounds* prepared and can still cast a 1st-level spell and a 2nd-level spell, you can cast *cure wounds* at either level.

Magic Ability. Charisma is your magic ability for your bard spells. The saving throw DC to resist one of your spells equals 8 + your Charisma modifier. If you are holding a musical instrument when you cast a spell, you add your proficiency bonus to the spell's saving throw DC.

Background: Guild Thief

You made a living by stealing as a member of a thieves' guild.

Thieves' Cant. Among thieves, there is a secret language, which uses a combination of jargon words and secret signs that members of the criminal underworld know and use. Creatures hearing you converse in Thieves' Cant might think you say one thing when you are actually saying something else entirely.

You have learned the secret language of thieves. You can correctly interpret thief signs and double-speak, and you can communicate in this manner to others familiar with this language.

Proficiencies. You have proficiency with the disguise kit, thieves' tools, and poisoner's kit, so you add your proficiency bonus to ability checks you make using them.

Spells

You have the following spells and cantrips available.

Charm Person

1st-level enchantment

Casting Time: 1 action

Range: 25 feet

Duration: 1 hour

Choose a living humanoid 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.

Cure Wounds

1st-level evocation

Casting Time: 1 action

Range: Touch

Duration: Instantaneous

You touch a creature, channeling positive energy into it. The creature regains 2d8 + 2 hit points. This spell has no effect upon undead or constructs.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 2d8 for each level above 1st.

Heat Metal

2nd-level transmutation

Casting Time: 1 action

Range: 50 feet

Duration: 1 round

Choose a manufactured metal object such as a metal weapon or a suit of heavy or medium metal armor within range that you can see. You cause the object to glow red-hot until the start of your next turn. While the target is hot, any creature that is holding or wearing the object, as well as any creature that touches it, takes 3d8 fire damage. A creature can take this damage only once during a round.

If a creature is holding or wearing the object and takes damage from it, the creature must succeed on a Constitution saving throw or drop the object. If it is not able to drop the object, the creature has disadvantage on attack rolls and ability checks until the spell ends.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d8 for each level above 2nd.

Healing Word

1st-level evocation

Casting Time: Swift

Range: 50 feet

Duration: Instantaneous

As you call out a brief prayer, a creature of your choice within range regains 1d8 + 2 hit points. This spell has no effect upon undead or constructs.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the hit points regained increase by 1d8 for each level above 1st.

Invisibility

2nd-level illusion

Casting Time: 1 action

Range: Touch

Duration: 1 hour

Touch a willing creature. The creature becomes invisible for the duration. The spell ends early if the creature attacks or casts a spell on anything other than itself. The spell also ends if you cast it again or if you use your action to end it.

Material Components: An eyelash encased in a bit of gum arabic.

Light

Evocation cantrip

Casting Time: 1 action

Range: Touch

Duration: 1 hour

You touch an object. Until the spell ends, the object emits bright light in a 20-foot radius and dim light for an additional 20 feet. The spell ends early if you dismiss it (no action required) or cast it again.

The light can be colored as you like and can be covered by an opaque object.

Material Components: A firefly or a piece of phosphorescent moss.

Prestidigitation

Transmutation cantrip

Casting Time: 1 action

Range: 10 feet

Duration: Up to 1 hour

This spell is a minor magical trick that novice spellcasters use for practice. You create one of the following magical effects within range. If you cast this spell multiple times, up to three of its non-instantaneous effects can be active at a time.

- You create an instantaneous sensory effect that is harmless, such as a shower of sparks, a puff of wind, faint musical notes, or an odd odor.
- You instantaneously light or snuff out a candle, a torch, or a small campfire.
- You instantaneously clean or soil an item no larger than a cubic foot.
- You chill, warm, or flavor up to 1 pound of nonliving material for up to 1 hour.
- You make a color, small mark, or symbol appear on an object or a surface for up to 1 hour.
- You produce out of nothingness a small, nonmagical trinket or an illusory image that lasts until the end of your next turn.
- You make a small handheld item invisible until the end of your next turn.

Silence

2nd-level illusion (ritual)

Casting Time: 1 action

Range: 100 feet

Duration: Concentration, up to 10 minutes

Choose a point within range. No sound can be created within or pass through a 20-foot-radius sphere centered on that point for the duration. Creatures within the area of silence are effectively deafened,

and casting a spell that involves speech is impossible there.

Zone of Truth

2nd-level enchantment

Casting Time: 1 action

Range: 50 feet

Duration: 10 minutes

Choose a point within range. You create a magical zone that guards against deception. Until the spell ends, any creature that enters a 15-foot radius centered on that point or that starts its turn there must make a Charisma saving throw. On a failed save, a creature cannot speak a deliberate lie while in the radius. You know whether each creature succeeds or fails on its saving throw.

An affected creature is aware of the spell and may thus avoid answering questions to which it would normally respond with a lie. Such a creature can be evasive in its answers as long as it remains within the boundaries of the truth.

