

# THE CUTE ONE

BARD (4)  
ENTERTAINER  
NEUTRAL GOOD

ABILITY SCORES  
**STRENGTH +1** (12)  
**DEXTERITY +3** (16)  
**CONSTITUTION +1** (13)  
**INTELLIGENCE -1** (8)  
**WISDOM +0** (10)  
**CHARISMA +3** (16)

SKILLS  
**ACROBATICS +5** (P)  
**ANIMAL HANDLING +1**  
**ARCANA +0**  
**ATHLETICS +2**  
**DECEPTION +7** (E)  
**HISTORY +0**  
**INSIGHT +2** (P)  
**INTIMIDATION +4**  
**INVESTIGATION +0**  
**MEDICINE +1**  
**NATURE +0**  
**PERCEPTION +1**  
**PERFORMANCE +5** (P)  
**PERSUASION +7** (E)  
**RELIGION +0**  
**SLEIGHT OF HAND +4**  
**STEALTH +4**  
**SURVIVAL +1**

## OTHER PROFICIENCIES

Armor: Light armor, medium armor  
Weapons: Crossbow (hand), longsword, rapier, scimitar, shortsword, simple weapons  
Languages: Common, Halfling  
Musical instruments: Lute, shaker, tambourin  
Tools: Disguise kit

Nobody stays angry at me or around me for long. I can defuse any amount of tension.  
I like seeing the smiles on people's faces when I perform. That's all that matters.  
I would do anything for the other members of the band.  
I'm a sucker for a pretty face.

LIGHTFOOT HALFLING  
SPEED 25 FT

SAVING THROWS  
**STRENGTH +1**  
**DEXTERITY +5**  
**CONSTITUTION +1**  
**INTELLIGENCE -1**  
**WISDOM +0**  
**CHARISMA +5**

SPELLS  
Cantrips:  
dancing lights  
friends  
message  
1st:  
animal friendship  
charm person  
healing word  
heroism  
speak with animals  
2nd:  
calm emotions  
suggestion

PLAYER NAME \_\_\_\_\_

HEIGHT 3 FT  
WEIGHT 40 LB  
AGE 23

ATTACKS & SPELLCASTING  
**DAGGER +5, 1D4 + 5 PIERCING** (5 ft, 20/60 ft)  
**RAPIER +5, 1D8 + 5 PIERCING** (5 ft)

FEATURES  
**SPELLCASTING** (CHARISMA, DC 13, +5)  
**BARDIC INSPIRATION** (BA, 1D6, 3/LR)  
**MAGICAL INSPIRATION** (DAMAGE/HEALING +1D6)

**JACK OF ALL TRADES**  
**SONG OF REST** (1D6)  
**BARD COLLEGE: COLLEGE OF SWORDS**  
**EXPERTISE** (DECEPTION, PERSUASION)  
**BLADE FLOURISH**

When you Attack, increase speed 10 ft until EOT.  
Spend Bardic Inspiration to add 1d6 dmg + Flourish (1/T).

**DEFENSIVE FLOURISH**

Add roll to AC until start of next turn.

**SLASHING FLOURISH**

Deal damage to 1 other creature within 5 ft.

**MOBILE FLOURISH**

Push target 5 + roll ft, use reaction to follow, up to speed.

**LUCKY**

**BRAVE**

**HALFLING NIMBLENESS**

**NATURALLY STEALTHY**

**DEFENSIVE DUELIST**

## EQUIPMENT

Leather armor  
Rapier  
Dagger  
Lute  
Shaker  
Tambourin  
Backpack:  
Bedroll  
Candles (5)  
Clothes (costume)  
Disguise kit  
Rations (5)  
Waterskin

# THE SMART ONE

BARD (4)  
ENTERTAINER  
NEUTRAL GOOD

**ABILITY SCORES**  
**STRENGTH -1** (8)  
**DEXTERITY +2** (15)  
**CONSTITUTION +0** (10)  
**INTELLIGENCE +2** (15)  
**WISDOM +1** (12)  
**CHARISMA +3** (16)

**SKILLS**  
**ACROBATICS +4** (P)  
**ANIMAL HANDLING +2**  
**ARCANA +4** (P)  
**ATHLETICS +0**  
**DECEPTION +4**  
**HISTORY +6** (E)  
**INSIGHT +3** (P)  
**INTIMIDATION +4**  
**INVESTIGATION +6** (E)  
**MEDICINE +2**  
**NATURE +3**  
**PERCEPTION +3** (P)  
**PERFORMANCE +5** (P)  
**PERSUASION +5** (P)  
**RELIGION +3**  
**SLEIGHT OF HAND +3**  
**STEALTH +3**  
**SURVIVAL +2**

## OTHER PROFICIENCIES

Armor: Light armor  
Weapons: Crossbow (hand), longsword, rapier, shortsword, simple weapons  
Languages: Common, Halfling  
Musical instruments: Lute, lyre, pan flute  
Tools: Disguise kit

I'll settle for nothing less than perfection.  
The world is in need of new ideas and bold action.  
There's no such thing as a bad audience, only a bad performance.  
I once satirized a noble who still wants my head. It was a mistake that I will likely repeat.

LIGHTFOOT HALFLING  
SPEED 25 FT

**SAVING THROWS**  
**STRENGTH -1**  
**DEXTERITY +4**  
**CONSTITUTION +0**  
**INTELLIGENCE +2**  
**WISDOM +1**  
**CHARISMA +5**

**SPELLS**  
Cantrips:  
message  
minor illusion  
vicious mockery  
1st:  
comprehend languages  
detect magic  
identify  
Tasha's hideous laughter  
2nd:  
enhance ability  
phantasmal force  
zone of truth

PLAYER NAME \_\_\_\_\_

HEIGHT 2 FT 10 IN  
WEIGHT 35 LB  
AGE 26

AC 13  
INITIATIVE +3  
MAX HP 23

**ATTACKS & SPELLCASING**  
**DAGGER +4, 1D4 +2 PIERCING** (5 ft, 20/60 ft)  
**HAND CROSSBOW +4, 1D6 +2 PIERCING** (30/120 ft)

**FEATURES**  
**SPELLCASING** (CHARISMA, DC 13, +5)  
**BARDIC INSPIRATION** (BA, 1D6, 3/LR)  
**MAGICAL INSPIRATION** (DAMAGE/HEALING +1D6)  
**JACK OF ALL TRADES**  
**SONG OF REST** (1D6)  
**BARD COLLEGE: COLLEGE OF LORE**  
**EXPERTISE** (HISTORY, INVESTIGATION)  
**BONUS PROFICIENCIES** (ARCANA, INSIGHT, PERSUASION)  
**CUTTING WORDS** (R)  
Spend Bardic Inspiration, subtract 1d6 from attack roll, ability check or damage roll by creature you can see within 60 ft.  
**LUCKY**  
**BRAVE**  
**HALFLING NIMBLENESS**  
**NATURALLY STEALTHY**  
**KEEN MIND**

## EQUIPMENT

Leather armor  
Hand crossbow  
Dagger  
Lute  
Lyre  
Pan flute  
Backpack:  
Bedroll  
Candles (5)  
Clothes (costume)  
Disguise kit  
Rations (5)  
Waterskin

# THE QUIET ONE

BARD (4)  
ENTERTAINER  
NEUTRAL GOOD

ABILITY SCORES  
**STRENGTH -1** (8)  
**DEXTERITY +1** (12)  
**CONSTITUTION +1** (13)  
**INTELLIGENCE +1** (12)  
**WISDOM +2** (14)  
**CHARISMA +3** (16)

SKILLS  
**ACROBATICS +3** (P)  
**ANIMAL HANDLING +3**  
**ARCANA +2**  
**ATHLETICS +0**  
**DECEPTION +4**  
**HISTORY +2**  
**INSIGHT +4** (P)  
**INTIMIDATION +4**  
**INVESTIGATION +5** (E)  
**MEDICINE +3**  
**NATURE +2**  
**PERCEPTION +6** (E)  
**PERFORMANCE +5** (P)  
**PERSUASION +4**  
**RELIGION +2**  
**SLEIGHT OF HAND +2**  
**STEALTH +2**  
**SURVIVAL +3**

## OTHER PROFICIENCIES

Armor: Light armor  
Weapons: Crossbow (hand), longsword, rapier, shortsword, simple weapons  
Languages: Common, Halfling  
Musical instruments: Violone, lute  
Tools: Disguise kit

Unlike most bards, I'd rather not be the center of attention. When I perform, I make the world better than it was. My instrument is my most treasured possession, and it reminds me of someone I love. When the situation calls for bold and immediate action, I hesitate.

LIGHTFOOT HALFLING  
SPEED 25 FT

SAVING THROWS  
**STRENGTH -1**  
**DEXTERITY +3**  
**CONSTITUTION +1**  
**INTELLIGENCE +1**  
**WISDOM +2**  
**CHARISMA +5**

SPELLS  
Cantrips:  
light  
message  
minor illusion  
1st:  
dissonant whispers  
healing word  
silent image  
sleep  
2nd:  
calm emotions  
invisibility  
silence

PLAYER NAME \_\_\_\_\_

HEIGHT 3 FT 1 IN  
WEIGHT 36 LB  
AGE 22

AC 12  
INITIATIVE +2  
MAX HP 27

ATTACKS & SPELLCASING  
**DAGGER +3, 1D4 + 1 PIERCING** (5 ft, 20/60 ft)  
**SHORTSWORD +3, 1D6 + 1 PIERCING** (5 ft)

FEATURES  
**SPELLCASING** (CHARISMA, DC 13, +5)  
**BARDIC INSPIRATION** (BA, 1D6, 3/LR)  
**MAGICAL INSPIRATION** (DAMAGE/HEALING +1D6)  
**JACK OF ALL TRADES**  
**SONG OF REST** (1D6)  
**BARD COLLEGE: COLLEGE OF WHISPERS**  
**EXPERTISE** (INVESTIGATION, PERCEPTION)  
**PSYCHIC BLADES** (1/T)

Spend Bardic Inspiration, deal extra 2d6 psychic on hit.  
**WORDS OF TERROR** (1/SR)  
Speak to humanoid alone for 1 min. On failed DC 13 Wis save, frightened of you for 1 hr or until it or ally is attacked or damaged. On successful save, unaware.

**LUCKY**  
**BRAVE**  
**HALFLING NIMBLENESS**  
**NATURALLY STEALTHY**  
**OBSERVANT**

## EQUIPMENT

Leather armor  
Hand crossbow  
Dagger  
Violone  
Lute  
Backpack:  
Bedroll  
Candles (5)  
Clothes (costume)  
Disguise kit  
Rations (5)  
Waterskin

# THE NOISY ONE

BARD (4)  
ENTERTAINER  
NEUTRAL GOOD

ABILITY SCORES  
**STRENGTH +2** (14)  
**DEXTERITY +2** (14)  
**CONSTITUTION +2** (15)  
**INTELLIGENCE +0** (10)  
**WISDOM -1** (8)  
**CHARISMA +3** (16)

SKILLS  
**ACROBATICS +4** (P)  
**ANIMAL HANDLING +0**  
**ARCANA +1**  
**ATHLETICS +6** (E)  
**DECEPTION +3**  
**HISTORY +1**  
**INSIGHT +0**  
**INTIMIDATION +6** (E)  
**INVESTIGATION +1**  
**MEDICINE +0**  
**NATURE +1**  
**PERCEPTION +0**  
**PERFORMANCE +4** (P)  
**PERSUASION +3**  
**RELIGION +1**  
**SLEIGHT OF HAND +3**  
**STEALTH +3**  
**SURVIVAL +1** (P)

## OTHER PROFICIENCIES

Armor: Light armor, medium armor, shields  
Weapons: Martial weapons, simple weapons  
Languages: Common, Halfling  
Musical instruments: Drum  
Tools: Disguise kit

I love a good insult, even one directed at me.  
I'm only in it for the money and fame.  
I idolize a hero of the old tales and measure my deeds  
against theirs.  
I have trouble keeping my true feelings hidden. My big mouth  
lands me in trouble.

STOUT HALFLING  
SPEED 25 FT

SAVING THROWS  
**STRENGTH +2**  
**DEXTERITY +4**  
**CONSTITUTION +2**  
**INTELLIGENCE +0**  
**WISDOM -1**  
**CHARISMA +5**

SPELLS  
Cantrips:  
message  
thunderclap  
vicious mockery  
1st:  
earth tremor  
heroism  
thunderwave  
2nd:  
blindness/deafness  
knock  
magic mouth  
shatter

PLAYER NAME \_\_\_\_\_

HEIGHT 2 FT 11 IN  
WEIGHT 42 LB  
AGE 28

AC 13  
INITIATIVE +3  
MAX HP 31

ATTACKS & SPELLCASTING  
**DAGGER +4, 1D4 + 2 PIERCING** (5 ft, 20/60 ft)  
**BATON +4, 1D4 + 2 BLUDGEONING** (5 ft)  
**UNARMED STRIKE +4, 1D4 + 2 BLUDGEONING** (5 ft)

FEATURES  
**SPELLCASTING** (CHARISMA, DC 13, +5)  
**BARDIC INSPIRATION** (BA, 1D6, 3/LR)  
**MAGICAL INSPIRATION** (DAMAGE/HEALING +1D6)  
**JACK OF ALL TRADES**  
**SONG OF REST** (1D6)  
**BARD COLLEGE: COLLEGE OF VALOR**  
**EXPERTISE** (ATHLETICS, INTIMIDATION)  
**BONUS PROFICIENCIES** (MED ARMOR, SHIELDS, MARTIAL WEAP)  
**COMBAT INSPIRATION**

Granted Bardic Inspiration dice can be added to damage on weapon hit or, as reaction, to AC on incoming attack.

**LUCKY**  
**BRAVE**  
**HALFLING NIMBLENESS**  
**STOUT RESILIENCE**  
**TAVERN BRAWLER**

## EQUIPMENT

Leather armor  
Baton  
Dagger  
Drum  
Backpack:  
Bedroll  
Candles (5)  
Clothes (costume)  
Disguise kit  
Rations (5)  
Waterskin

# THE COMPLICATED ONE

BARD (4)  
ENTERTAINER  
NEUTRAL GOOD

ABILITY SCORES  
**STRENGTH +0** (10)  
**DEXTERITY +3** (16)  
**CONSTITUTION -1** (8)  
**INTELLIGENCE +1** (12)  
**WISDOM +1** (13)  
**CHARISMA +3** (16)

SKILLS  
**ACROBATICS +5** (P)  
**ANIMAL HANDLING +2**  
**ARCANA +5** (E)  
**ATHLETICS +1**  
**DECEPTION +4**  
**HISTORY +2**  
**INSIGHT +2**  
**INTIMIDATION +4**  
**INVESTIGATION +2**  
**MEDICINE +2**  
**NATURE +3** (P)  
**PERCEPTION +2**  
**PERFORMANCE +5** (P)  
**PERSUASION +4**  
**RELIGION +5** (E)  
**SLEIGHT OF HAND +4**  
**STEALTH +4**  
**SURVIVAL +2**

LIGHTFOOT HALFLING  
SPEED 25 FT

SAVING THROWS  
**STRENGTH +0**  
**DEXTERITY +5**  
**CONSTITUTION -1**  
**INTELLIGENCE +1**  
**WISDOM +1**  
**CHARISMA +5**

SPELLS  
Cantrips:  
dancing lights  
guidance  
message  
minor illusion  
produce flame  
1st:  
dissonant whispers  
entangle  
faerie fire  
illusory script  
Tasha's hideous laughter  
2nd:  
crown of madness  
phantasmal force  
pyrotechnics

## OTHER PROFICIENCIES

Armor: Light armor  
Weapons: Crossbow (hand), longsword, rapier, shortsword, simple weapons  
Languages: Common, Halfling  
Musical instruments: Cimbalom, nyckelharpa, sheng  
Tools: Disguise kit

I change my mood or my mind as quickly as I change key.  
Art should reflect the soul; it should reveal who we really are.  
I want to be famous, whatever it takes.  
A scandal prevents me from ever going home again. That kind of trouble seems to follow me around.

PLAYER NAME \_\_\_\_\_

HEIGHT 3 FT 1 IN  
WEIGHT 38 LB  
AGE 25

AC 14  
INITIATIVE +4  
MAX HP 19

ATTACKS & SPELLCASTING  
**DAGGER +5, 1D4 +3 PIERCING** (5 ft, 20/60 ft)  
**SHORTSWORD +5, 1D6 +3 PIERCING** (5 ft)  
**PRODUCE FLAME +3, 1D8 FIRE** (10 min, V/S)

FEATURES  
**SPELLCASTING** (CHARISMA, DC 13, +5)  
**BARDIC INSPIRATION** (BA, 1D6, 3/LR)  
**MAGICAL INSPIRATION** (DAMAGE/HEALING +1D6)  
**JACK OF ALL TRADES**  
**SONG OF REST** (1D6)  
**BARD COLLEGE: COLLEGE OF GLAMOUR**

**EXPERTISE** (ARCANA, RELIGION)  
**MANTLE OF INSPIRATION** (BA + BI)  
Up to 3 creatures within 60 ft that you can see and that can see you gain 5 temp hp and can immediately use reaction to move up to speed w/o provoking OA.  
**ENTHRALLING PERFORMANCE** (1/SR)  
Up to 3 creatures that watch/listen to you perform for 1 min make DC 13 Wis save. On failure, charmed for 1 hr or until they take damage, you attack them, or they see you attack or damage an ally.

**LUCKY**  
**BRAVE**  
**HALFLING NIMBleness**  
**NATURALLY STEALTHY**  
**MAGIC INITIATE** (DRUID)

## EQUIPMENT

Leather armor  
Shortsword  
Dagger  
Cimbalom  
Nyckelharpa  
Sheng  
Backpack:  
Bedroll  
Candles (5)  
Clothes (costume)  
Disguise kit  
Rations (5)  
Waterskin