

THE CUTE ONE

BARD (4)
ENTERTAINER
NEUTRAL GOOD

LIGHTFOOT HALFLING
SPEED 25 FT

PLAYER NAME _____

HEIGHT 3 FT
WEIGHT 40 LB
AGE 23
AC 14
INITIATIVE +4
MAX HP 27

ABILITY SCORES

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

SAVING THROWS

STRENGTH +1
DEXTERITY +5
CONSTITUTION +1
INTELLIGENCE -1
WISDOM +0
CHARISMA +5

ATTACKS & SPELLCASTING

DAGGER +5, 1D4 + 5 PIERCING (5 ft, 20/60 ft)
RAPIER +5, 1D8 + 5 PIERCING (5 ft)

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

SPELLS

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

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

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.*

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

LIGHTFOOT HALFLING
SPEED 25 FT

PLAYER NAME _____

HEIGHT 2 FT 10 IN AC 13
WEIGHT 35 LB INITIATIVE +3
AGE 26 MAX HP 23

ABILITY SCORES

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

SAVING THROWS

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

ATTACKS & SPELLCASTING

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

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

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

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 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

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.*

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

LIGHTFOOT HALFLING
SPEED 25 FT

PLAYER NAME _____

HEIGHT 3 FT 1 IN
WEIGHT 36 LB
AGE 22
AC 12
INITIATIVE +2
MAX HP 27

ABILITY SCORES

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

SAVING THROWS

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

ATTACKS & SPELLCASTING

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

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

SPELLS

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

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 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

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.

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

STOUT HALFLING
SPEED 25 FT

PLAYER NAME _____

HEIGHT 2 FT 11 IN
WEIGHT 42 LB
AGE 28
AC 13
INITIATIVE +3
MAX HP 31

ABILITY SCORES

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

SAVING THROWS

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

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)

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)

SPELLS

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

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

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.*

EQUIPMENT

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

THE COMPLICATED ONE

PLAYER NAME _____

BARD (4)
ENTERTAINER
NEUTRAL GOOD

LIGHTFOOT HALFLING
SPEED 25 FT

HEIGHT 3 FT 1 IN
WEIGHT 38 LB
AGE 25

AC 14
INITIATIVE +4
MAX HP 19

ABILITY SCORES

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

SAVING THROWS

STRENGTH +0
DEXTERITY +5
CONSTITUTION -1
INTELLIGENCE +1
WISDOM +1
CHARISMA +5

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)

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

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

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)

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.*

EQUIPMENT

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