

HUMAN BARD

1st-Level Medium Human Bard

Armor Class 13 (leather armor)

Hit Points 8 (1d6 Hit Die)

Proficiency Bonus +1

Speed 30 ft.

Alignment chaotic good

Languages Common, Elvish, Sylvan, Thieves' Cant

ABILITY SCORES

Strength	9	(-1)
Dexterity	15	(+2)
Constitution	14	(+2)
Intelligence	11	(+0); add proficiency bonus to saves
Wisdom	13	(+1)
Charisma	17	(+3); add proficiency bonus to saves

ATTACKS

Melee Attack (Two-Weapon Fighting): Short sword (+3 to hit; 1d6 + 2 piercing) and short sword (+3 to hit; 1d6 piercing)

Melee or Ranged Attack: Dagger (range 20 ft./60 ft.; +3 to hit; 1d4 + 2 piercing)

Ranged Attack: Hand crossbow (range 30 ft./120 ft.; +3 to hit; 1d6 + 2 piercing)

SKILLS (ADD PROFICIENCY BONUS TO RELATED ABILITY CHECKS)

Acrobatics, Deception, History, Performance, Sleight of Hand, Stealth

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

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.

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. You start out knowing Call to Battle and Inspire Competence.

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.

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.

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.