

## Half-Elf Bard, level 1

<b>Strength</b> <b>+0</b> (10)	<b>Dexterity</b> <b>+3</b> (16) Acrobatics +5 Save +5 Stealth +5	<b>Constitution</b> <b>-1</b> (8)
<b>Intelligence</b> <b>+2</b> (14) History +4 Religion +4	<b>Wisdom</b> <b>+1</b> (12) Insight +3	<b>Charisma</b> <b>+3</b> (16) Deception +5 Persuasion +5 Save +5

Armour Class <b>14</b>	Hit Points <b>7</b>	Hit Dice <b>1d8</b>
Initiative <b>+3</b>	Speed <b>30 ft.</b>	Passive Perception <b>11</b>

### Attacks

Light Crossbow: +5 to hit 1d8+3 piercing damage  
Range: 80/320

Dagger: +5 to hit 1d4+3 piercing damage  
Melee or Range: 20/60

*Vicious Mockery* 1d4 psychic damage  
DC 13 Wisdom; see spells

### Bonus Actions

**Bardic Inspiration:** You can inspire one of your allies within 60 ft. Give them a d6 which they can roll and add to one attack roll, ability check or saving throw after they see their total but before they know whether it succeeds or fails. You may use this ability three times; the ability recharges on a long rest. The inspiration lasts for 10 minutes or until used.

### Features

**Darkvision 60 ft.** You can see in the dark.

**Fey Ancestry.** You have advantage on saves against being charmed, and magic can't put you to sleep.

### Spellcasting

**Spell Attack:** +5 to hit; **Spell Save** DC 13.

**Cantrips:** *light, vicious mockery*

**Spells Known:**

**1<sup>st</sup>** (2/day): *comprehend languages, faerie fire, healing word, thunderwave*

**Ritual Casting**

## Alignment – Chaotic Good

### Background – Acolyte of Lirra

You grew up in Cormyr in the care of a priest of Lirra, the goddess of Joy. You trained as a bard, and became a skilled and in-demand entertainer. Tales of the devastation caused in Phlan by the dragon known as the Maimed Virulence drew you to the area: surely the people of Phlan would need entertainment once the dragon was defeated? However, it may be that your skills as an adventurer are more needed...

### Shelter of the Faithful

You can expect free healing and care at temples devoted to your faith.

### Personality Traits

I see omens in every event and action. The gods try to speak to us, we just need to listen. Nothing can shake my optimistic attitude.

### Ideal

**Change:** We must help bring about the changes the gods are constantly working in the world.

### Bond

Everyone needs joy in their life, and it is my calling to provide it to those who lack it.

### Flaw

Outside? I don't like it. It's better kept behind a window.

### Proficiencies & Languages

**Armour:** Light

**Weapons:** Simple weapon, hand crossbows, longswords, rapiers, shortswords

**Tools:** Lute, flute, harp.

**Languages:** Common, Dwarf, Elf, Giant, Orc

### Equipment

Leather armour  
Light Crossbow  
Quiver with 20 bolts  
Dagger  
Backpack  
Bedroll  
Lute  
5 candles  
5 days of rations

Holy symbol  
Prayer book  
5 sticks of incense  
Vestments  
Set of common clothes  
2 costumes  
Waterskin  
Disguise kit  
Belt pouch with 15 gp

## Playing the Half-Elf Bard

This bard is a poor choice for engaging in melee combat, instead it is designed to stay back and use its shortbow to attack enemies, while providing support to the other characters.

Use your Bardic Inspiration ability to aid characters when they're involved in important tasks or combat. You only get to use it three times each day, so you should give it to characters like fighters or rogues who can use it to best effect.

In general, your bow will be a better attack than *vicious mockery*, but when you're fighting a lone opponent, or one with a high Armour Class, the *vicious mockery* cantrip provides you with a way of protecting your allies while still damaging the enemy.

First-level bards have very few first-level spells. You can cast *comprehend languages* as a ritual that takes 10 minutes and doesn't require a spell slot, so it's rarely worthwhile expending a slot to cast it. *Faerie fire* is a very good spell when you have a lot of allies attacking enemies, especially if some of your allies are rogues that have sneak attack. *Healing word* is a useful back-up to the cleric's healing abilities, and *thunderwave* is there to get you out of trouble if the monsters attack you *en masse* rather than your allies.

## Spell Descriptions

### Comprehend Languages

**Casting Time:** 1 action

**Duration:** 1 hour

You gain the ability to understand the literal meaning of anything you hear or read, although when you read text you must be touching the item on which the words are scribed. You can cast this spell as a ritual that doesn't require a spell slot if you take 10 minutes to cast it.

### Faerie Fire

**Casting Time:** 1 action

**Duration:** Concentration, up to 1 minute

You cause each object and creature in a 20-foot-cube within 60 feet to become outlined in light. Creatures may make a Dexterity saving throw to avoid this effect.

Any attack roll against an outlined creature is made with advantage if the attacker can see it. In addition, outlined creatures aren't invisible!

## Healing Word

**Casting Time:** 1 bonus action

You heal one creature within 60 feet of you (including yourself) for 1d4+3 hit points.

Note that as this only takes a bonus action to cast, you may still attack or cast a cantrip in the same turn.

## Light

**Casting Time:** 1 action

**Duration:** 1 hour

One object you touch glows with bright light in a radius of 20 feet, and dim light for 20 feet beyond that. The spell ends if you dismiss it as an action or cast it again.

If you cast it on an item held by a hostile creature, the creature can avoid the spell if it makes a successful Dexterity saving throw.

## Thunderwave

**Casting Time:** 1 action

**Area of Effect:** 15-foot cube

Each creature in a 15-foot cube extending from you must make a Constitution saving throw. Creatures that fail the save take 2d8 thunder damage and are pushed 10 feet away from you; creatures that make the saving throw take half damage and are not pushed.

The peal of thunder is heard up to 300 feet away. Unattended objects are also pushed 10 feet away by the spell.

## Vicious Mockery

**Casting Time:** 1 action

**Range:** 60 feet.

You insult one creature you can see within range. It must make a Wisdom saving throw. On a failed save, it takes 1d4 psychic damage and has disadvantage on its next attack roll it makes before the end of its next turn.

The creature must be able to hear you, although it doesn't need to understand you, to be affected by this spell.

## Faction – Order of the Gauntlet

The Order of the Gauntlet knows that there is evil in the world, and it must be fought! Made up of warriors and priests from the good-aligned faiths, it stands against the darkness when no-one else can.

### Stuck for a character name?

**Male:** Darvin, Dorn, Gorstag, Grim, Malark, Randal, Stedd. **Female:** Arveen, Esvele, Jhessail, Kerri, Miri, Rowan, Shandri **Surnames:** Amblecrown, Buckman, Dunderdragon, Evenwood, Greycastle, Tallstag.