

Bard

Medium, Humanoid (Any Race), Any Alignment

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ARMOR CLASS**15****HIT POINTS****66 (12d8 + 12)****CHALLENGE****2 | 450 XP****PROFICIENCY****+2****Speed**

Walk 30 ft.

Initiative

+3

Saving Throws

Cha +6, Dex +5

Skills

Deception +6, Persuasion +6, Performance +8

Damage Resistances

Psychic

Senses

Passive Perception 11

Passive Perception

11

Languages

Common plus two languages

STR**10**
+0**DEX****16**
+3**CON****12**
+1**INT****13**
+1**WIS****12**
+1**CHA****18**
+4

Traits

Cutting Verse. Once per turn, when the bard deals Psychic damage, one target damaged by it has Disadvantage on its next attack roll before the end of its next turn.

Well-Traveled. The bard has Advantage on Charisma checks made to gather rumors, calm crowds, or distract guards.

Actions

Rapier. Melee Attack Roll: +5, reach 5 ft. Hit: 7 (1d8 + 3) Piercing damage.

Mocking Note. Ranged Spell Attack: +6, range 60 ft. Hit: 13 (2d8 + 4) Psychic damage.

Bonus Actions

Quick Flourish. One ally within 30 feet that can hear the bard gains 5 temporary Hit Points.

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