

The Skald

4th-Level Medium Hill Dwarf Bard

Armor Class 15 (scale mail + shield)

Hit Points 30 (4d6 Hit Die)

Proficiency Bonus +2

Speed 25 ft.

Languages Common, Dwarvish, Goblin

ABILITY SCORES

Strength 14 (+2)

Dexterity 8 (-1)

Constitution 14 (+2)

Intelligence 12 (+1); add proficiency bonus to saves

Wisdom 10 (+0)

Charisma 16 (+3); add proficiency bonus to saves

ATTACKS

Melee Attack: Battleaxe (+4 to hit; 1d8 + 2 slashing)

Melee or Ranged Attack: Handaxe (range 20 ft./60 ft.; +5 to hit; 1d6 + 2 slashing)

Spell Saving Throw DC: 13

SKILLS (add proficiency bonus to related ability checks)

Athletics, Arcana*, History*, Insight, Nature, Religion, Performance*, Persuasion*, Survival

*You gain +5 on these skills from Expertise

CANTRIPS

Light, read magic

KNOWN SPELLS

Cause fear, comprehend languages, healing word

EQUIPMENT

Battleaxe, two handaxes, scale mail, shield, backpack, fifty feet of hemp rope, healer's kit, mess kit, tinderbox, three torches, five days of rations, waterskin, hand harp, mummified goblin hand

Racial Features

Darkvision. You can see in darkness within 60 feet of you as if it were dim light. When you do so, your vision is in black and white.

Dwarven Resilience. You have advantage on saving throws against poison, and you have resistance against poison damage.

Stonecunning. You have advantage on Intelligence (History) checks related to the origin of particular stonework. Additionally, when exploring underground environments you cannot get lost.

Dwarven Toughness. Your hit point maximum

increases by 1/level (already calculated).

Additionally, whenever you roll hit dice during a rest, you regain 1 extra hit point for each hit die you lost.

Class Features

War College Training. You can use the Help action (grant an ally advantage on their next attack) as part of your Attack action, aiding an attack against your target.

Bardic Performance. As an action, you may begin a magical performance to inspire your allies. The performance lasts up to 10 minutes, but only as long as you can speak or play an instrument. Once you have given a performance, you cannot do so again until you have rested for 10 minutes. You know the following performances:

Call to Battle. You inspire your allies to fight with greater zeal within 25 feet of you. Affected creatures add 1d4 to their damage rolls for melee and ranged attacks.

Inspire Competence. You fill your allies with confidence while they are within 25 feet of you. Choose one of the six abilities; affected creatures gain a +2 bonus to any check they make with the chosen ability.

Expertise. You gain a +5 bonus to ability checks involving the Arcana, History, Performance, or Persuasion skills. This bonus is in addition to your regular proficiency bonus in these skills.

Bardic Knowledge. You learn a little bit about everything. When you make an Intelligence check, treat a d20 roll of 9 or lower as a 10 if the check involves Arcana, History, Nature, or Religion.

Feat: Loremaster

You gain +1 to Intelligence (already factored in). You gain proficiency in the Arcana, History, and Religion skills (already listed).

Spellcasting

As a gatherer of esoteric knowledge, you dabble in different types of magic.

Cantrips. You know the *light* and *read magic* cantrips and you can cast them at will.

Spells per Day. You have three first-level spell slots. You must complete a long rest to regain any spell slots that you use.

Spells Known. You know the *cause fear*, *comprehend languages*, and *healing word* spells.

Casting a Spell. When you cast one of the spells you know, you expend a spell slot of the spell's level or higher.

Saving Throws. The DC to resist one of your spells is 12.

Ritual Casting. You can cast the *comprehend languages* spell as a ritual. To do so, you add 10 minutes to that spell's casting time. Casting a spell as a ritual does not expend a spell slot.

Background: Minstrel

You are proficient in the History, Performance, and Persuasion skills (already listed).

Noted Performer: You can always find a place to perform, usually at an inn or tavern. At such a place, you receive free lodging and food so long as you perform each night. In addition, your performance makes you something of a local figure. When strangers recognize you, they typically take a liking to you.

Spells

You have the following spells available.

Cause Fear

1st level illusion

Casting Time: 1 action

Range: 10 feet

Duration: 1 minute

You create a phantasmal image of sheer terror in the minds of your enemies. Each creature of your choice within range must succeed on a DC 13 Wisdom saving throw or be frightened for the duration of the spell. This spell has no effect on undead or constructs.

On its turn, a creature affected by this spell can use its action to make a DC 13 Wisdom check. If the creature succeeds, it is no longer affected by the spell.

Comprehend Languages

1st level divination (ritual)

Casting Time: 1 action

Range: Self

Duration: 1 hour

For the duration, you understand the literal

meaning of spoken language that you hear and written language that you see, provided you are touching the surface upon which the words are written. It takes about 1 minute to read one page of text.

The spell does not reveal secret messages concealed within a text, and does not allow you to read magical writing or inscriptions.

Healing Word

1st level evocation

Casting Time: Swift

Range: 50 feet

Duration: Instantaneous

As you call out a brief prayer, a creature of your choice within range regains 1d8 + 2 hit points.

This spell has no effect on undead or constructs.

Swift Spells: When you cast a spell with a casting time of "swift," you can cast that spell as part of another action. That action cannot be casting a spell or activating a magic item.

Light

Evocation cantrip

Casting Time: 1 action

Range: Touch

Duration: 1 hour

You touch an object. Until the spell ends, the object emits bright light in a 20-foot radius and dim light for an additional 20 feet. The spell ends early if you dismiss it (no action) or cast it again. The light can be colored and can be covered by an opaque object.

Read Magic

Divination cantrip

Casting Time: 1 action

Range: 10 feet

Duration: 10 minutes

Choose an object within range. For the duration, you can decipher magical writing on that object that would otherwise be unintelligible, including a spell on a scroll, mystical runes on a magic item, or a magic glyph. Deciphering this writing neither activates its magic nor identifies any magical properties it might possess.

Once a particular magical inscription is deciphered by this spell, the inscription continues to be intelligible to you after the spell's duration.