

## JOSH

### Half-Orc Bard (Minstrel) 3

Strength	16	+3	
Dexterity	12	+1	
Constitution	14	+2	
Intelligence	10	+0	(+2 save)
Wisdom	8	-1	
Charisma	16	+3	(+5 save)

**Hit Points** 20 (3d6 Hit Dice)

**Armour Class** 16 (Scale Mail)

### Weapons

Great sword: +5 to hit, 2d6+3 slashing damage

Longsword: +5 to hit, 1d8+3 slashing damage

Heavy Crossbow: +3 to hit, 1d10+1 piercing, 100'/400'

### Proficiencies

**Proficiency Bonus:** +2

**Armour:** Light and Medium

**Weapons:** Simple weapons, martial weapons, hand crossbows, light crossbows, long swords, rapiers, short swords

**Tools:** 4 musical instruments, disguise kit

**Skills:** History +2, Performance +10, Persuasion +10, Intimidate +10, Survival +6, Animal Handling +1

**Languages:** Common, Elf, Orc

### Special Abilities

**Bardic Knowledge:** 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

**Bardic Performance:** As an action, you may start one of these songs. Maintaining the song takes concentration. You can switch to a different song by taking another action.

- **Call to Battle:** You and all allies within 25' deal +1d4 damage for melee and ranged attacks.
- **Inspire Competence:** Choose an ability score. Friendly creatures within 25' gain your proficiency bonus to checks made with that ability.

**Spellcasting:** You know 2 cantrips.

You can cast 3 first level spells/day. DC 11.

### Bard College: Valor

**Expertise:** Performance, Persuasion, Intimidate and Survival (+5 to checks, included above).

**Noted Performer:** You can always find a place to perform, receiving free lodging and food.

## DURING A COMBAT ROUND:

You may move up to your speed and take one action. You may split your move so you move before and after your action.

### COMBAT ACTIONS:

**Attack** – swing a sword, use a crossbow. Your bardic training also allows you to use the Help action when you attack on your turn.

### Bardic Song initiation

#### Cast a Spell

**Charge** – move up to half your speed to melee attack a target at least 10 feet away.

**Coup de Grace** – attack an unconscious foe within 5'; if you hit, an automatic critical.

**Disengage** – Move up to half your speed; if you leave a hostile creature's reach during this movement, you don't provoke an opportunity attack from that creature.

**Dodge** – Until your next turn, you gain advantage on Dex saves, and your opponents have disadvantage to attack you.

**Grapple** – attempt to grab an opponent to then Move or Restrain them. Your Strength vs their Strength or Dexterity.

**Help** – The next attack or check an ally makes has advantage.

#### Hide

**Hinder** – A creature within 5' of you has disadvantage on its next check or attack.

**Hustle** – move up to your speed.

**Knock Down** – Strength vs Strength or Dexterity

**Ready an Action** – name an action and the trigger for it.

#### Search

#### Use an Item

### EQUIPMENT:

Great sword	Waterskin	Tinderbox
Longsword	50' rope	10 torches
Heavy Crossbow	Fine Clothes	10 days of rations
Lute	Ink	60 gp
Backpack	5 sheets of paper	20 bolts
Healer's Kit	Traveller's Clothes	3 heads
Mess Kit		