

Bard

You are a bard, a charismatic wanderer; part artist, diplomat and warrior, as skilled with blades as you are with ballads. You might be a fearsome skald, a celebrated performer or a master of whispers. In your travels you draw knowledge from all corners, forging alliances and extracting secrets from those who should know better.

A bard's influence fortifies the company, strengthening bonds and the common will to prevail. With the right words and deeds, the bard elevates the party beyond the sum of its parts.

Key Attribute: Charisma.

Hit Points: 1d4+4 (plus Con bonus if any) per level up to 9th level, then 2 hp/level.

Armour and Shields: Light, Medium armour and shields.

Weapons: Any.

Skills: Choose any 7: Animal Lore, Apothecary, Arcane Lore, Athletics, Deception, Detection, Divine Lore, Gather Info, General Lore, Insight, Leadership, Persuasion, Sailing, Sleight of Hand, Stealth, Traps & Locks, Wilderness Lore.



Inspire Greatness (1st level)

Your unifying presence inspires the party to moments of greatness. You begin an adventure with one use of this ability per level. You may regain expended uses by taking short or long rests (p.81).

When you use this ability (no action cost), provided an ally is within 120 ft and can see or hear you, you may grant your ally a bonus equal to your Cha modifier on one roll. You may choose to use this ability after seeing the result of the roll. You may use this ability on your own rolls provided you can see or hear an ally within 120 ft.

Silver Tongued (1st level)

Bards have the gift of the gab and are skilled in the art of soliciting rumours, gossip and other information. You have advantage when taking actions related to the Persuasion or Deception skill (choose one) and Gather Information, and when conducting performances to entertain or inspire.

BARD ATTACK BONUS						
Level	1	2	3	4	5	6
Bonus	0	1	2	2	3	4
Level	7	8	9	10	11	12
Bonus	5	5	6	7	8	8

Bardic Knowledge (2nd level)

By 2nd level, your studies have earned you an ear for languages and a wide knowledge of different cultures. You may make a Cha check to understand or communicate in a language you don't formally know (speaking in short sentences and comprehending the gist of what is said or written). Additionally, you have advantage when recalling lore relating to history, culture (including myths and legends) and etiquette.

Unique Feature (3rd, 6th, 9th & 12th level)

See pages 15, 43.

New Skill (4th & 8th level)

At 4th and 8th level, you gain one new skill.

Rare Fighting Techniques (5th level)

At 5th level, you employ a mix of rare and unconventional fighting techniques, acquired through study or travel. Your weapon attacks cause critical hits on a natural 1d20 roll of 19-20.

Additionally, provided an ally is within 120 ft and can see or hear you, they may reroll any fumbled attack rolls (no *Reroll* die cost). You may use this ability to reroll your own fumbled weapon attacks, provided you can see or hear an ally within 120 ft.

Rallying Shout (7th level)

At 7th level, once per round, you may spend a *Reroll* die to permit an ally within 120 ft who can see or hear you to reroll a failed weapon attack. You may use this ability to reroll your own failed weapon attack, provided you can see or hear an ally within 120 ft.

Network of Informants (10th level)

At 10th level, you establish a network of contacts with yourself at the centre. Your network spans multiple cities and covers a broad spectrum of society. The members tend to be an eclectic bunch with skills and talents in most fields. As principal, you set the network's overall objectives and direct its activities (as much as that is possible).

