# Tommy Marone: Minstrel

Male Human, any alignment

Armor Class: 13 (Padded) Hit Points: 49 (9d8 +9) Speed: 30ft (9m / 6 sqr)

Proficiency: +4

STR	DEX	CON	INT	WIS	СНА
8 (-1)	14 (+2)	13 (+1)	11 (+0)	11 (+0)	16 (+3)

**Skills:** Deception +7 Performance +7

**Challenge:** 5 (1800 XP)

#### **Actions**

Scimitar. Melee Weapon Attack +6 to hit, reach 5 ft, one target. Hit: 5 (1d6 +2) slashing damage.

Properties: Finesse, Light,

### Spells

**Spellcasting.** the Minstrel is an 9th-level bard. Its spellcasting ability is Charisma (spell save DC 15, to hit with spell attacks +7)

Cantrips (at will): Mending, Mage Hand, Vicious Mockery, Prestidigitation,

1st level (4 slots): Healing Word, Charm Person, Identify,

2nd level (3 slots): Locate Animals or Plants, Suggestion, Enhance Ability, See Invisibility,

3rd level (3 slots): Speak with Dead, Glyph of Warding, Speak with Plants,

4th level (3 slots): Confusion, Freedom of Movement,

5th level (1 slots): Mislead, Raise Dead,

## **Special Abilities**

**Fame and Glamour:** The minstrel is a bon vivant who tries to live the most of his life each day and has a renown for his increadible ability with music, dance and charm. Simply by playing a show or chatting with right persons he can make others pay his modest life expenses. With a CR 3 this benefit goes to Comfortable, CR 10 Wealthy and CR 15 Aristocrat life style.

Contacts, Enemies and Allies: He knows a lot of people on his region and made a lot of good and bad choices during his life. He has a incredible high chance to have met or to be known by anyone. The GM can roll a d10 to see if another NPC know the Minstrel, on 1 the Minstrel is hated by the NPC, on 2-3 the NPC is unfrendly, on 4-7 the NPC don't know him, on 8 he has a minor connection, a friend in common, member of family, etc; on 9 the minstrel already worked for the NPC and on a 10 he is an old friend or someone who owns the minstrel a

favor.

**Tool Proficiency:** The minstrel is proficient with 2 Musical instruments of his choice and 2 kinds of Gaming Sets.

## **Racial Features**

Ability Modifiers: +1 to all

**Languages**: speaks Common and one extra.

Character created at rpgtinker.com

2 of 2