

Kursh Lowtone, Half-orc Bard

BACKGROUND (GUILD ARTISAN - Feature: Guild Membership)

Kursh, a bastard child, was evicted from his home at 12 when his mother married a (very) minor nobleman. On the streets, he found employment at a guild cargo dock and eventually joined the guild as an apprentice woodcarver. At 15, a bard commissioned him specifically to do a detail on the front of a lute. The bard was so impressed with the work that he arranged a deal between the local college and the guild for instrument detailing and repair. The bard took Kursh under his wing and taught him how to play the lute and utilize his powerful baritone voice in song and speech.

Now Kursh travels under his guild's banner, using his entertainment (and intimidation if necessary) skills to secure contracts for the guild and wealth for himself. He is not one to start a fight, but he will happily end it with sword and spell. Though skilled in persuasion and deception, he does not use his skills to take advantage of good people. He sees no immorality in fleecing the corrupt or evil.

Personality Traits: I believe that anything worth doing is worth doing right. I can't help it -- I'm a perfectionist. I always want to know how things work what makes people tick.

Ideal: Everyone should be free to pursue his or her own livelihood.

Bond: I owe my guild a great debt for forging me into the person I am today.

Flaw: I'm never satisfied with what I have -- I always want more.

1st level Half-orc Bard

Medium Male Humanoid

Proficiency Bonus +2

Armor Class 12 (studded leather)

Saves Dexterity, Charisma

Hit Points 10 (1d8+2)

Speed 30 ft.

Sense Darkvision 60'

Str 16 (+3) **Dex** 10 (+0) **Con** 14 (+2)

Int 8 (-1) **Wis** 12 (+1) **Cha** 15 (+2)

Alignment chaotic neutral

Languages common, orc, elven

TRAITS

Relentless Endurance

Savage Attacks

Spellcasting

Bardic Inspiration

SKILLS

Animal Handling (+3), Deception (+4), Insight (+3), Intimidation (+4), Performance (+4), Persuasion (+4)

PROFICIENCIES

Artisan's Tools (Woodcarver's Tools)

Musical Instrument (Drum)

Musical Instrument (Lute)

Musical Instrument (Lyre)

ACTIONS

Melee Attacks— Longsword: +5 to hit (reach 5 ft; one creature).

Hit: 1d8+3 slashing damage

Ranged Attack— Shortbow: +2 to hit (range 20/60 ft; one creature).

Hit: 1d6 piercing damage

Spell Attack— Vicious Mockery: wisdom save DC 12 (range 60 ft; one creature)

Failed Save: 1d4 psychic damage, disadvantage on next attack roll by end of next turn

Spell Attack— Dissonant Whispers: wisdom save DC 12 (range 60 ft; one creature)

Failed Save: 3d6 psychic damage, must use reaction to move as far away from caster as possible; *Successful Save:* half psychic damage

Spell Attack— Thunderwave: constitution save DC 12 (origin: self; 15 ft cube; creatures in area)

Failed Save: 2d8 thunder damage, target is pushed 10 feet away; *Successful Save:* half thunder damage

SPELLS

Cantrips: Dancing Lights, Vicious Mockery

Prepared Spells: (1st Level 2/day) Cure Wounds, Dissonant Whispers, Healing Word, Thunderwave

EQUIPMENT

studded leather, longsword, shortbow, quiver with 20 arrows, backpack, bedroll, blanket, chalk, component pouch, drum, entertainer's clothes, mess kit, steel mirror, pouch, rations (10 days), signal whistle, soap, tinderbox, torch (5), waterskin, woodcarver's tools

DESCRIPTION

Kursh is as burly as his half-orc brethren, but keeps fastidiously clean when possible. His skin is a light grey-green, in contrast with his jet black hair and beard. He keeps his hair short and swept back and his beard trimmed neatly. Kursh's eyes are green. Unlike most half-orcs, he has no scars proudly bore and the scars he does have, he keeps covered. He does not look down on the more barbaric of his kind, though they often do him.

Kursh dresses smartly, in solid colors of silk (when not in armor) and uses accessories to catch his patrons' eyes. He is fond of simple rings of precious metals, and has gold emerald earrings in both ears.

4th level Half-orc Bard

Medium Male Humanoid

Proficiency Bonus +2

Armor Class 14 (breastplate)

Saves Dexterity, Charisma

Hit Points 31 (4d8+8)

Speed 30 ft.

Sense Darkvision 60'

Str 16 (+3) **Dex** 10 (+0) **Con** 14 (+2)

Int 8 (-1) **Wis** 12 (+1) **Cha** 17 (+3)

Alignment chaotic neutral

Languages common, orc, elven

TRAITS

Relentless Endurance

Savage Attacks

Spellcasting

Bardic Inspiration (1d6)

Jack of All Trades

Song of Rest (1d6)

Bard College - College of Valor

Combat Inspiration

Expertise (Performance, Persuasion)

SKILLS

Animal Handling (+3), Deception (+5), Insight (+3), Intimidation (+5), Performance (+5), Persuasion (+5)

PROFICIENCIES

Artisan's Tools (Woodcarver's Tools)

Musical Instrument (Drum)

Musical Instrument (Lute)

Musical Instrument (Lyre)

ACTIONS

Melee Attacks— Longsword +1: +6 to hit (reach 5 ft; one creature).

Hit: 1d8+4 slashing damage

Ranged Attack— Shortbow: +2 to hit (range 20/60 ft; one creature).

Hit: 1d6 piercing damage

Spell Attack— Vicious Mockery: wisdom save DC 13 (range 60 ft; one creature)

Failed Save: 1d4 psychic damage, disadvantage on next attack roll by end of next turn

Spell Attack— Dissonant Whispers: wisdom save DC 13 (range 60 ft; one creature)

Failed Save: 3d6 psychic damage, must use reaction to move as far away from caster as possible; *Successful Save:* half psychic damage

Spell Attack— Thunderwave: constitution save DC 13 (origin: self; 15 ft cube; creatures in area)

Failed Save: 2d8 thunder damage, target is pushed 10 feet away; *Successful Save:* half thunder damage

Spell Attack— Shatter: constitution save DC 13 (range 60 ft; 10 ft radius sphere; creatures in area)

Failed Save: 3d8 thunder damage; *Successful Save:* half thunder damage

SPELLS

Cantrips: Dancing Lights, Mending, Vicious Mockery

Prepared Spells: (1st Level 3/day) Charm Person, Cure Wounds, Dissonant Whispers, Healing Word, Thunderwave
(2nd Level 2/day) Lesser Restoration, Shatter

EQUIPMENT

breastplate, longsword +1, shortbow, quiver with 20 arrows, backpack, bedroll, blanket, chalk, component pouch, drum, entertainer's clothes, mess kit, steel mirror, pouch, rations (10 days), signal whistle, soap, tinderbox, torch (5), waterskin, woodcarver's tools

8th level Half-orc Bard

Medium Male Humanoid

Proficiency Bonus +3

Armor Class 14 (breastplate)

Saves Dexterity, Charisma

Hit Points 55 (8d8+8)

Speed 30 ft.

Sense Darkvision 60'

Str 16 (+3) **Dex** 10 (+0) **Con** 14 (+2)

Int 8 (-1) **Wis** 12 (+1) **Cha** 19 (+4)

Alignment chaotic neutral

Languages common, orc, elven

TRAITS

Relentless Endurance

Savage Attacks

Spellcasting

Bardic Inspiration (1d8)
Jack of All Trades
Song of Rest (1d6)
Bard College - College of Valor
 Combat Inspiration
 Extra Attack
Expertise (Performance, Persuasion)
Font of Inspiration
Countercharm

SKILLS

Animal Handling (+4), Deception (+7), Insight (+4), Intimidation (+7), Performance (+7), Persuasion (+7)

PROFICIENCIES

Artisan's Tools (Woodcarver's Tools)
Musical Instrument (Drum)
Musical Instrument (Lute)
Musical Instrument (Lyre)

ACTIONS

Melee Attacks— Longsword +1: +7 to hit (reach 5 ft; one creature).

Hit: 1d8+4 slashing damage

Ranged Attack— Shortbow: +3 to hit (range 20/60 ft; one creature).

Hit: 1d6 piercing damage

Spell Attack— Vicious Mockery: wisdom save DC 15 (range 60 ft; one creature)

Failed Save: 1d4 psychic damage, disadvantage on next attack roll by end of next turn

Spell Attack— Dissonant Whispers: wisdom save DC 15 (range 60 ft; one creature)

Failed Save: 3d6 psychic damage, must use reaction to move as far away from caster as possible; *Successful Save:* half psychic damage

Spell Attack— Thunderwave: constitution save DC 15 (origin: self; 15 ft cube; creatures in area)

Failed Save: 2d8 thunder damage, target is pushed 10 feet away; *Successful Save:* half thunder damage

Spell Attack— Shatter: constitution save DC 15 (range 60 ft; 10 ft radius sphere; creatures in area)

Failed Save: 3d8 thunder damage; *Successful Save:* half thunder damage

SPELLS

Cantrips: Dancing Lights, Mending, Vicious Mockery

Prepared Spells: (1st Level 4/day) Charm Person, Cure Wounds, Dissonant Whispers, Healing Word, Thunderwave

(2nd Level 3/day) Lesser Restoration, Shatter

(3rd Level 3/day) Dispel Magic, Leomund's Tiny Hunt

(4th Level 2/day) Freedom of Movement, Greater Invisibility

EQUIPMENT

breastplate, longsword +1, shortbow, quiver with 20 arrows, backpack, bedroll, blanket, chalk, component pouch, drum, entertainer's clothes, mess kit, steel mirror, pouch, rations (10 days), signal whistle, soap, tinderbox, torch (5), waterskin, woodcarver's tools