

ORLA

Orc-Elf Bard 4

Minstrel

AGE 19 HEIGHT 5 feet 11 inches

WEIGHT 165 pounds SIZE Medium

CULTURE Forgotten Folx

Armor Class 15

Padded leather

STR 10 (+0)

SAVE

+0

DEX 14 (+2)

SAVE

+4

CON 12 (+1)

SAVE

+1

INT 12 (+1)

SAVE

+1

WIS 10 (+0)

SAVE

+0

CHA 16 (+3)

SAVE

+5



PROFICIENCIES & LANGUAGES

Proficiency Bonus +2; **Maneuver DC** 12

Saving Throws Dexterity, Charisma

Skills Acrobatics (*escape artistry* +1d4), Culture +1d4 (*courtly manners* +1d6, *streetwise* +1d6), Nature (*astronomy* +1d4), Performance +1d8, Persuasion (*peacemaking* +1d4)

Passive Perception 10; **Passive Insight** 10

Armor Light armor

Weapons Simple weapons, hand crossbows, longswords, rapiers, shortswords

Tools Accordion, lute, playing cards, sewing kit

Senses Darkvision 60 ft.

Languages Common, Gnomish, Orcish

ARCHETYPE: MINSTREL

Minstrels are musicians who travel the land to ply their theatrical trades.



Hit Points

25

Hit Dice

4 (1d8+1)

Speed

30 ft.

STARTING EQUIPMENT

Accordion, backpack, bedroll, fairy caps (3 uses; consuming grants an expertise die on Charisma saving throws for 1 hour), hempen rope (50 feet), mess tin, padded leather, performance costume, quiver with 20 arrows, rapier, sewing kit, shortbow, sycamore petal poultice (2 uses; consuming grants expertise die on Wisdom saving throws for 1 hour), tent (2 person), tinderbox, torches (10), waterskin, 19 gold, rations (10 Supply)

BACKGROUND: ENTERTAINER

Connection Delphira, an elven noblewoman who was swept off of her feet by Orla during her stay with the community of Forgotten Folx and still writes (occasionally).

Memento The beginnings of a musical epic which Orla has set out to find the inspiration to complete.

Pay the Piper. In any settlement which they are not unpopular, Orla can earn enough money through performing to support themselves and their companions. The bigger the settlement, the higher standard of living they can support, up to a moderate lifestyle in a city.

DESTINY: COMING OF AGE

Orla is still finding their footing but is dreaming big all the same: of adventure, the open road, a chance to prove one's worth, and having a life worth living. They fulfill their destiny of Coming of Gae and gain their fulfillment feature when they complete the hero's journey.

Source of Inspiration

Yes to Adventure. Orla gains inspiration whenever they reach a personal milestone such as traveling somewhere new, accepting a major quest, or achieving significant personal growth.

Inspiration Feature

Ready to Learn. As a bonus action, Orla can spend inspiration to gain proficiency with one armor, skill, weapon, or tool for the next hour.

Fulfillment Feature

Returned. With the journey complete, Orla finally know who they are—or rather who they became along the way. When they gain this feature, they immediately choose the fulfillment feature from another destiny. They gain the chosen fulfillment feature, which replaces this one.

CURRENT HIT POINTS

Hit Dice	Maximum Hit Points
Total _____	

INITIATIVE

Ability or Skill Check

RESISTANCES & IMMUNITIES

Resistant to radiant,
Immune to magical sleep,
Expertise die vs. charm

TREASURE

TEMPORARY HIT POINTS

SUPPLY

Max Carried **8**

DEATH SAVES

Successes
Failures

Fatigue

Strife

C.P.

S.P.

E.P.

G.P.

P.P.

COMBAT

ATTACKS

Attack	Action	To Hit	Range	Target	Damage
Rapier	A	+4	reach 5 ft	one target	1d8+3 piercing
Shortbow	A	+4	range 80/320 ft	one target	1d6+3 piercing

RAPIER
Defensive. This weapon is designed to be used with light shield. When Orla makes an attack with this weapon and is using a shield designed for it, they can use a bonus action to either make an attack with their shield or increase their Armor Class by 1 until the start of their next turn.

Finesse. Orla may choose to use your Dexterity modifier for attack and damage rolls made with this weapon.

SHORTBOW
Two-handed. Orla must use two hands to wield this weapon.

SPELLCASTING

CASTER LEVEL **4**
SPELLCASTING ABILITY **Charisma**
SPELL SAVE DC **14**
SPELL ATTACKS **+6**

Art Specialty: Wind Instruments (3/Long Rest). Orla can use their accordion as a spell focus. When they do so, they can make a Deception or Performance check. Any observers with a passive Insight equal to or less than the result of the check do not see or hear them cast the spell.

Ancestral Blessing. Orla knows *resistance* from their orc Ancestral Blessing trait and can cast *shield* once between long rests without using spell slots.

CANTRIPS

- B **Circular Breathing (S, M).** For 5 minutes Orla can breathe underwater and they can utilize bardic performances that would normally require breathable air. In addition, they have advantage on saving throws against gasses and environments with adverse breathing conditions.
 - B **Prestidigitation (V, S).** Orla wields arcane energies to produce minor effects within a range of 30 feet. Choose one of the following:
 - create a single burst of magic that manifests to one of the senses (for example a burst of sound, sparks, or an odd color)
 - clean or soil an object of 1 cubic foot or less.
 - light or snuff a flame.
 - chill, warm, or flavor nonliving material of 1 cubic foot or less for 1 hour.
 - color or mark an object or surface for 1 hour.
 - create an ordinary trinket or illusionary image that fits in your hand and lasts for 1 round.
- Orla may cast this spell multiple times, though only three effects may be active at a time. Dismissing each effect requires an action.
- A **Resistance (V, S, Concentration).** Orla touches one willing creature, granting it one expertise die it can use on a saving throw of its choice made within the next minute.
 - A **True Strike (S, Concentration).** Orla studies a creature or object within 30 feet to gain advantage on the first attack they make against that target before the end of their next turn.

1ST-LEVEL (4 SLOTS) □ □ □ □

- R **Arcane Riposte (V, S).** When Orla is the target of a melee attack, they can respond by making a melee spell attack against the attacker. On a hit, the creature takes 3d6 acid, cold, fire, lightning, poison, or thunder damage.
- A **Charm Person.** You only require line of sight to the target (not line of effect) and it has advantage on its saving throw to resist the spell if you or your companions are fighting it. Until the spell ends, the target is charmed by you and friendly towards you. The spell ends if you or your companions do anything harmful towards the target. The target knows it was charmed by you when the spell ends.
- B **Dramatic Sting (V, S, M, Concentration).** Orla attempts to frighten a creature within 30 feet by echoing its movement with ominous sound effects for up to 1 minute. If the target fails a DC 13 Wisdom saving throw, it takes 1d4 psychic damage and is frightened by Orla. The target can repeat the saving throw at the end of each of its turns, ending the effects on a success and taking 1d4 psychic damage on a failure.
- B **Healing Word (V).** One creature that is neither a construct nor undead regains 1d4 + 3 hit points.
- R **Shield (V, S).** When Orla is hit by an attack or targeted by magic missile, they gain a +5 bonus to AC (including against the triggering attack) and immunity to magic missile. These benefits last until the start of their next turn.
 Orla does not use spell slots to cast this spell, but can only do so once between long rests.
- A **Thunderwave (S).** Thunder rolls from Orla in a 15-foot cube. Each creature in the area makes a DC 13 Constitution saving throw. On a failure, a creature takes 2d8 thunder damage and is pushed 10 feet from Orla. On a success, a creature takes half damage and is not pushed.

2ND-LEVEL (3 SLOTS) □ □ □

- A **Invisibility (V, S, M).** Orla wreathes a creature they can touch in an illusory veil for up to one hour, making it invisible. Anything the target is carrying or wearing is also invisible as long as it remains in the target's possession. The spell's effects end for a target that attacks or casts a spell.
- A **Suggestion (V, M).** Orla suggests an activity to one creature within 30 feet, phrased in a sentence or two. The target is magically influenced to follow that course of activity for up to 8 hours. The suggestion must be worded to sound reasonable. Asking the target to perform an action that is obviously harmful to it ends the spell.
 Orla may specify trigger conditions that cause the target to perform a specific activity while the spell lasts. Any damage done to the target by Orla or an ally ends the spell for that creature.

BARDIC INSPIRATION

3/Long Rest

B Orla chooses one creature other than themself that can hear or see them within 60 feet. That creature gains a d6 Bardic Inspiration die. Once within the next 10 minutes, it can roll this die and add the number rolled to one ability check, attack roll, or saving throw result.

Better Bardic Inspiration. When Orla has granted a creature Bardic Inspiration, if the creature would make a saving throw at the end of its turn to end an effect on it, it can use the Bardic Inspiration to attempt a saving throw at the start of its turn instead.

In addition, Orla can use Bardic Inspiration on themself, but only to make Performance checks.

Battle Hymns. Orla can expend a use of their Bardic Inspiration to activate this feature at the start of their turn. It continues until they choose to end it, or if activated during a combat whenever the combat ends. Orla's battle hymns no longer require concentration.

Overbearing Rhythm. For the duration, at the start of each of their turns Orla can choose one creature within 30 feet to protect with a distracting song. The first attack each round that targets Orla or the chosen creature is made with disadvantage.

Song of Clarity. At the start of each of their turns, Orla can choose one creature. At the start of its turn, the chosen creature can expend and roll one of its Hit Dice to regain hit points.

R Battle Hymn Focus. At the end of another creature's turn, Orla can use their reaction to activate a battle hymn. This battle hymn replaces any currently activated battle hymns. Replacing an activated battle hymn does not require expending a use of Bardic Inspiration if it has no target yet.

EXPLORATION

Eyes Everywhere. As long as an ally is within 60 feet of them, Orla knows the ally's general location even if they cannot see or otherwise sense their ally. This effect is blocked by 1 foot of lead or iron, or spells such as nondetection.

Jack-Of-All-Trades. Whenever Orla makes an ability check with a skill or tool they are not proficient with, they add half their proficiency bonus (rounded down).

Trance. Orla doesn't need sleep, and instead meditates deeply for 4 hours during a long rest, filling the rest with light activity and suffering no penalty to their passive perception.

SOCIAL

Bardic Legend. When Orla enters a settlement and spends a day playing or recounting their Bardic Legend, the reputation of them and their allies starts to grow. In addition to receiving local quests suited to the exploits detailed in their bardic legend, when Orla rests in a settlement that knows their bardic legend they and their allies regain all spent Hit Dice over the course of a long rest.

In addition, Orla gains an expertise die on Prestige checks made in the settlement.

Profitable. Whenever Orla makes a Performance check to earn coins they gain twice as much as normal.

Varied Expertise. Orla gains an expertise die on checks made using Performance.

OTHER FEATURES

Fey Ancestry. Orla gains one expertise die on saving throws against being charmed, and can't be put to sleep by magic.

Fortunate (3 Fate Points/Long Rest). Before determining the result of an attack roll, an ability check, or a saving throw, Orla rolls a second d20 and selects which die to use. If they have disadvantage, Orla may instead spend a fate point to choose one of the d20 rolls and reroll it.

Alternatively, before determining the result of an attack made against Orla, roll a second d20 and select which die to use.

Multiple creatures with the Fortunate feat may invoke luck. If this occurs, the result is resolved as normal.

It Takes A Village. Orla uses the Help action to aid a creature within 15 feet. Once between long rests they can choose to grant an expertise die on the roll as well as advantage.

NOTES
