

ORLA EASYFOOT

ORC/ELF BARD, LEVEL 1

HERITAGE Orc/Elf **CULTURE** Forgotten Folx **BACKGROUND** Entertainer **DESTINY** Coming of Age

Armor Class 15 (padded leather)

Hit Points 9

Hit Dice 1 (1d8+1)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	12 (+1)	10 (+0)	16 (+3)

Proficiency Bonus +2; Maneuver DC 12

Saving Throws Dex +4, Cha +5

Skills Acrobatics (*escape artistry* +1d4), Culture, Nature (*astronomy* +1d4), Performance, Persuasion (*peacemaking* +1d4)

Tools accordion, lute, playing cards, sewing kit

Damage Resistances radiant

Senses darkvision 60 ft., passive Perception 10

Languages Common, Gnomish, Orcish

Art Specialty (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.

Battle Hymn: Overbearing Rhythm. 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 lose concentration (as if it were a spell), or if activated during a combat whenever the combat ends. 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.

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*.

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

Spellcasting. Orla is a 1st level spellcaster that uses Charisma as their spellcasting ability (spell save DC 13; +5 to hit with spell attacks). They know *resistance* from their orc Ancestral Blessing trait and the following spells from the bard's spell list:



Cantrips: *prestidigitation, resistance, true strike*

1st-level (2 slots): *arcane riposte, charm person, dramatic sting, thunderwave, shield (1/day)*

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.

BONUS ACTIONS

Bardic Inspiration (3/Long Rest). Orla chooses one creature other than themselves 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.

Charm Person (1st-Level; V, S). Orla attempts to charm one humanoid within 30 feet which they can see. If the target fails a DC 13 Wisdom saving throw, it is charmed by and friendly towards Orla for 1 hour. The target has advantage on the saving throw if fighting Orla and their companions, and knows it was charmed by Orla when the spell ends.

Dramatic Sting (1st-Level; 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.

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.

ACTIONS

Rapier. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1d8+3 piercing damage.

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 1d6+3 piercing damage.

Resistance (Cantrip; 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.

Thunderwave (1st-Level; 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.

True Strike (Cantrip; 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.

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.

SUPPLY

Rations (10 Supply)

AGE 19 HEIGHT 5 feet 11 inches WEIGHT 165 pounds SIZE Medium

OVERVIEW

Raised in a community of forgotten folk with a penchant for taking in adventurers, this youngling has longed for the day they would embark on an adventure of their own. Now that the day has come, they've set out to make a name for themselves and to make the adventurers who raised them proud.

HISTORY

Shortly after Orla's conception their parents stumbled across a town of forgotten folk who had been taking in adventurers for centuries. To the mixed-race couple who had spent nearly the last decade of their life on the road, the diverse and compassionate community offered the perfect place for them to settle down and focus on their family. It was no surprise to them when Orla began weaving stories and songs with magic, having been fascinated by the stories of numerous adventurers since birth, and it was this same skill that caught the attention of a young noblewoman named Delphira. After a whirlwind romance the woman returned to her home, leaving behind only a letter about the pain of goodbyes and a young bard reeling from their first heartbreak. Shortly after, Orla's parents surprised them with adventuring gear and their blessing to embark on adventures of their own, and the rest is history—a history that is recorded in Orla's performances.

DESTINY: COMING OF AGE

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

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.

PERSONALITY

While excited about all the possibilities adventuring holds, Orla is also consumed by a fear of not measuring up. They often interpret the tales of other bards as entirely true, and aspire to have such exciting tales to tell not realizing the amount of embellishments and exaggerations they might hold. This insecurity does nothing to stop them from utilizing their skills however, as performing also provides a way for Orla to process these feelings—it's not uncommon to hear them making sound effects to accompany particularly stressful or exciting situations.

GOALS

Orla's only real goal is to grow as an adventurer and return home with stories that will make their friends and family proud of them. They have little idea how to really achieve this though other than mimicking the actions of other adventurers around them. A part of them longs to see Delphira again, but the very recent pain of their parting keeps them from seeking her out.

BACKGROUND: ENTERTAINER

Connection Delphira, an elven noblewoman who was swept off of her feet by Orla during her stay with the community of Forgotten Folk 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.