

Bard - Spy

Ability Requirement: Dexterity 12, Intelligence 13, Charisma 15

Armor: Leather, studded leather, padded, or Elven chain. Non-metal armor accessories.

Weapons: Any ranged and single handed melee weapons.

THACO: As Rogue.

Saving Throws: As Rogue.

Weapon Proficiencies: 2 + 1 every 4 levels.

Nonweapon Proficiencies: 3 + 2 every 4 levels. [Favored: Bard]

- Bonus: Performance (Cha 0) Choose 2 instruments to be proficient in.

Bloodied: At 30% of max hit points (30 max) you take Disadvantage to all d20 rolls.

Casting Check: Charisma based.

Lvl	C	K	1	2	3	4	5	6
1	3	-	-	-	-	-	-	-
2	3	5	4	-	-	-	-	-
3	3	6	4	-	-	-	-	-
4	4	7	4	2	-	-	-	-
5	4	8	4	2	-	-	-	-
6	4	9	4	2	-	-	-	-
7	5	10	4	2	2	-	-	-
8	5	11	4	3	2	-	-	-
9	5	12	4	3	2	-	-	-
10	6	13	4	3	2	2	-	-
11	6	14	4	3	3	2	-	-
12	6	15	4	3	3	2	-	-
13	7	16	4	3	3	2	2	-
14	7	17	4	3	3	3	2	-
15	7	18	4	3	3	3	2	-
16	7	19	4	3	3	3	2	2
17	7	20	4	4	3	3	3	2
18	7	21	4	4	4	3	3	2
19	7	22	4	4	4	4	3	2
20	7	23	4	4	4	4	4	3

C: Cantrips known

K: Total spells known

Spells: You have learned to untangle and reshape the fabric of reality in harmony with your wishes and music. Your spells are part of your vast repertoire, magic that you can tune to different situations. The Spells Known column of the Spy table shows when you learn more Wizard spells of your choice. Each of these spells must be of a level for which you have spell slots, as shown on the table. Additionally, when you gain a level in this class, you can choose one of the Wizard spells you know and replace it with another spell from the Wizard spell list, which also must be of a level for which you have spell slots. Charisma is your spellcasting ability for your Spy spells. Your magic comes from the heart and soul you pour into the performance of your music or oration.

Bardic Inspiration: You can inspire others through stirring words, music, a limerick, or a rhyming couplet. To do so, you use a [Minor Action](#) on your turn to choose one creature other than yourself within 60' of you who can hear you. That creature gains Bardic Inspiration. Once within the next 10 minutes, the creature can roll a d6 to add to any ability check, attack roll, or saving throw. They may instead increase the number rolled by 1 if

it would make the roll a Critical Hit. The Inspiration Die increases to a d8 at 4th level (+2 for Crit), d10 at 8th level (+3 for Crit), and a d12 at 12th level (+4 for Crit). The creature can wait until after it rolls the d20 before deciding to use Bardic Inspiration, but must decide before the DM says whether the roll succeeds or fails. Once Bardic Inspiration is used, it is lost. A creature can have only one Bardic Inspiration at a time. You can use this feature 3/Day, but you may also use a spell slot of 1st level to give one out. You can use Hit Dice during a Short Rest to regain up to 3 Bardic Inspirations per day. They automatically Reset after a Long Rest.

Spy Abilities: Spies use these four abilities: Pick Pockets 10%, Detect Noise 20%, Read Languages 5%, Reading Lips 30%. After the base numbers have been modified for Race, Dexterity, and Armor worn, you may add 20 percentage points to the scores. Then each level thereafter, you add 15 percentage points to your scores as you see fit.

Cover Identity: A typical Spy wishes to keep their true identity secret, so they pretend to be a simple bard, mage, or the like. In addition to allaying your companions' suspicions, maintaining a cover identity also leads opponents to underestimate you until it is too late. At 1st level, you establish one specific cover identity (such as Murek the tailor from Sumberton). While operating in that identity, you gain a +1 circumstance bonus on **Deception**, **Insight**, and **Investigation** checks. At 4th level, you can maintain a second cover identity and have a +2 bonus on the above proficiency checks. Then at 7th level, you can maintain a third cover identity and gain a +3 bonus on the above proficiency checks. Should you wish to "retire" a cover identity and develop a new one, you must spend one week rigorously practicing subtle vocal intonations and body language before you earn the bonuses. Cover identities do not in themselves provide you with additional skills, proficiencies, or class features that others might expect of the professions pretended, so you must be careful to choose identities that can withstand regular scrutiny.

2nd – Song of Charm: Any neutral to friendly crowd that can hear your performance become more receptive to your ideas. They have Disadvantage on **Insight** checks towards you for the next hour. You can regain one use of this power using a Hit Die during a Short Rest.

3rd – Decoy: As an **Minor Action**, you create a perfect illusion of yourself in your space as you become invisible. You may direct the decoy to move (or not move) as if it were you. The decoy and your invisibility last until the start of your next turn. Once used, you can't use this feature again until you finish a Long Rest or use a Hit Die during a Short Rest.

4th – Battle Magic: When you cast a spell, you can make one weapon attack as a **Minor Action**.

7th – Deep Cover: You can quiet your mind and completely immerse yourself in your cover identity at will. While you are in deep cover, divination spells detect only information appropriate for your cover identity; they reveal nothing relating to your actual persona.

8th – Slippery Mind: This ability represents your ability to wriggle free from magical or psionic effects that would otherwise control or compel you. If you are affected by an enchantment spell or effect and you fail your saving throw, you may attempt it again 1 round later.

10th – Use Scrolls: The Spy gains a limited ability to use arcane and divine scrolls. A Spy's understanding of magical writings is far from complete, however. The Spy has a 15% chance to read the scroll incorrectly and reverse the spell's effect. This sort of malfunction is almost always detrimental to the Spy and his party. The exact effect is up to the DM.