



## Troubadour-Warrior

Health Levels: 3

AC: 13 (Light Armor)

Ability Checks & Saves: +3

Primary Ability (+4): Charisma

Skills (+5): Deception, Performance, Persuasion

Saves (+6): Dexterity, Charisma

- **Melee Weapon Attack:** +6 to hit, 1d8+3 slashing damage
- **Cheer** (3 per day): Add 1d6 to an ally's attack within 60 ft.



## Loremaster

Health Levels: 3

AC: 13 (Light Armor)

Ability Checks & Saves: +3

Primary Ability (+4): Charisma

Skills (+5): Arcana, History, Performance

Saves (+6): Dexterity, Charisma

- **Melee Weapon Attack:** +6 to hit, 1d8+2 slashing damage
- **Insult** (3 per day): After a creature the Loremaster can see within 60 ft. Makes an attack, ability check, or damage roll, the Loremaster can as a reaction roll 1d6 and subtract the result from that creature's result.



## Elemental Acolyte

Health Levels: 3

AC: 15 (Medium Armor)

Ability Checks & Saves: +3

Primary Ability (+4): Dexterity, Wisdom

Skills (+5): Acrobatics, Insight

Saves (+6): Strength, Dexterity

- **Melee Weapon Attack:** +6 to hit, 1d8+3 bludgeoning damage
- **Wind** (3 per day): Intense winds swirl around the acolyte's weapon, causing its next two attacks to deal an extra 2d6 bludgeoning damage.