

Jal'koor Hakk

Level 6 Goruund Bard



The true origins of the bard Jal'koor Hakk remain shrouded in secrecy, known by only a few. Whenever asked about his past, he artfully weaves a false tale. Yet, even when his deceptions are noticed, people can't help but feel he's protecting them from hidden dangers or concealing a private pain. Although Jal'koor rarely reveals any personal sorrow, his spirit, akin to the boisterous Goruund, is light and joyful. Many misjudge him based on his stature and physique, which align with his people. However, he prefers a softer touch, and his warm, resonant voice is captivating. Despite lacking the enduring strength of his heartier kin, he embraces diplomacy and cleverness over hot-blooded violence, excelling in such arenas. However, respecting the expectations of his Goruundish heritage, he always carries a formidable weapon to intimidate his foes.

Jal'koor possesses an insatiable curiosity for new musical instruments during his travels. From the brassy horns favored in Nordrukka to the Halfling Lyre, a thirty-stringed instrument he plays with a long silver pick-ring to accommodate his large fingers, he strives for proficiency before moving on. He even discovered a way to create enjoyable rhythms by rhythmically slapping parts of his own body with cupped hands, much to the

amusement of peasants and children.

However, Jal'koor harbors a hidden pain. His modest family belonged to a colony that existed briefly, absent from all maps. Less than a year after erecting their last home and storehouse, marauding mercenaries-turned-raiders, including Orokonoids, Humans, Half-Orcs, and other Goruund, razed his village. While his family perished, he managed to survive by concealing himself in the snow. The black inverted-mountain banner under which the raiders marched is etched vividly in his memory. Instead of seeking vengeance, Jal'koor fled from his pain, seeking solace in the music of the realms and the companionship of others. Perhaps due to his fear of solitude, he may cling a bit too tightly to his friends. Fortunately, his amiable nature makes him a delightful presence to those around him.

SECRET:

Jal'koor knows who destroyed his village. However, he also knows that nobody would believe him. The marauders were under the employ of a rich noble with a reputation for charitable work. Jal'koor doesn't know the purpose of his village's destruction, but is on a mission to find out why and attain iron-clad evidence in order to see this man brought to justice.

PERSONALITY TRAIT:

Nobody stays angry at me or around me for long, since I can defuse any amount of tension.

IDEAL:

The stories, legends, and songs of the past must never be forgotten, for they teach us who we are.

BOND:

I will never stop seeking justice for the destruction of my village.

FLAW:

I often try too hard to make people like me.



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Character Name
Jal'koor Hakk

Class & Level
Level 6 Lore Bard

Race / Background
Goruund / Wandering Skald

Alignment
Lawful Neutral

Languages
Common, Goruundish

Attacks & Spellcasting

| Name | ATK | Damage |
|---------------------|-------|-------------------|
| Goruundish Claymore | +5 | 2d6+2 Slashing |
| Dagger | +5 | 1d4+2 Piercing |
| Hand Crossbow +1 | +6 | 1d6+3 Piercing |
| Vicious Mockery | DC 15 | 2d4 Psychic |
| Shatter | DC 15 | 3d8 Thunder |
| Fireball | DC 15 | 8d6 Fire |
| Healing Word | - | 1d4+4 Healing |
| Sleep | - | 5d8 See Spell |
| Fist-Sized Stone | +5 | 1d8+2 Bludgeoning |

Equipment

Weapons: Goruundish Claymore (Greatsword, Heavy, Two-Handed), Dagger (Finesse, light, thrown (range 20/60)), Hand Crossbow (Ammunition (range 30/120), light, loading), 20 crossbow bolts
Armor: Studded Leather +1
Gear: Costume, Belt Pouch containing 15gp, Stone Mouth-harp (See Special Abilities), Backpack, Ink, Ink Pen, Lamp, Oil x2, Paper x5, Perfume, Sealing Wax, Soap, Fine Clothes, 1 pearl worth 100gp, Woodcarver's Tools

Proficiency Bonus
+3

Inspiration

Passive Perception
13

+2

15
Strength



+2
+3

Saving Throws
Athletics

+2

15
Dexterity



+5
+5
+3
+5

Saving Throws
Acrobatics
Sleight of Hand
Stealth

+4

18
Constitution



+4

Saving Throws

+2

15
Intelligence



+2
+5
+8
+5
+3
+3

Saving Throws
Arcana
History*
Investigation
Nature
Religion

+0

11
Wisdom



+0
+1
+3
+1
+3
+1

Saving Throws
Animal Handling
Insight
Medicine
Perception
Survival

+4

18
Charisma



+7
+7
+5
+10
+7

Saving Throws
Deception
Intimidation
Performance*
Persuasion

Armor Class

15

Initiative

+3

Speed

30 ft.

MAX HP

57

Current HP

Temporary Hit Points

Hit Dice

6 (d8)

Total _____

Death Saves

Success-Failures ○ ○ ○
○ ○ ○

Spellcasting Ability

CHA

Spell Save DC

15

Spell Attack Bonus

+7

Proficiencies

Armor: Light Armor

Weapons: Simple Weapons, Glaive, Greataxe, Greatsword, Halberd, Maul, Pike, Heavy Crossbow, Longbow., Hand Crossbow, Shortsword, Rapier, Longsword

Saving Throws: Dexterity, Charisma

Tools: Bagpipes, Drum, Mouth-harp, Horn, Woodcarver's Tools

Notes

Vulnerable to Thunder Damage

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Level 6 Special Abilities



BARDIC INSPIRATION (D8) - 4/SHORT REST ☐ ☐ ☐ ☐

NATURAL RESONANCE - You are proficient in the Charisma (Performance) skill, and have advantage on any checks made with that skill that involve singing. However, you are also vulnerable to Thunder damage.

GORVUNDISH WEAPON TRAINING - You are proficient with all Heavy Weapons. In addition, if you use a stone at least roughly the size of your fist as an improvised weapon, you may add your proficiency bonus to attacks with it, and it deals 1d8 damage instead of 1d4.

LORD OF THE MOUNTAIN - You are acclimated to High Altitude below 20,000 feet, and have advantage on any checks needed to climb on or move across mountainous, hilly, icy, or rocky terrain.

POWERFUL BUILD - You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

BELOVED SKALD - You can always find a place to perform. You receive free lodging and food of a modest or comfortable standard (depending on the quality of the establishment), as long as you perform each night. In addition, your performance makes you something of a local figure. When strangers recognize you in a town where you have performed, they typically take a liking to you.

BARDIC INSPIRATION - You can inspire others through stirring words or music. To do so, you use a bonus action on your turn

to choose one creature other than yourself within 60 feet of you who can hear you. That creature gains one Bardic Inspiration die, a d6. Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the Bardic Inspiration die, but must decide before the DM says whether the roll succeeds or fails. Once the Bardic Inspiration die is rolled, it is lost. A creature can have only one Bardic Inspiration die at a time. You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain any expended uses when you finish a short or long rest. Your Bardic Inspiration die changes when you reach certain levels in this class. The die becomes a d8 at 5th level.

RITUAL CASTING - You can cast any bard spell you know as a ritual if that spell has the ritual tag.

JACK OF ALL TRADES - You can add half your proficiency bonus, rounded down, to any ability check you make that doesn't already include your proficiency bonus.

SONG OF REST - You can use soothing music or oration to help revitalize your wounded allies during a short rest. If you or any friendly creatures who can hear your performance regain hit points at the end of the short rest by spending one or more Hit Dice, each of those creatures regains an extra 1d6 hit points.

COUNTERCHARM - As an action, you can start a performance that lasts until the end of your next turn. During that time, you and any friendly creatures within 30 feet of you have advantage on saving throws against being frightened or charmed. A creature must be able to hear you to gain this benefit. The performance ends early if you are incapacitated or silenced or if you voluntarily end it (no action required).

CUTTING WORDS - When a creature that you can see within 60 feet of you makes an attack roll, an ability check, or a damage roll, you can use your reaction to expend one of your uses of Bardic Inspiration, rolling a Bardic Inspiration die and subtracting the number rolled from the creature's roll. You can choose to use this feature after the creature makes its roll, but before the DM determines whether the attack roll or ability check succeeds or fails, or before the creature deals its damage. The creature is immune if it can't hear you or if it's immune to being charmed.

MAGICAL SECRETS - You learn two spells of your choice from any classes (*Aura of Vitality*, *Fireball*).

STONE MOUTH-HARP - You can use an action to play this lyre and cast one of the following spells from it: *Fog Cloud*, *Thunderous Smite*, *Gust of Wind*, *Spike Growth* and that spell can't be cast from it again until the next dawn.

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Level 6 Spells (Page 1 of 3)



CANTRIPS (UNLIMITED)

MINOR ILLUSION (ILLUSION)

Casting Time: 1 action

Range: 30 feet

Target: See Text

Components: S, M (A bit of fleece)

Duration: 1 minute

Description: You create a sound or an image of an object within range that lasts for the duration. The illusion also ends if you dismiss it as an action or cast this spell again. If you create a sound, its volume can range from a whisper to a scream. It can be any sound you choose. The sound continues unabated throughout the duration, or you can make discrete sounds at different times before the spell ends. If you create an image of an object it must be no larger than a 5-foot cube. The image can't create sound, light, smell, or any other sensory effect. Physical interaction with the image reveals it to be an illusion, because things can pass through it. If a creature uses its action to examine the sound or image, the creature can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell save DC. If a creature discerns the illusion for what it is, the illusion becomes faint to the creature.

VICIOUS MOCKERY (ENCHANTMENT)

Casting Time: 1 action

Range: 60 feet

Target: A creature you can see and that can hear you within range

Components: V

Duration: Instantaneous

Description: You unleash a string of insults laced with subtle enchantments at a creature you can see within range. If the target can hear you (though it need not understand you), it must succeed on a Wisdom saving throw or take 2d4 psychic damage and have disadvantage on the next attack roll it makes before the end of its next turn.

MESSAGE (TRANSMUTATION)

Casting Time: 1 action

Range: 120 feet

Target: A creature within range

Components: V, S, M (A short piece of copper wire)

Duration: 1 round

Description: You point your finger toward a creature within range and whisper a message. The target (and only the target) hears the message and can reply in a whisper that only you can hear. You can cast this spell through solid objects if you are familiar with the target and know it is beyond the barrier. Magical silence, 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood blocks the spell. The spell doesn't have to follow a straight line and can travel freely around corners or through openings.

Level 1 (7 SLOTS) ☐☐☐☐☐☐☐

COMPREHEND LANGUAGES (TRANSMUTATION)

Casting Time: 1 action

Range: Self

Target: Self

Components: V, S, M (A pinch of soot and salt)

Duration: 1 hour

Description: For the duration, you understand the literal meaning of any spoken language that you hear. You also understand any written language that you see, but you must be touching the surface on which the words are written. It takes about 1 minute to read one page of text. This spell doesn't decode secret messages in a text or a glyph, such as an arcane sigil.

IDENTIFY (DIVINATION)

Casting Time: 1 minute

Range: Touch

Target: One object that you must touch throughout the casting of the spell

Components: V, S, M (A pearl worth at least 100 gp and an owl feather)

Duration: Instantaneous

Description: You choose one object that you must touch throughout the casting of the spell. If it is a magic item or some other magic-imbuéd object, you learn its properties and how to use them, whether it requires attunement to use, and how many charges it has, if any. You learn whether any spells are affecting the item and what they are. If the item was created by a spell, you learn which spell created it. If you instead touch a creature throughout the casting, you learn what spells, if any, are currently affecting it.

HEALING WORD (EVOCATION)

Casting Time: 1 bonus action

Range: 60 feet

Target: A creature of your choice that you can see within range

Components: V

Duration: Instantaneous

Description: A creature of your choice that you can see within range regains hit points equal to 1d4 + your spellcasting ability modifier. This spell has no effect on undead or constructs.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the Healing increases by 1d4 for each slot level above 1st.

FAERIE FIRE (EVOCATION)

Casting Time: 1 action

Range: 60 feet

Target: Each object in a 20-foot cube within range

Components: V

Duration: Concentration, Up to 1 minute

Description: Each object in a 20-foot cube within range is outlined in blue, green, or violet light (your choice). Any creature in the area when the spell is

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LEVEL 1 (CONTINUED)

cast is also outlined in light if it fails a Dexterity saving throw. For the duration, objects and affected creatures shed dim light in a 10-foot radius. Any attack roll against an affected creature or object has advantage if the attacker can see it, and the affected creature or object can't benefit from being invisible.

SLEEP (ENCHANTMENT)

Casting Time: 1 action

Range: 90 feet

Target: Creatures within 20 feet of a point you choose within range (in ascending order of their current hit points, ignoring unconscious creatures)

Components: V, S, M (A pinch of fine sand, rose petals, or a cricket)

Duration: 1 minute

Description: This spell sends creatures into a magical slumber. Roll 5d8; the total is how many hit points of creatures this spell can affect. Creatures within 20 feet of a point you choose within range are affected in ascending order of their current hit points (ignoring unconscious creatures). Starting with the creature that has the lowest current hit points, each creature affected by this spell falls unconscious until the spell ends, the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake. Subtract each creature's hit points from the total before moving on to the creature with the next lowest hit points. A creature's hit points must be equal to or less than the remaining total for that creature to be affected. Undead and creatures immune to being charmed aren't affected by this spell.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, roll an additional 2d8 for each slot level above 1st.

FOG CLOUD (CONJURATION)

1/Day (See Stone Mouth-Harp)

Casting Time: 1 action

Range: 120 feet

Target: A point within range

Components: V, S

Duration: Concentration, Up to 1 hour

Description: You create a 20-foot-radius sphere of fog centered on a point within range. The sphere spreads around corners, and its area is heavily obscured. It lasts for the duration or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the radius of the fog increases by 20 feet for each slot level above 1st.

THUNDEROUS SMITE (EVOCATION)

1/Day (See Stone Mouth-Harp)

Casting Time: 1 bonus action

Range: Self

Target: Self

Components: V

Duration: Concentration, Up to 10 minutes

Description: For the duration, no sound can be created within or pass through a 20-foot-radius sphere centered on a point you choose within range. Any creature or object entirely inside the sphere is immune to thunder damage, and creatures are deafened while entirely inside it. Casting a spell that includes a verbal component is impossible there.

LEVEL 2 (3 SLOTS) ☐ ☐ ☐

SILENCE (ILLUSION)

Casting Time: 1 action

Range: 120 feet

Target: 20-foot-radius sphere centered on a point you choose within range

Components: V, S

Duration: Concentration, Up to 10 minutes

Description: For the duration, no sound can be created within or pass through a 20-foot-radius sphere centered on a point you choose within range. Any creature or object entirely inside the sphere is immune to thunder damage, and creatures are deafened while entirely inside it. Casting a spell that includes a verbal component is impossible there.

SHATTER (EVOCATION)

Casting Time: 1 action

Range: 60 feet

Target: A point of your choice within range

Components: V, S, M (A chip of mica)

Duration: Instantaneous

Description: A sudden loud ringing noise, painfully intense, erupts from a point of your choice within range. Each creature in a 10-foot-radius sphere centered on that point must make a Constitution saving throw. A creature takes 3d8 thunder damage on a failed save, or half as much damage on a successful one. A creature made of inorganic material such as stone, crystal, or metal has disadvantage on this saving throw. A nonmagical object that isn't being worn or carried also takes the damage if it's in the spell's area.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd.

GUST OF WIND (EVOCATION)

1/Day (See Stone Mouth-Harp)

Casting Time: 1 action

Range: Self (60-foot line)

Target: Self (60-foot line)

Components: V, S, M (A legume seed)

Duration: Concentration, Up to 1 minute

Description: A line of strong wind 60 feet long and 10 feet wide blasts from you in a direction you choose for the spell's duration. Each creature that starts its turn in the line must succeed on a Strength saving throw or be

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LEVEL 2 (CONTINUED)

pushed 15 feet away from you in a direction following the line. Any creature in the line must spend 2 feet of movement for every 1 foot it moves when moving closer to you. The gust disperses gas or vapor, and it extinguishes candles, torches, and similar unprotected flames in the area. It causes protected flames, such as those of lanterns, to dance wildly and has a 50 percent chance to extinguish them. As a bonus action on each of your turns before the spell ends, you can change the direction in which the line blasts from you.

SPIKE GROWTH (TRANSMUTATION)

1/Day (See Stone Mouth-Harp)

Casting Time: 1 action

Range: 150 feet

Target: A 20-foot radius centered on a point within range

Components: V, S, M (Seven sharp thorns or seven small twigs, each sharpened to a point)

Duration: Concentration, Up to 10 minutes

Description: The ground in a 20-foot radius centered on a point within range twists and sprouts hard spikes and thorns. The area becomes difficult terrain for the duration. When a creature moves into or within the area, it takes 2d4 piercing damage for every 5 feet it travels. The transformation of the ground is camouflaged to look natural. Any creature that can't see the area at the time the spell is cast must make a Wisdom (Perception) check against your spell save DC to recognize the terrain as hazardous before entering it.

LEVEL 3 (3 SLOTS) ☐ ☐ ☐

SLOW (TRANSMUTATION)

Casting Time: 1 action

Range: 120 feet

Target: Up to six creatures of your choice in a 40-foot cube within range

Components: V, S, M (A drop of molasses)

Duration: Concentration, Up to 1 minute

Description: You alter time around up to six creatures of your choice in a

40-foot cube within range. Each target must succeed on a Wisdom saving throw or be affected by this spell for the duration. An affected target's speed is halved, it takes a -2 penalty to AC and Dexterity saving throws, and it can't use reactions. On its turn, it can use either an action or a bonus action, not both. Regardless of the creature's abilities or magic items, it can't make more than one melee or ranged attack during its turn. If the creature attempts to cast a spell with a casting time of 1 action, roll a d20. On an 11 or higher, the spell doesn't take effect until the creature's next turn, and the creature must use its action on that turn to complete the spell. If it can't, the spell is wasted. A creature affected by this spell makes another Wisdom saving throw at the end of each of its turns. On a successful save, the effect ends for it.

AURA OF VITALITY (EVOCATION)

Casting Time: 1 action

Range: Self (30-foot radius)

Target: Any creature in a 30-foot radius centered on you (including you)

Components: V

Duration: Concentration, Up to 1 minute

Description: Healing energy radiates from you in an aura with a 30-foot radius. Until the spell ends, the aura moves with you, centered on you. You can use a bonus action to cause one creature in the aura (including you) to regain 2d6 hit points.

FIREBALL (EVOCATION)

Casting Time: 1 action

Range: 150 feet

Target: A point you choose within range

Components: V S M (A tiny ball of bat guano and sulfur)

Duration: Instantaneous

Description: A bright streak flashes from your pointing finger to a point you choose within range and then blossoms into an explosion of flame. Each creature in a 20-foot-radius sphere centered on that point must make a Dexterity saving throw. A target takes 8d6 fire damage on a failed save, or half as much damage on a successful one. The fire spreads around corners. It ignites flammable objects in the area that aren't being worn or carried.

MAJOR IMAGE (ILLUSION)

Casting Time: 1 action

Range: 120 feet

Target: A spot that you can see within range

Components: V, S, M (A bit of fleece)

Duration: Concentration, Up to 10 minutes

Description: You create the image of an object, a creature, or some other visible phenomenon that is no larger than a 20-foot cube. The image appears at a spot that you can see within range and lasts for the duration. It seems completely real, including sounds, smells, and temperature appropriate to the thing depicted. You can't create sufficient heat or cold to cause damage, a sound loud enough to deal thunder damage or deafen a creature, or a smell that might sicken a creature (like a troglodyte's stench). As long as you are within range of the illusion, you can use your action to cause the image to move to any other spot within range. As the image changes location, you can alter its appearance so that its movements appear natural for the image. For example, if you create an image of a creature and move it, you can alter the image so that it appears to be walking. Similarly, you can cause the illusion to make different sounds at different times, even making it carry on a conversation, for example. Physical interaction with the image reveals it to be an illusion, because things can pass through it. A creature that uses its action to examine the image can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell save DC. If a creature discerns the illusion for what it is, the creature can see through the image, and its other sensory qualities become faint to the creature.