

CARTHAC O'SMOOTH

Irish, bard, level-1

St 13(+1), Dex 10(+0), Con 15 (+2), Int 13 (+1), Wis 13 (+1), Cha 17 (+3)

Proficiencies: light armor, shields, simple weapons, martial weapons, Dex and Int checks

Skills: Stealth +2, Deception +5, Perception +3, Traps +2, Lore (law) +3, Lore (monsters) +3, Lore (architecture) +1, Lore (heroes) +3, Perform +5 (singing, acting, lute, drums), Persuasion +5

Languages: Primary: Irish: Others: English, Norse

Special Feature: Naturally Suspicious, immune to charm, advantage vs hypnosis

Proficiency Bonus: +2; Morale: +3; Max Supply: 13, Max Load: 13,
Max Retainers: 17; Max Hench: 0; Renown: +4

AC: 14 (Gambeson 12, +2 round shield) Move: 30'

Hit points: 8

Weapons:

Arming Sword: +3 to hit, 1d10+1 damage (s)

Dagger: +3 to hit, 1d6+1 damage (p)

Sling: +2 to hit, 1d6 damage (b)

GP: 15gp—in coin pouch

XP: 1000

Background: son of the law-speaker to an Irish king who sponsored him to the bardic college. He insulted a sub-king who swore revenge and so Carthac fled to the New World.

Carried Gear:

Item	Load	Location
Gambeson	2	Body
Round Shield	1	left hand
Arming Sword	1	right hand
Dagger	1	belt
Sling and 40 bullets	1	belt pouch
Blade Venom x1	0	pocket
Rations x5	1	pack
Lute	0.4	back
Coarse rasp	0.2	pack
Needle and thread	0	pouch
Sack of marbles	0.2	pouch
Steel mirror	1	pack
SUP x10	2	pack
TOTAL:	10.8 (can carry 2.2 more)	

Other Gear/Possessions:

10' iron chain	2	home
SUP x3	1	home

Clothes; good trousers and shirt, leather boots, backpack, belt and 2 pouches, scabbard,