



# LIGHTLIGHT

Bard 1

CLASS &amp; LEVEL

Fairy

RACE/ANCESTRY/HERITAGE

0

EXPERIENCE POINTS

Urchin

BACKGROUND

Ruthie

PLAYER NAME

CAMPAIGN or PLAYER ID

STR  
-1  
8

**+2** PROFICIENCY  
BONUS

## SAVING THROWS

- 1 Strength Saves
- +4 Dexterity Saves \*
- +1 Constitution Saves
- +1 Intelligence Saves
- +0 Wisdom Saves
- +5 Charisma Saves \*
- \* Prof. bonus added

DEX  
+2  
15

CON  
+1  
13

## SKILLS

- +2 Acrobatics (*Dex*)
- +0 Animal Handling (*Wis*)
- +3 Arcana (*Int*) \*
- 1 Athletics (*Str*)
- +3 Deception (*Cha*)
- +3 History (*Int*) \*
- +0 Insight (*Wis*)
- +3 Intimidation (*Cha*)
- +1 Investigation (*Int*)
- +0 Medicine (*Wis*)
- +1 Nature (*Int*)
- +0 Perception (*Wis*)
- +3 Performance (*Cha*)
- +5 Persuasion (*Cha*) \*
- +1 Religion (*Int*)
- +4 Sleight of Hand (*Dex*) \*
- +4 Stealth (*Dex*) \*
- +0 Survival (*Wis*)

\* Prof. bonus added

**10** PASSIVE WISDOM  
(PERCEPTION)

## PROFICIENCIES & LANGUAGES

**Armor:** light armor

**Weapons:** simple weapons, hand crossbow, longsword, rapier, shortsword, Renaissance weapons (pistol, musket)

**Tools:** disguise kit, musical instrument (flute), musical instrument (lute), musical instrument (lyre), thieves' tools

**Saving Throws:** Dexterity, Charisma

**Skills:** Arcana, History, Persuasion, Sleight of Hand, Stealth

**Languages:** Common, Sylvan

## ENCUMBRANCE

**Lifting & Carrying:** 120 lbs. max. carrying capacity; 240 lbs. pushing or dragging (speed -5 ft.); 240 lbs. max. lift.

ARMOR  
CLASS  
(AC)

13

INITIATIVE

+2

SPEED

30 ft.

Armor Worn: leather armor

HIT POINTS

9

HIT DICE

1d8

DEATH SAVES: Success O O O Fail O O O

## WEAPON & UNARMED ATTACKS

**Basic Attack.** One target per Attack action.

**+3 Magic Rapier.** *Melee Weapon Attack:* +7 to hit, reach 5 ft. *Hit:* 1d8+5 piercing damage.

**Dagger (offhand, two-weapon fighting as bonus action).** *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. 1d4 piercing damage. (If thrown, normal range to 20 ft.; disadvantage long range 21 to 60 ft.)

## MAGIC, FEATS & SPECIAL ATTACKS

**Vicious Mockery Cantrip.** *Ranged Spell Attack:* Target within 60 feet that can hear you must make a DC 13 Wisdom saving throw or take 1d4 psychic damage and have disadvantage on next attack made before the end of its next turn. (No damage if made save.)

## EQUIPMENT & TREASURE

**Magic Items [DMG p. 135]**

- *talisman of pure good* (a)
- *+3 magic rapier*
- *bag of beans* (5 left)
- *Nolzur's marvelous pigments* (2 pots)
- *potion of climbing*
- *universal solvent*
- *spell scrolls (Bestow Curse)*
- *potion of healing* (2d4+2 hp)

(a) Item attuned to character.

**Coins & Gems:** 11 gold pieces (gp); 68 silver pieces (sp); 30 copper pieces (cp); 3 gems (worth 10 gp each)

## FEATURES, TRAITS & MORE

**Alignment: Chaotic Good.** I follow my conscience regardless of others' expectations. Freedom and compassion matter more than rules.

**Urchin Background [PHB p. 129]**

- **Feature:** City Secrets.
- **Tech:** Renaissance / Gunpowder Age.
- **Traits:** Had kobold childhood friend. Impatient attitude.
- **Ideal:** Help people who help you.
- **Bond:** Never steals from poor.
- **Flaw:** Always runs if outnumbered.

**Fairy Traits [MotM p. 14]**

- Creature Type: Fey
- Age: 23 years old
- Small Size (2' 10", 25 lbs.)
- Fairy Magic (*Druidcraft* cantrip; Charisma is your spell modifier)
- Flight (as walking speed, 0 if in medium or heavy armor)

**Bard Class Features**

[PHB p. 41, XGtE p. 14]

- Ritual Casting
- Bardic Inspiration (d6) (3 uses per day)

**Spellcasting [PHB p. 201]**

**Spell Attack Modifier +5**  
**Spell Save DC 13**

**Cantrips Known:** *Druidcraft*, *Minor Illusion*, *Vicious Mockery*

**Prepared Spells**

1st Level (2 slots): *Charm Person*, *Detect Magic*, *Cure Wounds*, *Faerie Fire*

## MORE EQUIPMENT

**Carried Gear [PHB, p. 143]:** leather armor (AC 11), dagger, gunpowder pistol and 20 bullets, musket and 20 bullets, entertainer's pack (backpack, a bedroll, 2 costumes, 5 candles, 5 days' rations, a waterskin, disguise kit), belt pouch, set of common clothes, a small knife, map of home city, pet mouse, token from parents. (This load is about 77.5 lbs.; add 1 lb. per 50 coins carried.)

## PLAYING THE GAME

- The Dungeon Master (DM) describes a scene and players take turns describing their characters' responses.
- For ability checks, saving throws, and attack rolls, roll 1d20 + one ability modifier + proficiency bonus (if proficient in task). The higher the total, the better the effort. The DM tracks minimum totals needed for successful results.
- For initiative rolls, roll 1d20 + Initiative (Dex) modifier. Higher totals act before lower totals in the same 6-second round.
- During a turn, a character or creature may do 1 movement, 1 action and up to 1 bonus action. Between turns, do up to 1 reaction.
- Advantage: Roll two d20s and use the higher result. Disadvantage: Roll two d20s and use the lower result.
- On attack rolls only, a "natural 20" is always a critical hit, while a "natural 1" is always a miss.
- Saving throws are rolled as needed at any time due to attacks, spells, or hazards.
- A character may die if failing three death saves while at 0 hit points, gaining 6 levels of exhaustion, or suffering certain deadly spells and hazards.
- Specific traits, features, spells, and magic items may create exceptions to any rules.

## ACTIONS (1 per turn)

- **Attack:** Roll to hit, melee or ranged. Some classes and creatures make extra attacks at higher levels with this action.
- **Cast Spell:** If casting time 1 action.
- **Dash:** Double Speed this turn.
- **Disengage:** Avoiding all opportunity attacks while moving; "defensive retreat."
- **Dodge:** Give attackers disadvantage.
- **Escape:** Try to break free from grapple.
- **Grapple:** Special melee attack.
- **Help:** Give an ally advantage on one ability check or attack roll.
- **Hide:** Stealth allowed only if unobserved.
- **Ready:** Plan to take action as reaction when trigger occurs.
- **Search:** Perception or Investigation check.
- **Shove:** Special melee attack.
- **Stabilize:** DC 10 Medicine check to aid 0 h.p. dying creature; automatic success if using healer's kit.
- **Use Object:** Pick a lock, activate magical item, cover a hooded lantern, etc.
- **Use Potion:** Drink or administer.
- **Use Shield:** Equip or drop a shield.

## BONUS ACTIONS (up to 1 per turn)

- **Offhand Attack:** If doing Attack as action, may make one attack this turn if light weapon in other hand.
- **Cast Spell:** If casting time 1 bonus action.

## MOVEMENTS (limited by Speed)

- **Move:** Distance equal to Speed.
- **Crawl, Climb, Swim, Squeeze, Move Across Difficult Terrain or Move While Grappling:** "Half speed," uses up 10 ft. of Speed per 5 ft. distance.
- **Drop Prone:** No cost to Speed.
- **Stand Up:** From Prone position/condition, costs half Speed that turn.
- **Take Cover:** At end of move, half cover gives +2 to Armor Class and Dexterity saving throws; three-quarter cover gives +5 AC and Dex saves.

## REACTIONS (1 between turns)

- **Cast Spell:** If casting time 1 reaction.
- **Opportunity Attack:** May make one attack if enemy moves out of reach.
- **Readied Action:** After trigger occurs, else action wasted.

## FREE ACTIONS

- **Concentration (Maintain A Spell):** Ends if caster starts another concentration spell, or the caster is incapacitated, stunned, unconscious, or killed. If caster takes damage, a Constitution saving throw is needed to avoid immediately ending spell. DC is equal to 10 or half damage taken, whichever is greater. Each hit needs a separate saving throw check.
- **Interacting With An Object:** Generally part of another Movement or Action. Examples: Draw one weapon, drop a held object, or open an unlocked door.

## « BACK TO GENERATE ANOTHER CHARACTER

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Page number references...

**[PHB]** = *Dungeons & Dragons Player's Handbook (5th edition)* by Mike Mearls and Jeremy Crawford, published Aug. 19, 2014, by Wizards of the Coast (ISBN-10: 0786965606; ISBN-13: 978-0786965601).

**[DMG]** = *Dungeons & Dragons Dungeon Master's Guide (5th edition)* by Mike Mearls and Jeremy Crawford, published Dec. 9, 2014, by Wizards of the Coast (ISBN-10: 9780786965625; ISBN-13: 978-0786965625).

**[MM]** = *Dungeons & Dragons Monster Manual (5th edition)* by Mike Mearls and Jeremy Crawford, published Sept. 30 2014, by Wizards of the Coast (ISBN-10: 0786965614; ISBN-13: 978-0786965618).

**[ERftLW]** = *Eberron: Rising from the Last War* by Jeremy Crawford, James Wyatt and Keith Baker, published Nov. 19, 2019, by Wizards of the Coast (ISBN-10: 0786966890; ISBN-13: 978-0786966899).

**[GGtR]** = *Guildmasters' Guide To Ravnica* by James Wyatt, Jeremy Crawford, published Nov. 20, 2018, by Wizards of the Coast (ISBN-10: 0786966599; ISBN-13: 978-0786966592).

**[MOoT]** = *Mythic Odysseys of Theros* by F. Wesley Schneider, James Wyatt, published July 21, 2020, by Wizards of the Coast (ISBN-10: 0786967013; ISBN-13: 978-0786967018).

**[MTofF]** = *Mordenkainen's Tome Of Foes* by Mike Mearls and Jeremy Crawford, published May 29, 2018, by Wizards of the Coast (ISBN-10: 0786966246; ISBN-13: 978-0786966240).

**[MotM]** = *Monsters of the Multiverse* by Jeremy Crawford and team, published May 17, 2022, by Wizards of the Coast (ISBN-13: 978-0786967872).

**[SJAIS]** = *Spelljammer: Adventures in Space* by Jeremy Crawford and team, published Aug. 16, 2022, by Wizards of the Coast (ISBN-10: 0786968168; ISBN-13: 978-0786968169).

**[TCoe]** = *Tasha's Cauldron of Everything*, published Nov. 17, 2020, by Wizards of the Coast (ISBN-10: 0786967021; ISBN-13: 978-0786967025).

**[VRGtR]** = *Van Richten's Guide To Ravenloft* by F. Wesley Schneider and others, published May 18, 2021, by Wizards of the Coast (ISBN-10: 0786967250; ISBN-13: 978-0786967254).

**[VGtM]** = *Volo's Guide To Monsters* by Mike Mearls, published Nov. 15, 2016, by Wizards of the Coast (ISBN-10: 0786966017; ISBN-13: 978-0786966011).

**[WBtW]** = *The Wild Beyond The Witchlight* by Chris Perkins and team, published Nov. 15, 2016, by Wizards of the Coast (ISBN-13: 978-0786967278).

**[XGtE]** = *Xanathar's Guide to Everything* by Mike Mearls and Jeremy Crawford, published Nov. 21, 2017, by Wizards of the Coast (ISBN-10: 0786966114; ISBN-13: 978-0786966110).

Books are [available from a gaming store near you](#).

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## HEY CRITTERS! CRITICAL ROLE SOURCEBOOKS

**[TDCS]** = *Critical Role: Tal'Dorei Campaign Setting* by Matthew Mercer, published Oct. 17, 2017, by Green Ronin Publishing (ISBN-10: 1934547840; ISBN-13: 978-1934547847).

**[EGtW]** = *Explorer's Guide to Wildemount* by Matthew Mercer, published March 17, 2020, by Wizards of the Coast (ISBN-10: 0786966912; ISBN-13: 978-0786966912).

**[Gunslinger]** = *Gunslinger Martial Archetype for Fighters* by Matthew Mercer, from <https://www.dmsguild.com/product/170778/Gunslinger-Martial-Archetype-for-Fighters>

**[Blood Hunter]** = *Blood Hunter Class for D&D 5e (2020)* by Matthew Mercer, from <https://www.dmsguild.com/product/301641/Blood-Hunter-Class-for-DD-5e-2020>

**[Maestro]** = *College of the Maestro - Bard College Option* by Matthew Mercer, from <https://www.dmsguild.com/product/183630/College-of-the-Maestro--Bard-College-Option>

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## DOWNLOADS

**[Basic Rules]** = *Dungeons & Dragons Basic Rules*, available for download from <https://dnd.wizards.com/articles/features/basicrules>

**[EEPG]** = *Elemental Evil Player's Companion*, available for download from <https://dnd.wizards.com/products/tabletop-games/rpg-products/player-s-companion>

**[UA Feb. 2015]** = *Unearthed Arcana: Eberron (v.1)*, available for download from <https://dnd.wizards.com/articles/unearthed-arcana/unearthed-arcana-eberron>

**[UA May 2015]** = *Unearthed Arcana: Waterborne Adventures*, available for download from <https://dnd.wizards.com/articles/unearthed-arcana/unearthed-arcana-waterborne-adventures>

**[UA August 2015]** = *Unearthed Arcana: Modern Magic*, available for download from <https://dnd.wizards.com/articles/unearthed-arcana/modern-magic>. This site also uses Dan Helmick's [My New D20 Modern Campaign](#) conversion notes from his 2015 website article on [Wizards.com](#).

**[UA May 2018]** = *Unearthed Arcana: Centaurs And Minotaurs*, available for download from <https://dnd.wizards.com/articles/unearthed-arcana/centaurs-and-minotaurs>

**[UA March 2021]** = *Unearthed Arcana: Folk Of The Feywild*, available for download from [https://dnd.wizards.com/articles/unearthedarcana/folk\\_feywild](https://dnd.wizards.com/articles/unearthedarcana/folk_feywild)

**[UA Oct. 2021]** = Unearthed Arcana: Travelers Of The Multiverse, available for download from <https://dnd.wizards.com/articles/unearthed-arcana/travelers-multiverse>

**[TP]** = The Turtle Package, see <https://dnd.wizards.com/products/tabletop-games/digital-only-rpg-products/turtle-package>

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