

Curtis

CHARACTER NAME

3 Bard (College of Valor)
LEVEL & CLASS

Stockford
PLAYER NAME

Entertainer
BACKGROUND Singer

Lizardfolk
RACE

900
EXPERIENCE

2,700
Next Level

STRENGTH

0

10

DEXTERITY

+2

15

CONSTITUTION

+1

12

INTELLIGENCE

0

10

WISDOM

+1

12

CHARISMA

+2

15

0 STR 0 INT
+4 DEX +1 WIS
+1 CON +4 CHA

RESISTANCES

SAVING THROWS

+6 Acrobatics (Dex)
+2 Animal Handling (Wis)
+1 Arcana (Int)
+1 Athletics (Str)
+4 Deception (Cha)
+1 History (Int)
+2 Insight (Wis)
+3 Intimidation (Cha)
+1 Investigation (Int)
+2 Medicine (Wis)
+1 Nature (Int)
+2 Perception (Wis)
+4 Performance (Cha)
+4 Persuasion (Cha)
+1 Religion (Int)
+6 Sleight of Hand (Dex)
+3 Stealth (Dex)
+2 Survival (Wis)
Tool

SKILLS

21
MAXIMUM
HIT POINTS

+2
PROFICIENCY
BONUS

15
ARMOR
CLASS

Temporary Hit Points:

CURRENT HIT POINTS

+3

INITIATIVE

SUCCESSSES

FAILURES

DEATH SAVES

LEVEL DIE USED

3 d8+1

HIT DICE

ENCUMBERED

20 ft 20 ft swim

30 ft

30 ft swim

SPEED

FEATURE	MAX	RECOVER	USED
Bardic Inspiration (d6)	2	LR	
Cunning Artisan	1	SR	
Hungry Jaws	1	SR	

LIMITED FEATURES

ACTIONS	BONUS ACTIONS	REACTIONS
	Bardic Inspiration	
	Hungry Jaws	

ACTIONS

AC 13
Armor
Shield
Dex 2
Magic
Misc
Misc

ARMOR

INSPIRATION

12 ABILITY SAVE DC CHARISMA

ARMOR
Light Medium Heavy Shields
Simple Martial Other Weapons:

LANGUAGES	TOOLS & OTHERS
Common	Flute
Draconic	Disguise kit
	Piano
	Lute
	Triangle

PROFICIENCIES

12

PASSIVE WISDOM (PERCEPTION)

SENSES

NAME TOTAL

AMMUNITION

NAME TOTAL

AMMUNITION

ATTACK NAME	PROF ABILITY	RANGE	TO HIT	DAMAGE	DAMAGE TYPE
Bite	✓ Str	Melee	+2	1d6	Piercing

DESCRIPTION

Rapier	✓ Dex	Melee	+4	1d8+2	Piercing
Finesse					

Dagger	✓ Dex	Melee, 20/60 ft	+4	1d4+2	Piercing
Finesse, light, thrown					

ATTACKS: WEAPONS & CANTRIPS

- Bardic Inspiration (Bard 1, PHB 53) [d6, Charisma modifier per long rest]
As a bonus action, a creature in 60 ft that can hear me gets an inspiration die (max 1)
For 10 min, the recipient can add it to one ability check, attack roll, or saving throw
This addition can be done after seeing the d20 roll, but before knowing the outcome
- Spellcasting (Bard 1, PHB 52) [2 cantrips & 6 spells known]
I can cast bard cantrips/spells that I know, using Charisma as my spellcasting ability
I can use a musical instrument as a spellcasting focus
I can cast my known bard spells as rituals if they have the ritual tag
- Jack of All Trades (Bard 2, PHB 54)
I can add half my proficiency bonus to any ability check that doesn't already include it
- Song of Rest (Bard 2, PHB 54) [d6]
Those that use HD and can hear my performance during a short rest get extra healing
- Bonus Proficiencies (College of Valor 3, PHB 55)
I gain proficiency with medium armor, shields, and martial weapons
- Combat Inspiration (College of Valor 3, PHB 55)
My Bardic Inspiration can also be used to add the die to a weapon damage roll
Alternatively, it can be used as a reaction to add the die to AC against one attack
- Expertise (Bard 3, PHB 54) [with two skills]
I gain expertise with two skills I am proficient with; two more at 10th level



Curtis

CHARACTER NAME

Male	21	Medium	6'1"	240
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Chaotic Good			Blue	Green
ALIGNMENT	FAITH	HAIR	EYES	SKIN

CHARACTER PORTRAIT

ORGANIZATION

SYMBOL

ALLIES & ORGANIZATIONS

Curtis the lizardman stands taller than most humans, with a stout build and powerful limbs. His neck is wider than his head as it meets his shoulders, and is capable of snapping forward to allow his powerful jaws to close around his prey. His tough scales glisten in the light, although they tend to dull the longer he has been away from water. Unusually for lizardfolk, Curtis has cultivated a full head of hair. Due to his fascination with human culture and his singing "ability", he wears the traditional tabard and breeches of a bard.

APPEARANCE

Modest

LIFESTYLE

DAILY PRICE

1 gp

ENEMIES

Curtis' parents were killed by poachers when he was just a newt - the lizardfolk's tough, iridescent skin makes it attractive for crafting high class clothes and accessories. He was too small to skin, and was about to be put down by the poachers when one of their number, an elf with a more kindly streak than the rest, decided to take him home as a 'pet'.

As he grew older, it was clear he would not fit in easily with his human "family", so quickly learned to make his compatriots laugh to avoid being picked upon. A fast learner, Curtis saw how the humans interacted with each other, and how they would use insults to chide and mock each other in playful manner, thus strengthening their relationships. Curtis resolved to learn these "excellent bants" in order to ease his social interactions with humans. The humans found this hilarious, and he was also taught how to play the flute by his adoptive father. Combining these two gave Curtis the adulation of the crowds he entertained, making his life easier and granting him a begrudging acceptance in his hometown.

Curtis' father however was a rogue of some reknown, and was in hiding for a daring heist only he could have pulled off. One day, his past caught up with him, risking the 'normal' life Curtis and his family had worked so hard to build. When the Brotherhood came to take his father away, Curtis violently attacked his father in full view of the town, grievously wounding him, and with his fangs smeared with blood and his father's body sprawled behind him as though dead, Curtis fled the Brotherhood, leading them away from his family's home, running forever into the night, pursued by those who wished to punish him for robbing them of their revenge. So they'll hunt him. Because he can take it. Because he's not a hero. He's a silent guardian. A watchful protector. A Bard Lizardman.

CHARACTER HISTORY



COMPANION
NAME

RACE

SIZE

HEIGHT

WEIGHT

TYPE

AGE

GENDER

ALIGNMENT

STRENGTH

PROF

STR

INT

DEX

WIS

CON

CHA

SAVING THROWS

ARMOR
CLASS

PROFICIENCY
BONUS

MAXIMUM
HIT POINTS

Temporary HP:

CURRENT HIT POINTS

SUCCESSSES

FAILURES

DEATH SAVES

DEXTERITY

INITIATIVE

SPEED

CONSTITUTION

LEVEL USED

DIE

HIT DICE

ATTACKS
PER ACTION

ATTACK NAME

PROF ABILITY

RANGE

TO HIT

DAMAGE

DAMAGE TYPE

DESCRIPTION

ATTACKS

INTELLIGENCE

WISDOM

CHARISMA

PROF

Acrobatics (Dex)

Animal Handling (Wis)

Arcana (Int)

Athletics (Str)

Deception (Cha)

History (Int)

Insight (Wis)

Intimidation (Cha)

Investigation (Int)

Medicine (Wis)

Nature (Int)

Perception (Wis)

Performance (Cha)

Persuasion (Cha)

Religion (Int)

Sleight of Hand (Dex)

Stealth (Dex)

Survival (Wis)

SKILLS

FEATURES

TRAITS

PASSIVE WISDOM (PERCEPTION)

SENSES

COMPANION'S APPEARANCE

NOTES

[illegible][illegible]

Curtis

CHARACTER NAME

1ST LEVEL

2ND LEVEL

3RD LEVEL

4TH LEVEL

5TH LEVEL

6TH LEVEL

7TH LEVEL

8TH LEVEL

9TH LEVEL

SPELL SLOTS

BARD SPELLS

Charisma
SPELLCASTING ABILITY

+4
ATTACK MODIFIER

DC 12
SAVING THROW DC

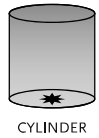
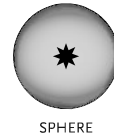
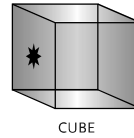
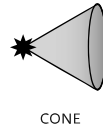
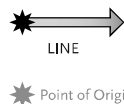
CANTRIPS (0 LEVEL)

SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
Minor Illusion	5-ft cube illusion includes visible or audible; Int(Investigation) check vs. Spell DC; see book	—	Illus	1 a	30 ft	S,M	1 min (D)	P	260
Vicious Mockery	1 creature save or 1d4 Psychic dmg and dis. on next attack roll; +1d4 at CL 5, 11, and 17	Wis	Ench	1 a	60 ft	V	Instantaneous	P	285

1ST/2ND LEVEL

SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
Thunderwave	All crea/obj in area 2d8+1d8/SL Thunder dmg, pushed 10 ft away; save halves and not pushed	Con	Evoc	1 a	15-ft cube	V,S	Instantaneous	P	282
Dissonant Whispers	1 crea 3d6+1d6/SL Psychic dmg and flee; save halves and no fleeing; deaf crea are immune	Wis	Ench	1 a	60 ft	V	Instantaneous	P	234
Healing Word	Heals 1 living creature 1d4+1d4/SL+spellcasting ability modifier	—	Evoc	1 bns	60 ft	V	Instantaneous	P	250
Longstrider	1+1/SL creature's speed increases by 10 ft for the duration	—	Trans	1 a	Touch	V,S,M	1 h	P	256
Sleep	20-ft rad 5d8+2d8/SL hp of conscious creatures fall asleep, starting with the lowest current hp crea	—	Ench	1 a	90 ft	V,S,M	1 min	P	276
Cloud of Daggers	5-ft cube 4d4+2d4/SL Slashing dmg to all that enter or start turn in area	—	Conj	1 a	60 ft	V,S,M	Conc, 1 min	P	222

PLAYER REFERENCE



AREA OF EFFECT

ATTACK (ACTION)

Make one melee or ranged attack with a weapon, or multiple attacks with the 'Extra Attack' class feature. (See the 'Attack Action' section below.)

CAST A SPELL (CASTING TIME OF THE SPELL)

Effect depends on the spell being cast.

DASH (ACTION)

Gain your speed as extra movement for this turn.

DISENGAGE (ACTION)

Your movement doesn't provoke opportunity attacks for the rest of the turn.

DODGE (ACTION)

Attack rolls from attackers you can see have disadvantage and you have advantage on Dex saving throws until the start of your next turn, until you become incapacitated or your speed drops to 0.

ESCAPE (ACTION)

Escape a grapple by winning a Str (Athletics) or Dex (Acrobatics) check vs. grappler's Str (Athletics) check.

HELP (ACTION)

Give an ally advantage on next ability check or attack roll vs. an opponent within 5 ft of you, if done before the start of your next turn.

HIDE (ACTION)

Hide from those that can't perceive you. Your Dex (Stealth) check is the DC for anybody's Wis (Perception) check to discover you.

OVERRUN (ACTION OR BONUS ACTION) (DMG 272)

Move through hostile's space once by winning opposing Str (Athletics) check. Advantage if you are larger or disadvantage if you are smaller than the opponent.

READY (ACTION)

Choose an action that you will take in response to a set trigger. Taking the action uses your reaction. Readyng a spell requires concentration.

SEARCH (ACTION)

Search for something, possibly with a Wis (Perception) or Int (Investigation) check.

TUMBLE (ACTION OR BONUS ACTION) (DMG 272)

Move through hostile's space once by winning opposing Dex (Acrobatics) check.

USE OBJECT (ACTION)

You can interact with an object once per turn for free. A second interaction and special cases take an action to complete (e.g. draw a second weapon, equip a shield, drink a potion, retrieve an item from a backpack).

COMBAT ACTIONS

(PHB 192)

MELEE ATTACK (ONE ATTACK)

Normal attack on target within 5 ft. If attacking with a light melee weapon in one hand, allowed to make an attack with a light melee weapon in other hand as a bonus action, see 'Two-Weapon Fighting'. If either weapon has the thrown property, it may be thrown as part of this action.

RANGED ATTACK (ONE ATTACK)

Normal attack up to normal range (first number). Disadvantage on attack if target is within 5 ft or up to long range away (second number).

TWO-WEAPON FIGHTING (BONUS ACTION WITH ATTACK ACTION)

If making an attack with a light melee weapon in one hand, allowed to make an attack with a light melee weapon in other hand as a bonus action. This off-hand attack can't add a positive ability score modifier to the damage roll. If the weapon has the thrown property, it may be thrown as part of this action.

DISARM (INSTEAD OF ONE ATTACK) (DMG 271)

Knock an item from grasp by winning weapon attack roll vs. opponent's Str (Athletics) or Dex (Acrobatics) check. Disadvantage if item is being held by two or more hands. Larger opponents have advantage and smaller have disadvantage.

GRAPPLE (INSTEAD OF ONE ATTACK)

With a free hand, give the grappled condition to an opponent that is within reach and up to one size larger than you by winning Str (Athletics) check vs. opponent's Str (Athletics) or Dex (Acrobatics) check.

MARK (WITH MELEE ATTACK) (DMG 271)

With a melee attack you can mark the target of that attack. The next opportunity attack against the marked target before the end of your next turn has advantage and doesn't cost you your reaction.

SHOVE (INSTEAD OF ONE ATTACK)

Move opponent 5 ft or make prone by winning opposing Str (Athletics) check. Disadvantage if trying to move the opponent to a side rather than to directly away from you.

ATTACK ACTION

(PHB 195)

HALF	+2 AC and Dex saving throws
3/4	+5 AC and Dex saving throws
TOTAL	Can't be targeted directly by attack or spell
COVER	(PHB 196)

BLINDED

Fail checks involving sight. Attacks have disadvantage. Enemy attacks have advantage.

CHARMED

Can't harm/attack charmer. Charmer has advantage on ability checks to interact socially.

DEAFENED

Fail checks involving hearing.

FRIGHTENED

Disadvantage to checks/attacks while the source of fear is in sight. Can't willingly move closer to the source of fear.

GRAPPLED

Speed 0, regardless of bonus. Ends when grappler is incapacitated or when moved out of grappler's reach by an effect.

INCAPACITATED

Can't take actions or reactions.

INVISIBLE

Can't be seen (normally), but still make noise and tracks. Attacks have advantage. Enemy attacks have disadvantage.

PARALYZED

Incapacitated. Can't move or speak. Fail Str and Dex saving throws. Enemy attacks have advantage. Enemy attacks within 5 ft are critical hits.

PETRIFIED

Incapacitated. Can't move or speak. Unaware of surroundings. Resistance to all damage. Immune to poison / disease. Fail Str and Dex saving throws. Enemy attacks have advantage. Stop aging. Weight increases by factor 10.

POISONED

Disadvantage on attack rolls and ability checks.

PRONE

Crawl (at ½ speed) or stand up (costs ½ speed). Attacks have disadvantage. Enemy attacks have advantage within 5 ft and disadvantage if further away.

RESTRAINED

Speed 0, regardless of bonus. Disadvantage on Dex saving throws. Attacks have disadvantage. Enemy attacks have advantage.

STUNNED

Incapacitated. Can't move. Can speak only falteringly. Fail Str and Dex saving throws. Enemy attacks have advantage.

UNCONSCIOUS

Incapacitated. Can't move or speak. Unaware of surroundings. Drop everything. Fail Str and Dex saving throws. Enemy attacks have advantage. Enemy attacks within 5 ft are critical hits.

CONDITIONS

(PHB 290)

LIGHTLY OBSCURED	(dim light)	Disadvantage on sight Perception checks
HEAVILY OBSCURED	(darkness)	Effectively blinded (see conditions)
BLINDSIGHT		Out to range, perceive without sight.
DARKVISION		Out to range, treat dim light as bright light. Can't see colors.
TRUESIGHT		Out to range, perceive everything regardless of (magical) darkness, invisibility, illusions, shapechanging, or etherealness.

LIGHT & VISION

(PHB 183)

MOVE (LIMITED BY MOVEMENT SPEED)

You can move your movement speed every turn. You can break up your movement between actions. You can switch back and forth between different types (e.g. from flying to walking), by subtracting the distance already moved from the new speed.

You can freely move through a nonhostile's space, and through a hostile's space if it is two sizes larger or smaller than you. Another creature's space counts as difficult terrain.

CLIMB / SWIM (AT ½ SPEED)

May involve a Str (Athletics) check if the climb / swim is difficult.

CRAWL (AT ½ SPEED)

Crawl while prone (see conditions). Dropping prone costs no movement speed.

DIFFICULT TERRAIN (AT ½ SPEED)

Moving through difficult terrain costs twice as much speed. Another creature's space counts as difficult terrain.

JUMP

After moving at least 10 feet on foot, you can jump you Str score in feet straight forward, or 3 + your Str modifier in feet up. The jump distance is halved when performing a standing jump.

STAND UP (COSTS ½ SPEED)

Standing up from being prone costs half your movement speed for this turn.

MOVEMENT

(PHB 182)

FORCED MARCH

Marching more than 8 hours per day requires a Con saving throw at DC 10 + 1 per additional hour, at the end of each additional hour. If failed, suffer one level of exhaustion (see conditions).

FOOD (ONE POUND PER DAY)

Go without food for 3 + Con modifier of consecutive days (1 day minimum). At the end of each day beyond that, suffer one level of exhaustion (see conditions).

WATER (ONE GALLON PER DAY)

If only half a gallon is consumed, DC 15 Con saving throw at end of day. If failed or consumed less than half, suffer one level of exhaustion, or two levels of exhaustion if currently already exhausted (see conditions).

FALLING

1d6 bludgeoning damage per 10 feet fallen, to a maximum of 20d6. End prone if taken any damage from the fall.

SUFFOCATING

Hold breath for 1 + Con modifier in minutes (30 seconds minimum). After that, survive for Con modifier in rounds, after which drop to 0 hit points and dying.

SHORT REST

A short rest takes 1 hour of doing nothing too strenuous. At the end of the rest, spend hit dice to regain hit points.

LONG REST

A long rest takes 8 hours with nothing too strenuous for more than 1 hour of that. Regain all hit points and half hit dice at end. If food and water are consumed, reduce exhaustion level by 1. Maximum of 1 long rest per 24 hours.

ENVIRONMENT

(PHB 183)

PACE	MINUTE	HOURL	DAY	EFFECT
Fast	400 feet	4 miles	30 miles	-5 passive Perception
Normal	300 feet	3 miles	24 miles	—
Slow	200 feet	2 miles	18 miles	Able to use stealth
TRAVEL PACE				(PHB 182)