

VALERIAN

HUMAN BARD 2nd Level



| | | |
|---------------------|---------------------|---------------|
| 13 STR | 17 DEX | 12 CON |
| +1 | +3 | +1 |
| 14 INT | 13 WIS | 18 CHA |
| +2 | +1 | +4 |
| +2 Proficiency | 35' Speed | |
| +5 DEX saving throw | +4 INT saving throw | |

ABILITIES

Bardic Inspiration

One companion of Valerian's choosing gets to add a d6 to one ability check or attack. *4 times/day*

Word of Healing

Valerian's companion's heal d6 hit points after a short rest.

SKILLS

Stealth +6
Persuasion +7
Performance +7
Sleight of Hand +4

Valerian gets an extra +1 to all ability checks (already calculated in his bonus).

SPELLS

Descriptions on back

CANTRIPS

Cast these spells as often as you like

Blade Ward

Friends

Message

Prestidigitation

1ST LEVEL SPELLS

Cast a spell from this list 3 times/day

Charm Person

Healing Word

Hideous Laughter

LONG
SWORD

+3
to hit

1d8+1
to damage

HAND
CROSS-
BOW

+5
to hit

1d4+3
to damage



15
Armor
Class



15
Hit
Points

EQUIPMENT

Shortsword, hand crossbow, 20 bolts, 3 silver tipped bolts, quiver, 5 self-help books, quill, ink, studded leather armor, dark cloak, bedroll, tinderbox, 1 flask of oil, fancy lantern, spikes, 20' fine silk rope.

TREASURE

35 Gold
20 Silver

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BARD 2nd Level

You might think that all bards exclusively use musical instruments and sing epic songs to motivate their party of adventurers. That's true for everyone except Valerian.

Valerian never learned to play an instrument, and his singing voice is terrible. But what he does excel at are affirmations. Positive comments. Heartening compliments. His motivational speaking has helped many a party of dungeon delvers through the darkest of catacombs.

PERSONALITY TRAIT:

"Good morning sunshine. This is going to be a GREAT day!"

IDEAL: *"Excuse me; I have to go be awesome."*

BOND: *"I help people become the best heroes they can possibly be."*

FLAW: *"If you cannot be positive, at least be quiet."*

FAVORITE AFFIRMATIONS

"Put on your positive pants!"

"Turn that frown upside down little cowboy!"

"Stop being afraid of what could go wrong and just think about what could go right!"

"Broken crayons color just the same."

"You must believe it to receive it."

"Every epic journey starts with a single step."

SPELLS & CANTRIPS

BLADE WARD Valerian takes half damage from all weapon attacks in the next round.

FRIENDS For one minute Valerian gets advantage on all CHARISMA-based ability checks on one target.

MESSAGE Send a short, silent telepathic message to one person up to 120 feet away. They can respond.

PRESTIDIGITATION Create minor magical effects like card tricks or producing a small flame.

1st Level Spells **CHARM PERSON** Valerian's target needs to make a WISDOM saving throw of 14 or higher or become Valerian's best friend for the next hour.

HEALING WORD As a bonus action, a single word from Valerian heals one target 1d4+4.

HIDEOUS LAUGHTER Valerian targets a single creature with a joke. They need to make a WISDOM saving throw of 14 or higher or fall to the ground laughing, unable to take actions. The target can try a new saving throw at the end of each of its turns.

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| | | |
|--------------|--------------|------------|
| STR | DEX | CON |
| | | |
| INT | WIS | CHA |
| | | |
| Proficiency | Speed | |
| Saving throw | Saving throw | |

ABILITIES

SKILLS

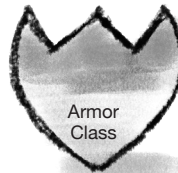
SPELLS

to hit

to damage

to hit

to damage



Armor
Class



Hit
Points

EQUIPMENT

TREASURE

Cut around the character and name, then fold in the middle for a flat miniature character to use in your game!

