



Salazar the Spiteful

Class: Bard (level 4)
Race: Half Elf
Languages: Common, Elvish, Dwarvish
Alignment: Chaotic Neutral
Background: Gladiator

Max HP: 35
Hit Dice: 4d8
Armor Class: 17 (Scale Mail)
Speed: 30 ft.
Initiative: +4
Passive Perception: 11
Passive Investigation: 11
Passive Insight: 10
Darkvision: 60 ft.

Proficiencies (Bonus +2)
- Light & Medium Armor
- Simple Weapons, Scimitar, Short & Longsword, Rapier, Hand Crossbow
- Disguise Kit
- Drum, Horn, Lute, Lyre

SKILLS	MODIFIER
Acrobatics (DEX)	+7
Animal Handling (WIS)	+0
Arcana (INT)	+1
Athletics (STR)	+5
Deception (CHA)	+4
History (INT)	+1
Insight (WIS)	+0
Intimidation (CHA)	+5
Investigation (INT)	+1
Medicine (WIS)	+0
Nature (INT)	+1
Perception (WIS)	+1
Performance (CHA)	+5
Persuasion (CHA)	+4
Religion (INT)	+1
Sleight of Hand (DEX)	+5
Stealth (DEX)	+5
Survival (WIS)	+0

STATS	SCORE	MODIFIER	SAVE
Strength	12	+1	+1
Dexterity	16	+3	+5
Constitution	14	+2	+2
Intelligence	10	+0	+0
Wisdom	8	-1	-1
Charisma	16	+3	+5

Since purchasing his freedom with gold earned in the fighting pits, Salazar the Spiteful turned his full attention to eliminating the cartel that once sold him into slavery. Salazar's nontraditional fighting styles are as lethal as they are entertaining, perhaps as much as his acerbic insults.

ATTACKS	HIT	DAMAGE	NOTES
Scimitar (x2)	+5	1d6+3 slashing	Finesse, Light
Dagger (x2)	+5	1d4+3 piercing	Finesse, Light, Thrown (20/60 ft.)
Unarmed	+3	2 bludgeoning	

SPELL SLOTS	MODIFIER	SPELL ATTACK	SAVE DC
4 Spell Slots (LEVEL 1)	+3	+5	13
3 Spell Slots (LEVEL 2)			

Two-Weapon Fighting: When fighting with 2 weapons, you can add your ability modifier to the damage of the second attack as well as the first.

Medium Armor Master: Wearing medium armor doesn't impose disadvantage on your Stealth checks, and you can add 3, rather than 2, to your AC if you have a DEX of 16 or higher (included in your AC).

Bardic Inspiration: You have 3 Bardic Inspiration dice that replenish after a long rest. As a bonus action, you can expend one die to give a creature within 60 ft. of you a 1d6 for 10 min. that can be added to one ability check, attack roll, or saving throw.

Blade Flourish: When you attack, you may expend a Bardic Inspiration die to increase your speed by 10 ft. until the end of the turn. On a hit, deal an extra 1d6 damage on the attack. You may then also make one of the following flourishes per turn:

- *Defensive Flourish:* Add the number rolled to your AC until the start of your next turn.
- *Mobile Flourish:* You can push the target 5 ft. plus the number rolled. You can then use your reaction to move your speed up to 5 ft. of the target.
- *Slashing Flourish:* Deals the extra damage to any other creature within 5 ft. of you

Song of Rest: During a short rest, friendly creatures who can hear your performance regain an addition 1d6 HP when they expend a Hit Dice.

Fey Ancestry: You have advantage on saving throws against being charmed, and magic can't put you to sleep.

By Popular Demand: As a gladiator, you can find a place to perform at any venue that features combat for entertainment. You receive free lodging and food as long as you perform each night. When strangers recognize you in a town where you have performed, locals may take a liking to you.

Spellcasting: You can cast 3 spells (other than those noted At Will), and you regain your spell slots after a long rest.

SPELLS	RANGE	HIT/DC	EFFECT
Vicious Mockery (At Will)	60 ft.	WIS 13	Unleashing a string of insults laced with subtle enchantments at a target that can hear you, it must succeed on a DC 13 WIS saving throw or take 1d4 psychic damage and have disadvantage on the next attack roll it makes before the end of its next turn.
Mage Hand (At Will)	30 ft.	-	For 1 minute, a spectral, floating hand appears at a point you choose within range, and it dissipates if it is ever more than 30 feet away from you. You can use your action to control the hand, open an unlocked door, pour contents out of a vial, etc. You can move the hand up to 30 ft. You can't attack, activate magic items, or carry more than 10 pounds.
Message (At Will)	120 ft.	-	You can whisper a message to a target within range. Only the target hears the message and can reply in a whisper that only you can hear. The spell can go through solid objects if you are familiar with the target and know it is beyond the barrier. Magical silence, 1 ft. of stone, 1 in. of metal, a thin sheet of lead, or 3 ft. of wood blocks the spell, although it can travel freely around corners or through openings.
Cure Wounds (Level 1)	Touch	-	A creature you touch regains 1d8+3 HP but has no effect on undead or constructs. If cast as a Level 2 spell, the creature regains 2d8+3 instead.
Faerie Fire (Level 1, Concentration)	60 ft.	DEX 13	Each object in a 20 ft. cube within range is outlined in blue, green, or violet light. Any creature in the area when the spell is cast is also outlined if it fails a DC 13 DEX saving throw. For the duration, objects and affected creatures shed dim light in a 10 ft. radius. Any attack roll against the creatures has advantage if the attacker can see it, and the affected creature or object can't benefit from being invisible.
Disguise Self (Level 1)	Self	-	You make yourself—including your clothing, armor, weapons, and other belongings on your person—look different for 1 hour or until you use your action to dismiss it. You can seem 1 foot shorter or taller, or appear thin or fat or in between. You can't change your body type, so you must adopt a form that has the same basic arrangement of limbs. To discern that you are disguised, a creature can use its action to inspect your appearance and must succeed on a DC 13 Investigation check.
Longstrider (Level 1)	Touch	-	A creature you touch increases its speed by 10 ft. for 1 hour. If cast as a Level 2 spell, you may target 2 creatures instead.
Blindness/Deafness (Level 2)	30 ft.	CON 13	Choose one creature that you see in range to make a DC 13 CON saving throw. If it fails, the target is either blinded or deafened (your choice) for 1 min. At the end of each of its turns, the target can make a DC 13 CON saving throw to end the spell.
Heat Metal (Level 2, Concentration)	60 ft.	-	Choose a manufactured metal object such as a metal weapon or suit of heavy or medium metal armor. You cause the object to glow red-hot for up to 1 min. Any creature in physical contact with the object takes 2d8 fire damage when you cast the spell. Until the spell ends, you can use a bonus action on each of your subsequent turns to cause this damage again. If the creature is holding or wearing the object and takes the damage from it, the creature must succeed on a DC 13 CON saving throw or drop the object if it can. If it doesn't drop the object, it has disadvantage on attack rolls and ability checks until the start of your next turn.
Warding Wind (Level 2, Concentration)	Self		A strong wind blows around you in a 10 ft. radius and moves with you, remaining centered on you, lasting for 1 min. The wind deafens you and other creatures in its area, extinguishes unprotected flames in its area that are torch-sized or smaller, hedges out vapor, gas, or fog that can be dispersed by a strong wind, makes the area difficult terrain for creatures other than you, and the attack rolls of ranged weapon attacks have disadvantage if the attacks pass in or out of the wind.