D&D BEYOND

Ghilanna Elendhen

CHARACTER NAME

Bard 4 [College of Eloquence]	
CLASS & LEVEL	PLAYER NAME
Aquatic Half-Elf	Faceless
RACE	BACKGROUND
	EXPERIENCE POINTS

STRENGTH	+0	10
DEXTERITY	+3	16
CONSTITUTION	+2	14
INTELLIGENCE	+0	10
WISDOM	+0	10
CHARISMA	+4	18

○	+0	Strength
⊙	+5	Dexterity
○	+2	Constitution
○	+0	Intelligence
○	+0	Wisdom
⊙	+6	Charisma

Saving Throw Modifiers

Advantage against being charmed, and magic can't put you to sleep

SAVING THROWS

Ⓗ	+4	Acrobatics	DEX
Ⓗ	+1	Animal Handling	WIS
Ⓗ	+1	Arcana	INT
Ⓗ	+1	Athletics	STR
Ⓔ	+8	Deception	CHA
Ⓗ	+1	History	INT
Ⓗ	+1	Insight	WIS
Ⓟ	+6	Intimidation	CHA
Ⓗ	+1	Investigation	INT
Ⓗ	+1	Medicine	WIS
Ⓗ	+1	Nature	INT
Ⓟ	+2	Perception	WIS
Ⓟ	+6	Performance	CHA
Ⓔ	+8	Persuasion	CHA
Ⓗ	+1	Religion	INT
Ⓗ	+4	Sleight of Hand	DEX
Ⓗ	+4	Stealth	DEX
Ⓗ	+1	Survival	WIS
○			
○			
○			

SKILLS

+4 INITIATIVE

ARMOR 15 CLASS

DEFENSES

INSPIRATION

+2 PROFICIENCY BONUS

ABILITY SAVE DC

30 ft. (Walking), 30 ft. (Swimming)

SPEED

Max HP	Current HP	Temp HP
31		--

HIT POINTS

Total 4d8

HIT DICE

SUCCESSES ○-○-○

FAILURES ○-○-○

DEATH SAVES

=== ARMOR ===
Light Armor

=== WEAPONS ===
Crossbow, Hand, Longsword, Rapier, Shortsword, Simple Weapons

=== TOOLS ===
Bagpipes, Disguise Kit, Flute, Lyre

=== LANGUAGES ===
Common, Elvish, Primordial, Sylvan

PROFICIENCIES & LANGUAGES

=== ACTIONS ===
Standard Actions
Attack, Cast a Spell, Dash, Disengage, Dodge, Help, Hide, Ready, Search, Use an Object, Opportunity Attack, Grapple, Shove, Improvise, Two-Weapon Fighting, Interact with an Object

=== BONUS ACTIONS ===
Bardic Inspiration • 4 / Long Rest
As a bonus action, a creature (other than yourself) within 60 ft. that can hear you gains an inspiration die (1d6). For 10 minutes, the creature can add it to one ability check, attack roll, or saving throw. This can be added after seeing the roll, but before knowing the outcome.

Unsettling Words
As a bonus action, you can expend one use of your Bardic Inspiration and choose one creature you can see within 60 ft. Roll the Bardic Inspiration die (1d6). The creature must subtract the number rolled from the next saving throw it makes before the start of your next turn.

ACTIONS

12	PASSIVE WISDOM (PERCEPTION)
11	PASSIVE WISDOM (INSIGHT)
11	PASSIVE INTELLIGENCE (INVESTIGATION)

Darkvision 60 ft.

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES
Crossbow, Light	+5	1d8+3 Piercing	Simple, Ammunition, Loading, Range, Two-Handed, Range (80/320)
Dagger	+5	1d4+3 Piercing	Simple, Finesse, Light, Thrown, Range (20/60)
Rapier	+5	1d8+3 Piercing	Martial, Finesse
Unarmed Strike	+2	1 Bludgeoning	

WEAPON ATTACKS & CANTRIPS

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	Aquatic Half-Elf	Faceless
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=== BARD FEATURES ===

* Hit Points • PHB 52

* Proficiencies • PHB 52

* Spellcasting • PHB 52
You can cast known bard spells using CHA as your spellcasting modifier (Spell DC 14, Spell Attack +6) and known bard spells as rituals if they have the ritual tag. You can use a musical instrument as a spellcasting focus.

* Bardic Inspiration • PHB 53
As a bonus action, a creature (other than you) within 60 ft. that can hear you gains an inspiration die (1d6). For 10 minutes, the creature can add it to one ability check, attack roll, or saving throw. This can be added after seeing the roll, but before knowing the outcome.

| 4 / Long Rest • 1 Bonus Action

* Jack of All Trades • PHB 54
You can add half your proficiency bonus, rounded down (+1), to any ability check you make that doesn't already include it.

* Song of Rest • PHB 54
If you or any friendly creatures who can hear your performance regain hit points at the end of the short rest by spending one or more Hit Dice, each of those creatures regains an extra 1d6 hit points.

* Bard College • PHB 54

| College of Eloquence

* Expertise • PHB 54
Your proficiency bonus is doubled for any ability check you make with chosen proficiencies (2 at 3rd and 10th level).

* Silver Tongue • MOoT 28
When you make a Charisma (Persuasion) or Charisma (Deception) check, you can treat a d20 roll of 9 or lower as a 10.

* Unsettling Words • MOoT 28
As a bonus action, you can expend one use of your Bardic Inspiration and choose one creature you can see within 60 ft. Roll the Bardic Inspiration die (1d6). The creature must subtract the number rolled from the next saving throw it makes before the start of your next turn.

| 1 Bonus Action

* Ability Score Improvement • PHB 54

=== AQUATIC HALF-ELF RACIAL TRAITS ===

* Darkvision • BR 39
You can see in darkness (shades of gray) up to 60 ft.

* Fey Ancestry • BR 39
You have advantage on saving throws against being charmed, and magic can't put you to sleep.

* Swimming Speed • SCAG
You have a swimming speed of 30 ft.

FEATURES & TRAITS

CP	0
SP	0
EP	0
GP	6
PP	1

WEIGHT CARRIED	72.64 lb.
ENCUMBERED	150 lb.
PUSH/DRAG/LIFT	300 lb.

NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
Studded Leather	1	13 lb.	Disguise Kit	1	3 lb.
Dagger	1	1 lb.	Whetstone	1	1 lb.
Rapier	1	2 lb.	Waterskin	1	5 lb.
Crossbow, Light	1	5 lb.	Soap	1	--
Crossbow Bolts	20	1.5 lb.	Lyre	1	2 lb.
Backpack	1	5 lb.	Rope, Silk (50 feet)	1	5 lb.
Mess Kit	1	1 lb.			
Rations (1 day)	5	10 lb.			
Bedroll	1	7 lb.			
Candle	5	--			
Clothes, Costume	1	4 lb.			
Clothes, Traveler's	1	4 lb.	ATTUNED MAGIC ITEMS	QTY	WEIGHT
Flask or Tankard	1	1 lb.			
Case, Crossbow Bolt	1	1 lb.			
Flute	1	1 lb.			

EQUIPMENT

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Ghilanna Elendhen

CHARACTER NAME

Female	25	Medium	4' 11"	120
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Chaotic Good	Deep Sashelas	Pale	Blue	Red
ALIGNMENT	FAITH	SKIN	EYES	HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

I treasure a memento of the person or instance that set me upon my path.
I sleep just as much as I need to

PERSONALITY TRAITS

Anonymity. It's my deeds that should be remembered, not their instrument. (Any)

IDEALS

I stand in opposition, lest the wicked go unopposed.

BONDS

I overexert myself, sometimes needing to recuperate for a day or more.

FLAWS

In the depths of the ocean, where light barely touches the seafloor, there lived a community of aquatic elves, known for their harmonious relationship with the sea and its creatures. Among them was Ghilanna Elendhen, a young elf with a curious spirit and a heart full of dreams. Her hair, as red as coral, contrasted sharply with her pale skin, and her blue eyes sparkled like the ocean's surface on a sunny day.

Ghilanna's early life was filled with the wonders of the deep sea. She learned to swim before she could walk, and the songs of the whales were her lullabies. Her parents, both respected members of their community, instilled in her a deep reverence for Deep Sashelas, the god of the sea and creator of their kind. They taught her the importance of balance and harmony, values that would guide her throughout her life.

However, Ghilanna's peaceful existence was shattered when a group of triton hunters, seeking glory and riches, invaded her home. The tritons, known for their arrogance and disdain for other aquatic races, slaughtered many of Ghilanna's kin and destroyed much of their habitat. In the chaos, Ghilanna's parents were killed, leaving her alone and filled with a burning desire for justice.

Vowing to oppose the wicked and protect the innocent, Ghilanna set out on a journey that would take her far from her underwater home. She traveled to the surface world, a place both fascinating and terrifying to her. There, she encountered a wide variety of people, some kind and others cruel. It was during this time that she realized the importance of anonymity. To navigate the complexities of the surface world and pursue her goals without drawing unwanted attention, she adopted a new persona.

Ghilanna became a master of disguise, using her skills to blend in wherever she went. She took on the appearance of a surface elf, hiding her aquatic features and adopting the customs of the land-dwellers. As her persona, she became known as a wandering minstrel, charming audiences with her music and storytelling. Her performances were not just for entertainment; they were a means to gather information, make connections, and subtly influence those around her.

Despite her new identity, Ghilanna never forgot her roots or her mission. She used her talents to fight against injustice, often putting herself in harm's way to protect others. Her dual personalities allowed her to maintain her anonymity, using one to hide the other when necessary. However, this constant switching between personas took a toll on her. She often overexerted herself, sometimes needing days to recuperate from her endeavors.

One fateful night, Ghilanna's two worlds collided. During a performance in a coastal town, she recognized a group of triton hunters among the audience, the very same ones responsible for the attack on her home. Consumed by rage, she broke character and confronted them, revealing her true self in the process. The ensuing battle was fierce, but with the help of some newfound allies, Ghilanna emerged victorious.

The incident, however, exposed her identity and forced her to abandon her persona. She realized that her quest for justice couldn't be confined to the shadows. Embracing her true self, Ghilanna continued her journey, no longer hiding behind a mask. She became a symbol of hope for those oppressed by the wicked, a guardian of the innocent, and a relentless pursuer of justice.

As she travels, Ghilanna carries with her a memento of her parents—a small, intricately carved amulet that serves as a reminder of her purpose and the love that set her on her path. She sleeps only as much as necessary, often keeping an unusual schedule to stay vigilant against threats. Her deeds have become her legacy, her name whispered in reverence and fear by those who know of her.

Ghilanna Elendhen's story is one of tragedy and triumph, of loss and redemption. From the depths of the ocean to the bustling towns of the surface, she continues to fight for what she believes in, guided by the principles of her faith and the memory of her lost home. She stands as a beacon of light in a world often shrouded in darkness, her journey a testament to the power of resilience and the enduring spirit of the sea.

CHARACTER BACKSTORY

ADDITIONAL NOTES

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Bard

SPELLCASTING CLASS

CHA	14	+6
SPELLCASTING ABILITY	SPELL SAVE DC	SPELL ATTACK BONUS

PREP	SPELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
	=== CANTRIPS ===	(At Will)							
O	Minor Illusion	Bard	--	1A	30 ft./5 ft. Cube	S,M	1 minute	PHB 260	D: 1m, 5 ft. Cube, S/M
O	Vicious Mockery	Bard	WIS 14	1A	60 ft.	V	Instantaneous	PHB 285	V
O	Prestidigitation	Bard	--	1A	10 ft.	V,S	1 hour	PHB 267	D: 1h, V/S
	=== 1st LEVEL ===	4 Slots OOOO							
O	Faerie Fire <C>	Bard	DEX 14	1A	60 ft./20 ft. Cube	V	Concentration, up to 1 minute	PHB 239	D: 1m, 20 ft. Cube, V
O	Healing Word	Bard	--	1BA	60 ft.	V	Instantaneous	PHB 250	V
O	Tasha's Hideous Laughter <C>	Bard	WIS 14	1A	30 ft.	V,S,M	Concentration, up to 1 minute	PHB 280	D: 1m, V/S/M
O	Dissonant Whispers	Bard	WIS 14	1A	60 ft.	V	Instantaneous	PHB 234	V
O	Bane <C>	Bard	CHA 14	1A	30 ft.	V,S,M	Concentration, up to 1 minute	PHB 216	D: 1m, V/S/M
	=== 2nd LEVEL ===	3 Slots OOO							
O	Suggestion <C>	Bard	WIS 14	1A	30 ft.	V,M	Concentration, up to 8 hours	PHB 279	D: 8h, V/M
O	Phantasmal Force <C>	Bard	INT 14	1A	60 ft./10 ft. Cube	V,S,M	Concentration, up to 1 minute	PHB 264	D: 1m, 10 ft. Cube, V/S/M

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