D&D BEYOND

Arala Shadowdancer

CHARACTER NAME

Bard 4 [College of Whispers]
CLASS & LEVEL | PLAYER NAME

Protector Aasimar | Celebrity Adventurer's Sci
RACE | BACKGROUND | EXPERIENCE POINTS

STRENGTH	+0	10
DEXTERITY	+2	14
CONSTITUTION	+2	14
INTELLIGENCE	+0	10
WISDOM	+0	11
CHARISMA	+4	18

○	+0	Strength
⊙	+4	Dexterity
○	+2	Constitution
○	+0	Intelligence
○	+0	Wisdom
⊙	+6	Charisma

Saving Throw Modifiers

SAVING THROWS

Ⓗ	+3	Acrobatics	DEX
Ⓗ	+1	Animal Handling	WIS
Ⓟ	+2	Arcana	INT
Ⓗ	+1	Athletics	STR
Ⓟ	+6	Deception	CHA
Ⓗ	+1	History	INT
Ⓗ	+1	Insight	WIS
Ⓗ	+5	Intimidation	CHA
Ⓗ	+1	Investigation	INT
Ⓗ	+1	Medicine	WIS
Ⓗ	+1	Nature	INT
Ⓔ	+4	Perception	WIS
Ⓔ	+8	Performance	CHA
Ⓟ	+6	Persuasion	CHA
Ⓗ	+1	Religion	INT
Ⓗ	+3	Sleight of Hand	DEX
Ⓗ	+3	Stealth	DEX
Ⓗ	+1	Survival	WIS
○			
○			
○			

SKILLS

+3
INITIATIVE

ARMOR
14
CLASS

Resistances - Necrotic, Radiant
DEFENSES

INSPIRATION

+2
PROFICIENCY BONUS

ABILITY SAVE DC

30 ft. (Walking)
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 ===
Disguise Kit, Drum, Dulcimer, Shawm

=== LANGUAGES ===
Celestial, Common, Draconic, Infernal

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

Healing Hands • 1 / Long Rest
Once per long rest as an action, touch a creature and restore 4 hit points.

Radiant Soul • 1 / Long Rest
[3rd] Once per long rest as an action, you can transform, gaining glimmering eyes and two incorporeal wings. For 1 minute or until you end it as a bonus action, you have a flying speed (30 ft.) and once per turn you can have one attack or spell deal 4 in additional radiant damage to one target.

=== 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.

=== SPECIAL ===
Psychic Blades
When you hit a creature with a weapon attack, you can expend one use of your Bardic Inspiration to deal

ACTIONS

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

Darkvision 60 ft.

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES
Crossbow, Light	+4	1d8+2 Piercing	Simple, Ammunition, Loading, Range, Two-Handed, Range (80/320)
Dagger	+4	1d4+2 Piercing	Simple, Finesse, Light, Thrown, Range (20/60)
Rapier	+4	1d8+2 Piercing	Martial, Finesse
Unarmed Strike	+2	1 Bludgeoning	

WEAPON ATTACKS & CANTRIPS

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	EXPERIENCE POINTS

=== 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 Whispers

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

* Psychic Blades • XGtE 16
When you hit a creature with a weapon attack, you can expend one use of your Bardic Inspiration to deal an extra 2d6 psychic damage to that target. You can do so only once per round on your turn.

| Special

* Words of Terror • XGtE 16
Once per short rest, you can speak to a humanoid alone for 1 minute and cause it to become frightened of you (or another creature of your choice) if it fails a WIS saving throw (DC 14) for 1 hour or until it or its allies are attacked or damaged. If the target succeeds, it is not aware you used this ability.

| 1 / Short Rest • 1 Minute

* Ability Score Improvement • PHB 54

=== PROTECTOR AASIMAR RACIAL TRAITS ===

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

* Celestial Resistance • VGtM
You have resistance to necrotic damage and radiant damage.

* Healing Hands • VGtM
Once per long rest as an action, touch a creature and restore 4 hit points.

| 1 / Long Rest • 1 Action

* Light Bearer • VGtM
You know the light cantrip (CHA).

* Radiant Soul • VGtM
[3rd] Once per long rest as an action, you can transform, gaining glimmering eyes and two incorporeal wings. For 1 minute or until you end it as a bonus action, you have a flying speed (30 ft.) and once per turn you can have one attack or spell deal 4 in additional radiant damage to one target.

| 1 / Long Rest • 1 Action

FEATURES & TRAITS

CP	0
SP	0
EP	0
GP	5
PP	0

WEIGHT CARRIED	84.6 lb.
ENCUMBERED	150 lb.
PUSH/DRAG/LIFT	300 lb.

NAME	QTY	WEIGHT
Studded Leather	1	13 lb.
Dagger	1	1 lb.
Crossbow, Light	1	5 lb.
Rapier	1	2 lb.
Crossbow Bolts	20	1.5 lb.
Backpack	1	5 lb.
Blanket	1	3 lb.
Candle	5	--
Case, Crossbow Bolt	1	1 lb.
Clothes, Costume	2	8 lb.
Clothes, Traveler's	1	4 lb.
Flask or Tankard	1	1 lb.
Mess Kit	1	1 lb.
Pouch	1	1 lb.
Rations (1 day)	5	10 lb.

NAME	QTY	WEIGHT
Rope, Silk (50 feet)	1	5 lb.
Soap	1	--
Waterskin	1	5 lb.
Whetstone	1	1 lb.
Disguise Kit	1	3 lb.
Dulcimer	1	10 lb.
Shawm	1	1 lb.
Hand Drum	1	3 lb.

ATTUNED MAGIC ITEMS	QTY	WEIGHT

EQUIPMENT

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Arala Shadowdancer

CHARACTER NAME

Female	22	Medium	5' 6"	160
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Chaotic Neutral	Erevan Ilesere	Fair	Blue	Blonde
ALIGNMENT	FAITH	SKIN	EYES	HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

I will never get out of my famous parent's shadow, and no one else will ever understand this burden. No one can fake a smile, a

PERSONALITY TRAITS

Fame. I've seen what fame can bring. And I'll do anything to get all that for myself. (Neutral)

IDEALS

Growing up, I had an imaginary friend I could always count on. That friend is still with me.

BONDS

You have to look out for yourself. No one else will.

FLAWS

Arala Shadowdancer was born under the veil of night in a small, secluded village nestled in the heart of a dense forest. Her birth was marked by a celestial event, a comet streaking across the sky, a sign that the heavens had blessed the newborn with a touch of divine power. Her parents, simple folk with no knowledge of their daughter's celestial heritage, named her Arala, meaning "blessed by the stars" in the old tongue.

From a young age, Arala exhibited an otherworldly grace and a natural affinity for music and storytelling. Her voice, imbued with a hauntingly beautiful timbre, could soothe the weariest of souls and captive the hearts of all who heard her sing. Despite her talents, Arala always felt a sense of isolation, as if she were meant for something greater than the simple life her parents led.

As she grew, Arala's celestial guide, a benevolent deva named Seraphina, began to visit her in dreams. Seraphina's guidance was subtle, often manifesting as feelings of warmth and comfort, but occasionally she would impart visions of distant lands and great evils that needed to be vanquished. These dreams ignited a fire within Arala, a desire to use her gifts to make a difference in the world.

When Arala reached her sixteenth year, tragedy struck. A band of marauders, drawn by tales of her enchanting voice, attacked her village, seeking to capture her and exploit her talents. In the chaos, her parents were slain, and Arala was left to fend for herself. With her home in ruins and nothing left to tie her to the village, she took her first steps into the wider world, determined to honor her parents' memory and fulfill her celestial destiny.

Arala's journey led her to the city of Baldur's Gate, a place teeming with opportunity and danger in equal measure. It was here that she adopted the persona of the Shadowdancer, a mysterious bard known for her captivating performances and ability to disappear into the shadows as quickly as she appeared. Using her talents, she earned a living while gathering information on the dark forces that threatened the lands.

In her travels, Arala encountered a group of adventurers who shared her ideals and sense of purpose. Among them was a drow half-elf named Bruhd Arkenviir, an entertainer with a troubled past, and Ghilanna Elendhen, an aquatic half-elf with a dual personality. Together, they formed an unlikely band of heroes, each with their own reasons for fighting against the encroaching darkness.

Arala's role in the group was more than just a performer. Her songs could inspire courage in the hearts of her allies and sow fear in the minds of her enemies. As a College of Whispers Bard, she mastered the art of manipulation and subterfuge, using her powers to uncover secrets and control the battlefield. Her celestial heritage granted her additional abilities, such as the power to heal with a touch and to summon radiant wings that allowed her to soar above her foes.

Despite her growing prowess, Arala's path was not without its challenges. The fame that came with her successes as an adventurer brought unwanted attention, and she found herself constantly under the scrutiny of those who sought to use her for their own gain. Her celestial guide, Seraphina, warned her of a great evil that was rising in the shadows, one that threatened to engulf the world in darkness.

Determined to stop this threat, Arala and her companions embarked on a perilous quest that took them to the depths of ancient ruins, through haunted forests, and across stormy seas. Along the way, they faced formidable foes, from cunning demons to corrupt nobles, each encounter testing their resolve and strengthening their bonds.

In the end, it was Arala's unwavering spirit and her ability to inspire hope in others that turned the tide. With her friends by her side and the power of her celestial heritage coursing through her veins, she confronted the darkness and emerged victorious. The lands were saved, but Arala knew that her journey was far from over.

As she stood amidst the ruins of the final battlefield, her eyes gazing up at the stars, Arala realized that her destiny was not just to be a protector of the weak, but a beacon of light in a world shrouded in shadows. With a renewed sense of purpose, she set out once more, her songs echoing through the night, a reminder that even in the darkest of times, there is always a glimmer of hope.

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	Vicious Mockery	Bard	WIS 14	1A	60 ft.	V	Instantaneous	PHB 285	V
O	Mage Hand	Bard	--	1A	30 ft.	V,S	1 minute	PHB 256	D: 1m, V/S
O	Prestidigitation	Bard	--	1A	10 ft.	V,S	1 hour	PHB 267	D: 1h, V/S
O	Light	Light Bearer	DEX 14	1A	Touch/20 ft. Sphere	V,M	1 hour	PHB 255	D: 1h, 20 ft. Sphere, V/M
	=== 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	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
O	Silence [R]<C>	Bard	--	1A	120 ft./20 ft. Sphere	V,S	Concentration, up to 10 minutes	PHB 275	D: 10m, 20 ft. Sphere, V/S

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