

[Previous](#)[Next](#)

eldaren brightfoot

**2500 x 3235**  
↔ ↕

Image Dummy

---

## Eldaren Brightfoot

**middle aged adult Halfling**

**Neutral Good**

**Level 10 Bard College of Lore**

---

### Pronouns -

he/him

### Occupations -

Mime, Comedian, Thespian

Armor Class -

12

Hit Points -

55 (TODO Hitdice)

Speed -

25.

STR

11 (+1)

DEX

15 (+3)

CON

12 (+1)

INT

16 (+3)

WIS

12 (+1)

CHA

18 (+4)

Saving Throws -

Skills -

{ "Halfling Abilities"=>[ { "Lucky"=>"When rolling a 1 on The D20 for an Attack roll, ability check, or saving throw, can reroll the die and must use the new roll", "Brave"=>"Has advantage on Saving Throws against being Frightened", "Halfling Nimbleness"=>"can move through the space of any creature that is of a size larger than her"}], "Lightfoot Abilities"=>[ { "Naturally Stealthy"=>"You can attempt to hide even when you are obscured only by a creature that is at least one size larger than you"}], "Bard Abilities"=>[ { "Bard Spellcasting"=>[ { "Description"=>"Spell DC 16", "Cantrip"=>"Mage Hand, Vicious Mockery, Minor Illusion, Dancing Lights", "1st Level"=>"Charm Person, Faerie Fire, Tasha's Hideous Laughter, Disguise Self", "2nd Level"=>"Enthrall, Heat Metal, Invisibility", "3rd Level"=>"Hypnotic Pattern, Tongues, Major Image", "4th Level"=>"Compulsion, Polymorph, Greater Invisibility", "5th Level"=>"Modify Memory, Legend Lore"}], "Bardic Inspiration"=>"Can use a Bonus Action on their Turn to choose one creature other than themselves within 60 feet of, who can hear them. That creature gains one Bardic Inspiration die, a d6. Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, Attack roll, or saving throw it makes.", "Jack of All Trades"=>"can add half their Proficiency Bonus, rounded down, to any ability check they make that doesn't already include their Proficiency Bonus", "Song of Rest"=>"If they or any friendly creatures who can hear their Performance regain Hit Points by spending Hit Dice at the end of the Short Rest, each of those creatures regains an extra 1d6 Hit Points.", "Font of Inspiration"=>"they regain all of their expended uses of Bardic Inspiration when they finish a short or Long Rest", "Countercharm"=>"As an action, they can start a Performance that lasts until the end of their next turn. During that time, them and any friendly creatures within 30 feet of them have advantage on Saving Throws against being Frightened or Charmed", "Expertise"=>"gets double proficiency bonus in Performance and Persuasion", "Magical Secrets"=>"Can cast Magic Missile and Fireball"}], "College of Lore Abilities"=>[ { "Cutting Words"=>"you learn how to use your wit to distract, confuse, and otherwise sap the confidence and competence of others. When a creature that you can see within 60 feet of

you makes an Attack roll, an ability check, or a damage roll, you can use your Reaction to expend one of your uses of Bardic Inspiration, rolling a Bardic Inspiration die and subtracting the number rolled from the creature’s roll. You can choose to use this feature after the creature makes its roll, but before the GM determines whether the Attack roll or ability check succeeds or fails, or before the creature deals its damage. The creature is immune if it can’t hear you or if it’s immune to being Charmed", "Additional Magic Secrets"=>"Can cast Detect Thoughts and Dominate Person"}}}

**Proficiencies -**

**Proficiency Mod -**

+4

**Languages -**

Common Halfling Gnomish Elvish

**Adjectives -**

Charming,

---

**Special Abilities**

**Special Equipment**

**Combat Tactics**

**Actions**

**Factions**

**The Stage Actors' Guild**

Role:

---

**2500 x 3235**  
↔ ↕

# Image Dummy

## Roleplaying

---

### Introduction

Renown throughout the region for his passionate performances and people-centered political beliefs, numerous other townsfolk will suggest to any adventurers that they visit him to witness his great performances. He will also be pointed out as a connection for rebellious action with the goal of undercutting or removing local government officials and magistrates.

### Appearance

Very handsome specimen; Polished amber curls fall to his shoulders or gets tied in a topknot (unless he's performing); Fashion savvy - wears bright colors contrasted with deep hues; Loves patterns - in clothing and otherwise

### Expressions

*Everything comes together in a form or shape; a pattern. Everything has a pattern*

*Stay gleeful, glum chum. The world needs joy.*

*Did you see my performance of Lord Neverember in 'The Calling of Broken Arrows'? I think everyone who's anyone has seen that.*

**Mannerisms**

Although a physical actor, Eldaren is gentle and deliberate in his movements - his flourish only comes to the fore in performance or conflict; Knocks on wood; Almost always humming or whistling a tune - to the detriment of the nerves of others;

**Motivations**

Desires renown as the finest actor in the town/city/region. Hopes his performances invoke proclivities towards socialist political beliefs and away from monarchs and the aristocracy.

**Passions**

Acting, miming, singing, comedy; The greater good, to a fault; Socialism;

**Secrets**

N/A

---

**Eldaren Brightfoot**

**middle aged adult Halfling**  
**Neutral Good**  
**Level 10 Bard College of Lore**

---

**Pronouns -**

he/him

**Occupations -**

Mime, Comedian, Thespian

**Armor Class -**

12

**Hit Points -**

55 (TODO Hitdice)

**Speed -**

25.

---

**STR**

11 (+1)

**DEX**

15 (+3)

**CON**

12 (+1)

**INT**

16 (+3)

**WIS**

12 (+1)

**CHA**

18 (+4)

**Saving Throws -**

**Saving Throws -**

**Skills -**

{ "Halfling Abilities"=>[ { "Lucky"=>"When rolling a 1 on The D20 for an Attack roll, ability check, or saving throw, can reroll the die and must use the new roll", "Brave"=>"Has advantage on Saving Throws against being Frightened", "Halfling Nimbleness"=>"can move through the space of any creature that is of a size larger than her"} ], "Lightfoot Abilities"=>[ { "Naturally Stealthy"=>"You can attempt to hide even when you are obscured only by a creature that is at least one size larger than you"} ], "Bard Abilities"=>[ { "Bard Spellcasting"=>[ { "Description"=>"Spell DC 16", "Cantrip"=>"Mage Hand, Vicious Mockery, Minor Illusion, Dancing Lights", "1st Level"=>"Charm Person, Faerie Fire, Tasha's Hideous Laughter, Disguise Self", "2nd Level"=>"Enthrall, Heat Metal, Invisibility", "3rd Level"=>"Hypnotic Pattern, Tongues, Major Image", "4th Level"=>"Compulsion, Polymorph, Greater Invisibility", "5th Level"=>"Modify Memory, Legend Lore"} ], "Bardic Inspiration"=>"Can use a Bonus Action on their Turn to choose one creature other than themselves within 60 feet of, who can hear them. That creature gains one Bardic Inspiration die, a d6. Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, Attack roll, or saving throw it makes.", "Jack of All Trades"=>"can add half their Proficiency Bonus, rounded down, to any ability check they make that doesn't already include their Proficiency Bonus", "Song of Rest"=>"If they or any friendly creatures who can hear their Performance regain Hit Points by spending Hit Dice at the end of the Short Rest, each of those creatures regains an extra 1d6 Hit Points.", "Font of Inspiration"=>"they regain all of their expended uses of Bardic Inspiration when they finish a short or Long Rest", "Countercharm"=>"As an action, they can start a Performance that lasts until the end of their next turn. During that time, them and any friendly creatures within 30 feet of them have advantage on Saving Throws against being Frightened or Charmed", "Expertise"=>"gets double proficiency bonus in Performance and Persuasion", "Magical Secrets"=>"Can cast Magic Missile and Fireball"} ], "College of Lore Abilities"=>[ { "Cutting Words"=>"you learn how to use your wit to distract, confuse, and otherwise sap the confidence and competence of others. When a creature that you can see within 60 feet of you makes an Attack roll, an ability check, or a damage roll, you can use your Reaction to expend one of your uses of Bardic Inspiration, rolling a Bardic Inspiration die and subtracting the number rolled from the creature's roll. You can choose to use this feature after the creature makes its roll, but before the GM determines whether the Attack roll or ability check succeeds or fails, or before the creature deals its damage. The creature is immune if it can't hear you or if it's immune to being Charmed", "Additional Magic Secrets"=>"Can cast Detect Thoughts and Dominate Person"} ] }

**Proficiencies -**

**Languages -**

Common Halfling Gnomish Elvish

**Adjectives -**

Charming,

**Special Abilities**

-

## Special Equipment

-

## Combat Tactics

Although a performer, Eldaren is no newcomer to battle. He is quite crafty and will use his skills and/or magicks of persuasion to sway the battle in his favor after which time he can become quite ruthless.

## Actions

-

## Factions

### The Stage Actors' Guild

Role:

# Roleplaying

---

## Introduction

Renown throughout the region for his passionate performances and people-centered political beliefs, numerous other townsfolk will suggest to any adventurers that they visit him to witness his great performances. He will also be pointed out as a connection for rebellious action with the goal of undercutting or removing local government officials and magistrates.

## Appearance

Very handsome specimen; Polished amber curls fall to his shoulders or gets tied in a topknot (unless he's performing); Fashion savvy - wears bright colors contrasted with deep hues; Loves patterns - in clothing and otherwise

## Expressions

*Everything comes together in a form or shape; a pattern. Everything has a pattern*

*Stay gleeful, glum chum. The world needs joy.*

*Did you see my performance of Lord Neverember in 'The Calling of Broken Arrows'? I think everyone who's anyone has seen that.*

## Mannerisms

Although a physical actor, Eldaren is gentle and deliberate in his movements - his flourish only comes to the fore in performance or conflict; Knocks on wood; Almost always humming or whistling a tune - to the detriment of the nerves of others;

**Motivations**

Desires renown as the finest actor in the town/city/region. Hopes his performances invoke proclivities towards socialist political beliefs and away from monarchs and the aristocracy.

**Passions**

Acting, miming, singing, comedy; The greater good, to a fault; Socialism;

**Secrets**

N/A

**Background Story**

Always the ham of his large family, Eldaren had an innate talent to entertain others, whether that be through song, dance, or comedy. It simply came natural. His family were very supportive of this talent and young Eldaren quickly became a popular feature in his village performing in full-on stage productions, strumming a lute in the local tavern, or all-dressed-up in his famously ridiculous clowning garb and performing long mime sequences in the village square. His name eventually became known among other connected towns and cities. Eldaren's talents were requested by playwrights and tavern keepers throughout the region. He soon became a recognizable celebrity with passers-by remarking, "I saw your performance of Gonidorin in 'the Leaves will Fall as they May!' or something equally astounded. Only the erudite recognize that many of his performances have a hidden message promoting freeing the commoners from the clutches of the royalty.