

SALALI

Bard Level 5—College of Lore (Oesha)
Human (f) | Worldbuilder

ABILITY SCORES

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	13 (+1)	13 (+1)	13 (+1)	16 (+3)

PROFICIENCIES

Proficiency Bonus +2

Saves Dex +4, Cha +5

Skills Acrobatics +4, Arcana +3, Nature +5,
Performance +7

Senses passive Perception 12

Weapons simple weapons, hand crossbow, longsword,
shortsword

Armors light armor

Tools carpenter's tools, lute, pan flute

Languages Grovish, English, Scots Gaelic

COMBAT

HP Max 35; **HD** 5d8 (1d8 x Level)

Initiative +3; **Speed** 30 ft.

AC 13 (leather 11, Dex +2)

Viking seax. *Melee:* +4 (1d8+2 slashing; finesse, light)

Scottish dirk. *Melee:* +4 (1d4+2 piercing; finesse, light,
thrown (range 20/60))

Hand crossbow. *Ranged:* +6 (1d6+2 piercing;
ammunition (range 30/120), loading, light)

SPELLS

Spellcasting Ability Charisma

Spells Save DC 13; **Spells Attack Bonus** +5

Daily spells to prepare 7; **Slots** 4 / 3 / 2

—Cantrip: *dancing lights, message, minor illusion*

—Lvl 1: *charm person, comprehend languages, heroism, identify*

—Lvl 2: *calm emotions, detect thoughts, suggestion*

—Lvl 3: *clairvoyance, major image*

FEATURES & TRAITS

Bardic Inspiration

Jack of All Trades

Song of Rest

Bard College—Lore

Cutting Words

Expertise (Nature, Performance)

Font of Inspiration

It's My World

EQUIPMENT

Seax, dirk, hand crossbow, leather, 20 crossbow bolts, crossbow bolt case, lute, pan flute, chest, case/map or scroll (2), clothes/fine, ink/1 ounce bottle, ink pen, lamp, oil/flask (2), paper/1 sheet (5), perfum/vial, sealing wax, soap, clothes/costume, favor of an admirer, belt pouch

Equipment weight 56 lb - **Cost** 133.24 gp

Coins 15 gp **weight** 0.15 lb

Lifestyle modest

CHARACTER

Height Medium / 5.10 ft / 190 lb.; **Age** Unknown

Eyes hazel; **Skin** pale peach; **Hair** brown

Appearance At first glance, Salali appears to be a young woman, perhaps in her twenties or thirties. She is welcoming and kind and often wears simple gowns. Her hair is often decoratively braided but worn down.

Personality traits I have a dream for this world, and I will make it a reality whatever it takes.

Ideals Generosity. My talents were given to me so I could use them to help the world.

Bonds I want to make the world better for my family and future generations.

Flaws The world shouldn't need fixing, and I'm going to complain about it the whole time.

Background Worldbuilder

Character Backstory Much of Salali's backstory is redacted until we learn her details in the books, but Salali had similar origins in Ambergrove as Medusa. Once she learned about the world, she wanted to set out to Fengel with some companions. The gods had other plans, and she became the Skalda. She travels Ambergrove on behalf of the gods for reasons we are yet to learn.

Allies & Organizations All good creatures.

CLASS FEATURES

Bardic Inspiration (d8). You can inspire others through stirring words or music. To do so, you use a bonus action on your turn to choose one creature other than yourself within 60 feet of you who can hear you. 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. The creature can wait until after it rolls the d20 before deciding to use the Bardic Inspiration die, but must decide before the DM says whether the roll succeeds or fails. Once the Bardic Inspiration die is rolled, it is lost. A creature can have only one Bardic Inspiration die at a time.

You can use this feature **3 times per short rest**.

Jack of All Trades. Starting at 2nd level, you can add half your proficiency bonus, rounded down, to any ability check you make that doesn't already include your proficiency bonus.

Song of Rest. Beginning at 2nd level, you can use soothing music or oration to help revitalize your wounded allies during a short rest. 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.

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 DM 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.

Expertise. Choose two proficiencies. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.

Bardic College: Lore

You are granted a Charisma bonus when telling a story and a History bonus if that story is factual.

Background: Worldbuilder

It's My World. Driven toward one particular change you wish to bring to the world, you have been practicing this thing for as long as you have known you could, preparing for the time when you would need it.

SPELLS

CANTRIPS

Dancing Lights

Evocation cantrip

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (glow stones)

Duration: Concentration, up to 1 minute

You have a pocketful of glow stones you can use to create light and retrieve to reuse by simply picking them up where they fall. Each light sheds dim light in a 10-foot radius.

As a bonus action on your turn, you can move the lights up to 60 feet to a new spot within range. A light must be within 20 feet of another light created by this spell, and a light winks out if it exceeds the spell's range.

Message

Transmutation cantrip

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: 1 round

You touch a creature and whisper a message. The target (and only the target) hears the message and can reply in a whisper that only you can hear.

This messenger can travel instantaneously anywhere in Ambergrove to deliver your message, and it can only be delivered directly to the intended recipient.



Minor Illusion

Illusion cantrip

Casting Time: 1 action

Range: 30 feet

Components: S, M (something pertaining to the visual)

Duration: 1 minute

You create a sound or an image of an object within range that lasts for the duration. The illusion also ends if you dismiss it as an action or cast this spell again.

If you create a sound, its volume can range from a whisper to a scream. It can be your voice, someone else's voice, a lion's roar, a beating of drums, or any other sound you choose. You do this by throwing your voice and doing impressions (think Robin Williams). The

sound continues unabated throughout the duration, or you can make discrete sounds at different times before the spell ends.

If you create an image of an object, the image can't create sound, light, smell, or any other sensory effect. Physical interaction with the image reveals it to be an illusion, because things can pass through it. It must be something you could feasibly do as a magic trick.

If a creature uses its action to examine the sound or image, the creature can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell save DC. If a creature discerns the illusion for what it is, the illusion becomes faint to the creature.

At Higher Levels. Once you reach level 5, you can use *minor illusion* as written in the PHB (page 260).

LEVEL 1

Charm Person

1st-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 1 hour

You attempt to charm a humanoid you can see within range. It must make a Wisdom saving throw, and does so with advantage if you or your companions are fighting it. If it fails the saving throw, it is charmed by you until the spell ends or until you or your companions do anything harmful to it. The charmed creature regards you as a friendly acquaintance. When the spell ends, the creature knows it was charmed by you.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st. The creatures must be within 30 feet of each other when you target them.

Comprehend Languages

1st-level divination (ritual)

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 1 hour

You understand any written language that you see that is not your native Grovish, but you must be touching the surface on which the words are written. It takes about 1 minute to read one page of text. This doesn't decode secret messages.

Heroism

1st-level enchantment

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

A willing creature you touch is imbued with bravery. Until the spell ends, the creature is immune to being frightened and gains temporary hit points equal to your spellcasting ability modifier at the start of each of its turns. When the spell ends, the target loses any remaining temporary hit points from this spell.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

☛ If you are in front of an audience, you can use this spell on a group in a 10-foot radius as a ritual spell by telling a rousing story or otherwise performing. All creatures would benefit, but they would receive the following lesser effects instead: Advantage against Frightened and additional HP on the first turn only.

Identify

1st-level divination (ritual)

Casting Time: 1 minute

Range: Touch

Components: V, S

Duration: Instantaneous

You choose one object that you must touch throughout the casting of the spell. If it is a magic item or some other magic-imbued object, you learn its properties and how to use them, whether it requires attunement to use, and how many charges it has, if any. You learn whether any spells are affecting the item and what they are. If the item was created by a spell, you learn which spell created it. If you instead touch a creature throughout the casting, you learn what spells, if any, are currently affecting it.

LEVEL 2

Calm Emotions

2nd-level enchantment (ritual)

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You attempt to suppress strong emotions in a group of people. Each humanoid in a 20-foot-radius sphere centered on a point you choose within range must make a Charisma saving throw; a creature can choose to fail this saving throw if it wishes. If a creature fails its saving throw, choose one of the following two effects.

You can suppress any effect causing a target to be charmed or frightened. When this spell ends, any

suppressed effect resumes, provided that its duration has not expired in the meantime.

Alternatively, you can make a target indifferent about creatures of your choice that it is hostile toward. This indifference ends if the target is attacked or harmed by a spell or if it witnesses any of its friends being harmed. When the spell ends, the creature becomes hostile again, unless the DM rules otherwise.

This is a ritual spell made effective through the Bard's chosen performance method.

Suggestion

2nd-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V

Duration: Up to 8 hours

You suggest a course of activity (limited to a sentence or two) and magically influence a creature you can see within range that can hear and understand you. Creatures that can't be charmed are immune to this effect. The suggestion must be worded in such a manner as to make the course of action sound reasonable. Asking the creature to stab itself, throw itself onto a spear, immolate itself, or do some other obviously harmful act ends the spell.

The target must make a Wisdom saving throw. On a failed save, it pursues the course of action you described to the best of its ability. The suggested course of action can continue for the entire duration. If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes what it was asked to do.

You can also specify conditions that will trigger a special activity during the duration. For example, you might suggest that a knight give her warhorse to the first beggar she meets. If the condition isn't met before the spell expires, the activity isn't performed.

If you or any of your companions damage the target, the spell ends.

LEVEL 3

Clairvoyance

3rd-level divination

Casting Time: 10 minutes

Range: 1 mile

Components: V, S

Duration: Up to 10 minutes

You create an invisible sensor within range in a location familiar to you (a place you have visited or seen before) or in an obvious location that is unfamiliar to you (such as behind a door, around a corner, or in a grove of trees).

The sensor remains in place for the duration, and it can't be attacked or otherwise interacted with.

When you cast the spell, you choose seeing or hearing.

You can use the chosen sense through the sensor as if you were in its space. As your action, you can switch between seeing and hearing.

A creature that can see the sensor sees a luminous, intangible orb about the size of your fist.

Major Image

3rd-level illusion

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 10 minutes

You create the image of an object, a creature, or some other visible phenomenon that is no larger than a 20-foot cube. The image appears at a spot that you can see within range and lasts for the duration. It seems completely real, including sounds, smells, and temperature appropriate to the thing depicted. You can't create sufficient heat or cold to cause damage, a sound loud enough to deal thunder damage or deafen a creature, or a smell that might sicken a creature (like a troglodyte's stench).

As long as you are within range of the illusion, you can use your action to cause the image to move to any other spot within range. As the image changes location, you can alter its appearance so that its movements appear natural for the image. For example, if you create an image of a creature and move it, you can alter the image so that it appears to be walking. Similarly, you can cause the illusion to make different sounds at different times, even making it carry on a conversation, for example.

Physical interaction with the image reveals it to be an illusion, because things can pass through it. A creature that uses its action to examine the image can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell save DC. If a creature discerns the illusion for what it is, the creature can see through the image, and its other sensory qualities become faint to the creature.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the spell lasts until dispelled, without requiring your concentration.