

CENYA

Elf Bard 4

Colorseer

AGE 98 HEIGHT 5 feet 4 inches

WEIGHT 155 pounds SIZE Medium

CULTURE Shadow Elf

Armor Class 14

Padded leather

STR 8 (-1)

SAVE

-1

DEX 14 (+2)

SAVE

+4

CON 12 (+1)

SAVE

+1

INT 14 (+2)

SAVE

+2

WIS 10 (+0)

SAVE

+0

CHA 18 (+4)

SAVE

+6

PROFICIENCIES & LANGUAGES

Proficiency Bonus +2; **Maneuver DC** 12

Saving Throws Dexterity, Charisma

Skills Acrobatics, Arcana (*constructs* +1d4), Engineering (*tunnels* +1d4), Intimidation, Performance (*vocals* +1d4), Persuasion +1d4, Survival (*dungeoneering* +1d4)

Passive Perception 10; **Passive Insight** 10

Armor Light armor

Weapons Simple weapons, hand crossbows, longswords, rapiers, shortswords

Tools Lute, mason's tools

Senses Darkvision 120 ft.

Languages Common, Elvish, Undercommon

ARCHETYPE: COLORSEER

Colorseers express their magic through the ebb and flow of fantastical colors.

Hit Points

25

Hit Dice

4 (1d8+1)

Speed

30 ft.

STARTING EQUIPMENT

Backpack, crowbar, dagger, hammer, hand crossbow, lute, padded leather, pitons (10), quiver with 20 bolts, rapier, torches (10), tinderbox, waterskin, 6 gold, rations (8 Supply)

BACKGROUND: ENTERTAINER

Connection Stone and Steele, her old performing troupe led by Riley Steele.

Memento A shard of the harmonic crystal she found deep underground, which still resonates with her voice.

Pay the Piper. In any settlement in which Cenya hasn't made herself unpopular, her performances can earn enough money to support her and her companions: the bigger the settlement, the higher Cenya's standard of living, up to a moderate lifestyle in a city.

DESTINY: KNOWLEDGE

Cenya seeks universal truths too vast and terrible for mortal minds to comprehend, or untold secrets hidden away from inquiring minds. She fulfills her destiny of Knowledge and gains her fulfillment feature when she has a true epiphany.

Source of Inspiration

Learning. Cenya gains inspiration whenever she makes an arcane, divine, scholastic, or scientific discovery.

Fulfillment Feature

Converging Theories. Cenya's understanding has bridged the gaps and she joins what once was disparate into a unified scientific and spiritual theory. Her Intelligence, Wisdom, and Charisma scores each increase by 2 and their maximums each become 22.

Inspiration Feature

Critical Evaluation. As a bonus action, Cenya may spend her inspiration to quickly evaluate a creature or item she can see, accurately determining one objective attribute of her choice. When evaluating a creature, she may determine its resistances, immunities, vulnerabilities, what languages it speaks, or its armor class. When evaluating an object, she may determine if it is magical, poisonous, cursed, trapped, or its approximate value.

CURRENT HIT POINTS

Hit Dice	Maximum Hit Points
Total _____	

INITIATIVE

Ability or Skill Check

RESISTANCES & IMMUNITIES

TREASURE

TEMPORARY HIT POINTS

SUPPLY

Max Carried **8**

C.P.

S.P.

E.P.

G.P.

P.P.

DEATH SAVES

Successes
Failures

Fatigue

Strife

COMBAT

ATTACKS

Attack	Action	To Hit	Range	Target	Damage
Rapier	A	+4	reach 5 ft	one target	1d8+2 piercing
Hand Crossbow (offhand)	B	+4	range 30/120 ft	one target	1d6+2 piercing

RAPIER

Parrying. This weapon is designed to be used with a light shield. When Ceyna makes an attack with this weapon and is using a light shield she can use a bonus action to either make an attack with her shield or increase her Armor Class by 1 until the start of her next turn.

Finesse. Ceyna may choose to use your Dexterity modifier for attack and damage rolls made with this weapon (included).

HAND CROSSBOW

Dual-wielding. This weapon is designed to be wielded in concert with another weapon. When wielding another weapon in your main hand that does not have the heavy property, Ceyna can use her bonus action to make an attack with this weapon (see Two-Weapon Fighting).

Loading. This weapon must be loaded before it can be used. Ceyna may only make one attack with a loading weapon when she uses an action, bonus action, or reaction to fire it, regardless of the number of attacks she could normally make.

SPELLCASTING

CASTER LEVEL **4**

SPELLCASTING ABILITY **Charisma**

SPELL SAVE DC **14**

SPELL ATTACKS **+6**

Art Specialty: Voice. Ceyna has advantage on saving throws made to maintain concentration on bard spells.

CANTRIPS

A Dancing Lights (V, S, M). Ceyna creates up to four hovering lights which appear as torches, lanterns, or glowing orbs that can be combined into a glowing Medium-sized humanoid form. Each sheds dim light in a 10-foot radius.

She can use a bonus action to move the lights up to 60 feet so long as each remains within 20 feet of another light created by this spell. A dancing light winks out when it exceeds the spell's range of 120 feet.

A Minor Illusion (S, M). This spell creates a sound or image of an object. The illusion disappears if dismissed or Ceyna casts the spell again.

Ceyna may create any sound she chooses, ranging in volume from a whisper to a scream. She may choose one sound for the duration or change them at varying points before the spell ends. Sounds are audible outside the spell's area.

Visual illusions may replicate any image and remain within the spell's area, but cannot create sound, light, smell, or other sensory effects.

The image is revealed as an illusion with any physical interaction as physical objects and creatures pass through it. An Investigation check against Ceyna's spell save DC also reveals the image is an illusion. When a creature realizes the image is an illusion, the effects become fainter for that creature.

B Prestidigitation (V, S). Ceyna wields arcane energies to produce minor effects within 30 feet. Choose one of the following:

- create a single burst of magic that manifests to one of the senses (for example a burst of sound, sparks, or an odd odor).
- clean or soil an object of 1 cubic foot or less.
- light or snuff a flame.
- chill, warm, or flavor nonliving material of 1 cubic foot or less for 1 hour.
- color or mark an object or surface for 1 hour.
- create an ordinary trinket or illusionary image that fits in your hand and lasts for 1 round.

A Vicious Mockery (V). As long as the target hears Ceyna (understanding her words is not required) it makes a DC 14 Wisdom saving throw or it takes 1d6 psychic damage and has disadvantage on the first attack roll it makes before the end of its next turn.

1ST-LEVEL (4 SLOTS)

A Comprehend Languages (V, S, M). For one hour Ceyna gains +10 bonus on Insight checks made to understand the meaning of any spoken language that she hears, or any written language that she can touch. This spell doesn't uncover secret messages or decode cyphers, and it does not assist in uncovering lies.

A Cure Wounds (V, S). One creature (which is not a construct or undead) Ceyna can touch regains 1d8+4 hit points.

A Harmonic Resonance (V, S, M, Concentration). Until the spell ends after 1 minute, Ceyna may take the Help action as a bonus action. Additionally, when a creature within 30 feet uses a Bardic Inspiration die, she may choose to reroll the die after it is rolled but before the outcome is determined. Ceyna cannot cast another spell through her spellcasting focus while concentrating on this spell.

A Heroism (V, S). Until the spell ends, one willing creature Ceyna touches cannot be frightened and gains 3 temporary hit points at the start of each of its turns (any remaining are lost when the spell ends).

A Thunderwave (S). Thunder rolls from Ceyna in a 15-foot cube. Each creature in the area makes a DC 14 Constitution saving throw. On a failure, a creature takes 2d8 thunder damage and is pushed 10 feet from Ceyna. On a success, a creature takes half damage and is not pushed.

2ND-LEVEL (3 SLOTS)

A Detect Thoughts (V, S, M, Concentration). On the round she casts it, and as an action on subsequent turns until the spell ends, Ceyna can probe a creature's mind to read its thoughts by focusing on one creature you can see within 30 feet. The creature makes a Wisdom saving throw. Creatures with an Intelligence score of 3 or less or that don't speak any languages are unaffected. On a failed save, Ceyna learns the creature's surface thoughts—what is most on its mind in that moment. On a successful save, she fails to read the creature's thoughts and can't attempt to probe its mind for the duration. Conversation naturally shapes the course of a creature's thoughts and what it is thinking about may change based on questions verbally directed at it.

Once she has read a creature's surface thoughts, Ceyna can use an action to probe deeper into its mind. The creature makes a second Wisdom saving throw. On a successful save, she fails to read the creature's deeper thoughts and the spell ends. On a failure, she gains insight into the creature's motivations, emotional state, and something that looms large in its mind. The creature then becomes aware that she is probing its mind and can use an action to make an Intelligence check contested by her Intelligence check, ending the spell if it succeeds.

Additionally, Ceyna can use an action to scan for thinking creatures within range that she can't see. Once she detects the presence of a thinking creature, so long as it remains within range she can attempt to read its thoughts as described above.

The spell penetrates most barriers but is blocked by 2 feet of stone, 2 inches of common metal, or a thin sheet of lead.

A Magic Map (S, M). Ceyna creates a map with herself at the center, choosing a scale up to 100 by 100 miles. The map only includes locations that she has seen and traveled through. The map doesn't show areas at a significantly different elevation from her current location. If she casts the spell while lost, the spell fails.

BARDIC INSPIRATION

4/Long Rest

Cenya chooses one creature other than herself that can hear or see her within 60 feet. That creature gains a d6 Bardic Inspiration die. Once within the next 10 minutes, it can roll this die and add the number rolled to one ability check, attack roll, or saving throw result.

Alternatively, Cenya can use her Bardic Inspiration to power her Battle Hymns.

Battle Hymns. Cenya can expend a use of her Bardic Inspiration to activate this feature at the start of her turn. It continues until she chooses to end it or loses concentration (as if it were a spell), or if activated during a combat whenever the combat ends. Cenya's battle hymns can affect 4 additional creatures.

Harmony of Pain: The creature gains a number of temporary hit points equal to Cenya's Bardic Inspiration die.

Song of Clarity: At the start of each of her turns, Cenya can choose one creature. At the start of its turn, the chosen creature can expend and roll one of its Hit Dice to regain hit points.

Battle Hymn Focus. At the end of another creature's turn, Cenya can use her reaction to activate a battle hymn. This battle hymn replaces any currently activated battle hymns. Replacing an activated battle hymn does not require expending a use of Bardic Inspiration if it has no target yet.

SPECIAL COMBAT FEATURES

Fey Ancestry. Cenya gains an expertise die on saving throws against being charmed, and magic can't put her to sleep.

EXPLORATION

Critical Evaluation. Cenya may spend her inspiration to quickly evaluate a creature or item she can see, accurately determining one objective attribute of her choice. When evaluating a creature, she may determine its resistances, immunities, vulnerabilities, what languages it speaks, or its armor class. When evaluating an object, she may determine if it is magical, poisonous, cursed, trapped, or its approximate value.

Trance. Cenya doesn't need to sleep. Instead, she meditates deeply, remaining conscious. When she takes a long rest, she spends 4 hours in her trance state (instead of sleeping for 6 hours). During the trance Cenya suffers no penalty to passive Perception. A long rest remains 8 hours for her as normal, and the remainder of the time must be filled only with light activity.

Eternium Palette. Cenya's artistry focuses on the play of colors, tugging and pulling at them to reveal new hues. She gains advantage on saving throws against illusions.

In addition, when she knows she is being targeted by an illusion spell, she can choose to halve or double its duration. Once she has used this feature a number of times equal to half her proficiency bonus, she can't do so again until she finishes a long rest.

Jack-Of-All-Trades. Whenever Cenya makes an ability check with a skill or tool she is not proficient with, she adds half her proficiency bonus (rounded down).

SOCIAL

Bardic Legend. When Cenya enters a settlement and spends a day playing or recounting her Bardic Legend, the reputation of her and her allies starts to grow. In addition to receiving local quests suited to the exploits detailed in her bardic legend, when Cenya rests in a settlement that knows her bardic legend she and her allies regain all spent Hit Dice over the course of a long rest.

In addition, she gains an expertise die on Prestige checks made in the settlement.

Sly Confidant. When Cenya succeeds on an opposed Intelligence, Wisdom, or Charisma check, she gains advantage on her next opposed Intelligence, Wisdom, or Charisma check against the same creature.

Varied Expertise. Cenya gains an expertise die on checks made using Persuasion.

NOTES
