

PAUL SILVERFOOT

PAUL IS A TALL HUMAN MAN WITH SALT AND PEPPER hair brushed back on his head and perfectly styled. Below his twinkling, crystal blue eyes, carefully cared for teeth make his lovely smile shine brightly. A short, clean-kept beard gives the appearance of a strong jaw. He is dressed in a maroon doublet, dark green breeches, and he has a silver half cloak with two long “tails” that go down to his calves, buckled at his collar by a clasp that features an engraving of an eagle. On his feet, two finely crafted ballet boots made of a silver material that appears to match his cloak. On his waist, a beautiful brass-handled rapier and dagger set.

A SHOWMAN THROUGH AND THROUGH

Paul has a personality that lights up a room, always flashing a smile and a warm, flattering greeting to everyone he sees. When not engaged in a conversation, he can be overheard humming a tune or tapping his fingers to a dance beat. Although he carries a lute, he rarely is seen playing it, preferring to use his feet to keep a rhythm going wherever he is, dancing to music both heard and unheard.



MOTIVATED BY MUSIC

While not skilled with many instruments, Paul is an expert dancer, and casts his bardic magic through his dancing.

- If players characters can convince him that there is a party that needs his energy, he will follow them.
- If the player characters can bring him new music in some form, he will be inspired and become more fond of them.
- If they can show Paul they are protectors of the innocent and helpers of the mistreated and downtrodden, he will become their ally.

CHARMING AURA

Paul makes everyone in his presence feel good about themselves. While not in combat, allies of Paul that are within 60 ft. of him have advantage on charisma based skill and ability checks.

HE COULD SELL ICE TO A YETI AND CHARGE THEM SHIPPING

Paul has advantage on all persuasion checks against other NPCs while they are not hostile toward him.

A HISTORY OF VIOLENCE

Although Paul is now an entertainer and a showman, his origins were rough. He doesn't talk about his background in great detail, but it involved being a member of a city guard in a far away land. Because of this, Paul does not suffer bullies, and his demeanor can change quickly from showman to vicious defender should innocents be mistreated in his presence.

Additionally, Paul will always be ready to help someone learn to defend themselves. Should a player character spend an hour conversing with Paul before a long rest, they gain +2 AC against the first attack against them until the end of their next long rest. Once a player character has gained this benefit, they cannot do so again for 30 days.

DANCE CLASS IS IN SESSION

Paul puts on quite a show. While using his bonus action to dance, Paul gains 10 feet of movement and all allies, while within 30 ft. of him on their turn, can use an inspiration die on their turn. The die starts as a d6 with his first dance bonus action, but increases to a d8 on Paul's second consecutive bonus action dancing, a d10 on the third consecutive bonus action, and a d12 on his fourth consecutive bonus action. He can do this once per short rest, and once a player chooses to use the inspiration die from this dance they cannot gain another this way until after a short rest.

PAUL SILVERFOOT

Medium humanoid, Lawful Good

Armor Class 16 (unarmored defence)

Hit Points 99 (18d8 + 18)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	12 (+1)	12 (+1)	14 (+2)	18 (+4)

Saving Throws Dex +9, Cha +9

Skills Acrobatics +14, Deception +9, Insight +12, Investigation +6, Perception +7, Performance +14, Persuasion +14

Condition Immunities restrained

Senses passive Perception 17

Languages Common, Dwarvish, Elvish, Gnomish, Halfling, Undercommon

Challenge 13 (10,000 XP)

Multiattack. Paul makes three attacks: two with his Rapier and another with his Dagger.

Legendary Resistance (3/day). If Paul fails a saving throw, he can choose to succeed instead.

Innate Spellcasting. Paul's innate spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). He can innately cast the following spells, requiring no material components:

At will: *Dancing Lights*, *Mending*, *Vicious Mockery*
3/day each: *Bane*, *Heroism*, *Silent Image*
1/day each: *Enthrall*, *Suggestion*

ACTIONS

Rapier. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target.
Hit: 8 (1d8 + 4) piercing damage.

Dagger. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target.
Hit: 6 (1d4 + 4) piercing damage.

IN MEMORIAM

"I lost dad in 2012. John Paul Lee, was one of a kind. From a Navy engine repair tech, to search and rescue diver, to highway patrol officer, to salesman, to ballroom dance teacher. Dad always had an innovative way to approach whatever he was doing. I hope when you play this NPC you use him to inject some chaotic, out-of-the-box thinking into your game.

Dad was old, but only physically. He was born in 1933 and everyone always thought he was my grandpa, but he had a youthful spirit. It's because of him I love Frank Sinatra's music and can appreciate big band orchestra. He loved to teach ballroom dance, and he loved to teach people how to teach it. I tried to pick it up as a kid but it was never really my thing. Dad supported me trying but never made me feel bad for not picking up his mantle. Dad always supported me, even when I did crazy stuff like join the Army - he just wanted me to be safe and succeed at whatever risk I took.

He taught me about protecting others, standing up for yourself, how to navigate business relationships, and about how to be an honest - and yet still successful - salesperson. Dad showed me what determination was. He showed me how being a creative person can help you find solutions no one else sees.

I hope this NPC takes just a drop of Dad's spirit and helps you put it in your game; his love of life, his love of dance, his protector spirit, and the encouragement he'd share with everyone.

I can still hear his voice when I remember him saying, "You did good!"

~John, [@dadsrolldice](#)