

Harbor-Master Bren Salwick

The Tide; Voice of the Confederacy (unofficial)

Class: Bard 10 **Race:** Human (Southron) **Background:** Sailor **Alignment:** Chaotic Neutral
Age: 55 **Gender:** Male **Height:** 5'11" **Weight:** 175 lbs

14 Armor Class	77 Hit Points	30 ft Speed	+3 Initiative	+4 Prof. Bonus	15 Passive Perc.
STR 12 +1	DEX 16 +3	CON 14 +2	INT 16 +3	WIS 14 +2	CHA 20 +5

Saving Throws

- +1 Strength
- +7 Dexterity
- +2 Constitution
- +3 Intelligence
- +2 Wisdom
- +9 Charisma

Skills

- +3 Acrobatics (DEX)
- +2 Animal Handling (WIS)
- +3 Arcana (INT)
- +1 Athletics (STR)
- +13 Deception (CHA)
- +3 History (INT)
- +6 Insight (WIS)
- +5 Intimidation (CHA)
- +3 Investigation (INT)
- +2 Medicine (WIS)
- +3 Nature (INT)
- +6 Perception (WIS)
- +9 Performance (CHA)
- +13 Persuasion (CHA)
- +3 Religion (INT)
- +3 Sleight of Hand (DEX)
- +3 Stealth (DEX)
- +2 Survival (WIS)

Spellcasting

Class: Bard **Spell Save DC:** 16 **Spell Attack:** +8

1st Level 4 slots	2nd Level 3 slots	3rd Level 3 slots	4th Level 3 slots	5th Level 2 slots
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Cantrips

Vicious Mockery, Minor Illusion, Prestidigitation, Friends, Mending

Level 1 Spells

Charm Person, Detect Magic, Disguise Self

Level 2 Spells

Enhance Ability, Suggestion, Detect Thoughts

Level 3 Spells

Hypnotic Pattern, Tongues, Sending

Level 4 Spells

Dimension Door, Locate Creature

Level 5 Spells

Modify Memory, Seeming, Legend Lore, Scrying

Features & Traits

Bardic Inspiration (d10, 5/rest)

Bonus action: grant a creature within 60 ft. one Bardic Inspiration die to add to one check, save, or attack roll in the next 10 minutes.

Song of Rest

Creatures who hear his performance during a short rest regain an extra 1d8 HP.

Countercharm

Action to begin a performance; allies within 30 ft. have advantage on saves against charm and frighten.

Magical Secrets

Knows two spells from any class list (Locate Creature, Modify Memory).

Cutting Words

Reaction: use Bardic Inspiration to subtract the die from an attack, check, or damage roll of a creature within 60 ft.

Peerless Skill

When making an ability check, can expend a Bardic Inspiration die and add it to the check.

Equipment

Item	Qty	Notes
Rapier	1	Worn. Functional. Used less often than the impression he gives suggests.
Lute	1	Battered. Irreplaceable to him.
Leather Armor	1	+1. Worn under his harbor-master's coat.
Cloak of Many Fashions	1	Attuned. Changes appearance at will. Used more than he admits.
Ledger of Contacts	1	Encoded. Contains the most comprehensive list of maritime contacts in the Settled Lands. Worth more than most ships.

Personality

Personality Traits	Ideals
Treats every conversation as a negotiation and every negotiation as an opportunity to learn something useful. The learning is not always the part he makes visible.	Saltmere runs on information as much as cargo. The Harbor-Master who knows what's coming before it arrives is worth more to this city than any fleet.
Bonds	Flaws
The Confederacy is only as strong as Saltmere's willingness to carry it. I intend to keep Saltmere strong enough to carry it indefinitely.	He has been managing people's perceptions of him for so long that he occasionally forgets what his actual position is versus the position he has been performing.

Languages & Proficiencies

Languages: Common, Elvish, Dwarvish, Undercommon

Tool Proficiencies: Navigator's tools, vehicles (water), lute

Distinguishing Features: Has a story for every situation. Not all of them are true. He doesn't always know which ones aren't.

Backstory

Bren Salwick has been Harbor-Master of Saltmere for eight years, having won election to the Harbor Council twelve years ago and to the Harbor-Master's seat through the combination of accumulated favors, a genuinely impressive maritime intelligence network, and an ability to make every member of the Council

feel that his election served their specific interests -- a feat that remains remarkable in retrospect, given that several of those interests were mutually contradictory.

He was a sailor before he was a politician, a merchant before he was a sailor, and something that predated both that he does not discuss. What he carried from those years into the Harbor-Master's office is an understanding of how information moves through port cities -- who knows what before the ships arrive, who tells whom, how the same cargo manifests differently depending on whose account of it you read -- that has made him the best-informed person in Saltmere about what Saltmere actually contains and what is actually passing through it.

His status as the Coastal Confederacy's loudest voice is informal, self-appointed, and effective. The Confederacy has no formal spokesperson because the Confederacy has no formal structure -- it is a trade alliance bound by mutual economic necessity, not a government. Salwick has, over eight years, positioned Saltmere and himself as the de facto point of contact for anyone who needs to deal with the Confederacy as a bloc. The other Confederacy members have not objected, partly because he is effective at it and partly because being the loudest voice means being the target of complaints, and none of them want that role.

He is better at this job than most people outside his network realize, and most people outside his network significantly underestimate him. This is not accidental.