D&D BEYOND

Rexius Trannyth

CHARACTER NAME

Bard 14 [College of Glamour]
CLASS & LEVEL

PLAYER NAME

Fierna Tiefling
RACE

Entertainer - Baldur's Gat
BACKGROUND

EXPERIENCE POINTS

STRENGTH	+0	10
DEXTERITY	+2	14
CONSTITUTION	+2	14
INTELLIGENCE	+0	10
WISDOM	+0	11
CHARISMA	+5	20

○	+1	Strength
⊙	+8	Dexterity
○	+3	Constitution
○	+1	Intelligence
○	+1	Wisdom
⊙	+11	Charisma

Saving Throw Modifiers

+1 Bonus on saves Advantage made to maintain your concentration on a spell

SAVING THROWS

Ⓟ	+7	Acrobatics	DEX
Ⓗ	+2	Animal Handling	WIS
Ⓔ	+10	Arcana	INT
Ⓗ	+2	Athletics	STR
Ⓗ	+7	Deception	CHA
Ⓗ	+2	History	INT
Ⓗ	+2	Insight	WIS
Ⓗ	+7	Intimidation	CHA
Ⓗ	+2	Investigation	INT
Ⓗ	+2	Medicine	WIS
Ⓗ	+2	Nature	INT
Ⓔ	+10	Perception	WIS
Ⓔ	+15	Performance	CHA
Ⓔ	+15	Persuasion	CHA
Ⓗ	+2	Religion	INT
Ⓗ	+4	Sleight of Hand	DEX
Ⓗ	+4	Stealth	DEX
Ⓗ	+2	Survival	WIS
○			
○			
○			

SKILLS

+4
INITIATIVE

ARMOR
16
CLASS

Resistances - Fire
DEFENSES

INSPIRATION

+5
PROFICIENCY BONUS

ABILITY SAVE DC

30 ft. (Walking)
SPEED

Max HP	Current HP	Temp HP
101		--

HIT POINTS

Total 14d8
HIT DICE

SUCCESSES ○○○
FAILURES ○○○
DEATH SAVES

=== ARMOR ===
Light Armor

=== WEAPONS ===
Crossbow, Hand, Longsword, Rapier, Shortsword, Simple Weapons

=== TOOLS ===
Disguise Kit, Drum, Horn, Lute, Lyre

=== LANGUAGES ===
Common, Infernal

PROFICIENCIES & LANGUAGES

=== ACTIONS ===
Standard Actions
Attack, Cast a Spell, Dash, Disengage, Dodge, Help, Hide, Ready, Search, Use an Object, Opportunity Attack, Grapple, Shove, Improvise, Two-Weapon Fighting, Interact with an Object

=== BONUS ACTIONS ===
Bardic Inspiration • 5 / Short Rest
As a bonus action, a creature (other than yourself) within 60 ft. that can hear you gains an inspiration die (1d10). For 10 minutes, the creature can add it to one ability check, attack roll, or saving throw. This can be added after seeing the roll, but before knowing the outcome.

Mantle of Inspiration
As a bonus action, spend one use of Bardic Inspiration to grant 11 temporary HP to up to 5 creatures you can see and that can see you within 60 ft. Each creature can immediately use its reaction to move up to its speed, without provoking opportunity attacks.

Mantle of Majesty • 1 / Long Rest
Once per long rest as a bonus action, you cast command, without expending a spell slot. For 1 minute or until your concentration ends, you can cast command as a bonus action on each of your turns, without expending a spell slot. Creatures charmed by you automatically fail saving throws against the command you cast with this feature.

ACTIONS

20	PASSIVE WISDOM (PERCEPTION)
12	PASSIVE WISDOM (INSIGHT)
12	PASSIVE INTELLIGENCE (INVESTIGATION)

Darkvision 60 ft.

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES
Crossbow, Light, +1	+8	1d8+3 Piercing	Simple, Ammunition, Loading, Range, Two-Handed, Range (80/320)
Dagger, +1	+8	1d4+3 Piercing	Simple, Finesse, Light, Thrown, Range (20/60)
Rapier, +1	+8	1d8+3 Piercing	Martial, Finesse
Unarmed Strike	+5	1 Bludgeoning	

WEAPON ATTACKS & CANTRIPS

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D&D BEYOND

Rexius Trannyth	Bard 14 [College of Glamour]
CHARACTER NAME	CLASS & LEVEL / PLAYER NAME
	Fierna Tiefling / Entertainer - Baldur's Gat
	RACE / BACKGROUND / EXPERIENCE POINTS

=== BARD FEATURES ===

* Hit Points • PHB 52

* Proficiencies • PHB 52

* Spellcasting • PHB 52
You can cast known bard spells using CHA as your spellcasting modifier (Spell DC 18, Spell Attack +10) and known bard spells as rituals if they have the ritual tag. You can use a musical instrument as a spellcasting focus.

* Bardic Inspiration • PHB 53
As a bonus action, a creature (other than you) within 60 ft. that can hear you gains an inspiration die (1d10). For 10 minutes, the creature can add it to one ability check, attack roll, or saving throw. This can be added after seeing the roll, but before knowing the outcome.

| 5 / Short Rest • 1 Bonus Action

* Jack of All Trades • PHB 54
You can add half your proficiency bonus, rounded down (+2), to any ability check you make that doesn't already include it.

* Song of Rest • PHB 54
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 1d10 hit points.

* Bard College • PHB 54

| College of Glamour

* Expertise • PHB 54
Your proficiency bonus is doubled for any ability check you make with chosen proficiencies (2 at 3rd and 10th level).

* Mantle of Inspiration • XGtE 14
As a bonus action, spend one use of Bardic Inspiration to grant 11 temporary HP to up to 5 creatures you can see and that can see you within 60 ft. Each creature can immediately use its reaction to move up to its speed, without provoking opportunity attacks.

| 1 Bonus Action

* Enthralling Performance • XGtE 14
Once per short rest, you can choose 5 creatures that watched and listened to you perform for 1 minute. Each target makes a WIS saving throw (DC 18) and is charmed if it fails for 1 hour, or until it takes any damage, you attack it, or it sees you attack or damage its allies.

| 1 / Short Rest • 1 Minute

* Ability Score Improvement • PHB 54

* Font of Inspiration • PHB
You regain all of your expended uses of Bardic Inspiration when you finish a short or long rest.

* Countercharm • PHB
As an action, you can perform until the end of your next turn. During that time, you and any friendly creatures within 30 ft. that can hear you gain advantage on saving throws against being frightened or charmed.

| 1 Action

* Mantle of Majesty • XGtE 14
Once per long rest as a bonus action, you cast command, without expending a spell slot. For 1 minute or until your concentration ends, you can cast command as a bonus action on each of your turns, without expending a spell slot. Creatures charmed by you automatically fail saving throws against the command you cast with this feature.

| 1 / Long Rest • 1 Bonus Action

* Magical Secrets • PHB 54
You can add spells from any class lists as bard spells to your known spells (choose 2 at 10th, 14th, and 18th level).

* Unbreakable Majesty • XGtE 14
As a bonus action, you can assume a majestic presence for 1 minute or until you are incapacitated. For the duration, whenever any creature tries to attack you for the first time on a turn, the attacker must make a CHA saving throw (DC 18). On fail, it can't attack you on this turn, and it must choose a new target for its attack or the attack is wasted. On success, it can attack you on this turn, but it has disadvantage on any saving throw it makes against your spells on your next turn.

| 1 / Short Rest • 1 Bonus Action

=== FIERNA TIEFLING RACIAL TRAITS ===

* Darkvision • BR 43
You can see in darkness (shades of gray) up to 60 ft.

* Hellish Resistance • BR 43
You have resistance to fire damage.

* Legacy of Phlegethos • MToF 22
You know the friends cantrip. [3rd] You can cast charm person (2nd) once per long rest. [5th] You can cast suggestion once per long rest. CHA is your spellcasting ability.

=== FEATS ===

FEATURES & TRAITS

CP	0
SP	0
EP	0
GP	5
PP	5
WEIGHT CARRIED	97.7 lb.
ENCUMBERED	150 lb.
PUSH/DRAG/LIFT	300 lb.

NAME	QTY	WEIGHT
Studded Leather, +1	1	13 lb.
Crossbow, Light, +1	1	5 lb.
Rapier, +1	1	2 lb.
Dagger, +1	1	1 lb.
Bag of Holding	1	15 lb.
Boots of Elvenkind	1	--
Cloak of Protection	1	--
Decanter of Endless Water	1	2 lb.
Potion of Healing (Greater)	2	1 lb.
Rhythm-Maker's Drum, +1	1	--
Crossbow Bolts	20	1.5 lb.
Heward's Handy Haversack	1	5 lb.
Cli Lyre	1	--
Pole of Collapsing	1	--
Case, Crossbow Bolt	1	1 lb.

NAME	QTY	WEIGHT
Mess Kit	1	1 lb.
Rations (1 day)	5	10 lb.
Soap	1	--
Waterskin	1	5 lb.
Whetstone	1	1 lb.
Disguise Kit	1	3 lb.
Clothes, Traveler's	1	4 lb.
Flask or Tankard	1	1 lb.
Candle	5	--
Clothes, Costume	1	4 lb.
Blanket	1	3 lb.

ATTUNED MAGIC ITEMS	QTY	WEIGHT
Cloak of Protection	1	--
Rhythm-Maker's Drum, +1	1	--
Cli Lyre	1	--

EQUIPMENT

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Rexius Trannyth	Bard 14 [College of Glamour]
CHARACTER NAME	CLASS & LEVEL / PLAYER NAME
	Fierna Tiefling / Entertainer - Baldur's Gat
	RACE / BACKGROUND / EXPERIENCE POINTS

* War Caster • PHB 170
You have advantage on CON saving throws that you make to maintain your concentration on a spell when you take damage. You can perform the somatic components of spells even when you have weapons or a shield in one or both hands. You can use your reaction to make an opportunity attack to cast a spell that has a casting time of 1 action and targets only that creature.

| 1 Reaction

ADDITIONAL FEATURES & TRAITS

NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
Pouch	1	1 lb.			
Rope, Silk (50 feet)	1	5 lb.			
Ball Bearings (bag of 1,000)	1,000	2 lb.			
Bedroll	1	7 lb.			
Lute	1	2 lb.			
Horn	1	2 lb.			
Diamond (500 gp)	1	--			

ADDITIONAL EQUIPMENT

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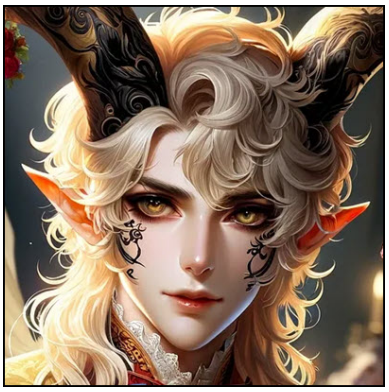
Rexius Trannyth

CHARACTER NAME

Male	30	Medium	5' 6"	137
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Neutral Good	Deneir	Fair	Gold	Blonde
ALIGNMENT	FAITH	SKIN	EYES	HAIR



CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

Nobody stays angry at me or around me for long, since I can defuse any amount of tension. I get bitter if I'm not the center of

PERSONALITY TRAITS

People. I like seeing the smiles on people's faces when I perform. That's all that matters. (Neutral)

IDEALS

I would do anything for the other members of my old troupe.

BONDS

A scandal prevents me from ever going home again. That kind of trouble seems to follow me around.

FLAWS

Rexius Trannyth was born under the crimson skies of a particularly tumultuous evening in Baldur's Gate, a city known for its diversity but also for the prejudices that fester within its walls. His parents, both tieflings of the Fierna lineage, were well-aware of the challenges their son would face. They named him Rexius, meaning "royal" in an ancient tongue, hoping that the name would imbue him with a sense of pride and strength.

From a young age, Rexius exhibited an innate charm and a keen sense of perception. His parents, though not wealthy, recognized his potential and enrolled him in a small, discreet academy for the arts, where he could hone his natural talents away from the prying eyes of the city's more judgmental residents. It was here that Rexius discovered his love for music and performance, and where he first learned to play the lute, which would become his signature instrument.

As he grew older, Rexius's skills as a performer blossomed, and he soon joined a troupe of entertainers known as the "Celestial Minstrels." With them, he traveled across the Sword Coast, captivating audiences with his enchanting melodies and charismatic presence. It was during this time that he encountered the teachings of the College of Glamour, which resonated deeply with him. The college's emphasis on the power of enchantment and persuasion aligned perfectly with his own abilities and aspirations.

However, Rexius's life was not without its challenges. As a tiefling, he was often met with suspicion and hostility, and he had to work twice as hard to earn the respect and admiration of those around him. But rather than succumbing to bitterness, he used these experiences to fuel his performances, infusing them with a depth of emotion that left his audiences spellbound.

Tragedy struck when a scandal involving a prominent noble and a misunderstood enchantment led to the disbandment of the Celestial Minstrels. Rexius, now tainted by association, found himself unable to return to Baldur's Gate, his reputation in ruins. Heartbroken but not defeated, he decided to embrace his wanderlust and set out on a journey of self-discovery.

During his travels, Rexius encountered a wide array of cultures and philosophies, each leaving its mark on his evolving worldview. He studied the art of illusion with a troupe of elven mages, learned the ancient songs of the deep sea from a group of merfolk bards, and even spent a brief period with a band of gnomish jesters, whose humor added a new layer to his performances.

It was in a small village on the outskirts of the Evermoors that Rexius had a life-changing encounter. He met a wise old bard who saw past the tiefling's horns and tail to the kind soul beneath. This mentor taught Rexius the true essence of the College of Glamour: that beauty and charm could be used not just to entertain, but to inspire and uplift others. With this newfound understanding, Rexius's performances reached new heights, becoming not just a source of amusement, but a beacon of hope and joy for those who witnessed them.

As his journey continued, Rexius became a symbol of resilience and acceptance, challenging the stereotypes that had once defined him. He used his talents to bridge gaps between communities, soothe tensions, and promote understanding. His fame grew, and he was eventually invited to perform at the courts of kings and queens, where he used his influence to advocate for the rights of tieflings and other marginalized groups.

Now, Rexius Trannyth is more than just a bard; he is a symbol of change and a champion of the downtrodden. He continues to travel, spreading his message of love and acceptance through his music and his actions. Though he knows he may never return to Baldur's Gate, he carries with him the lessons of his past, using them to shape a brighter future for all.

In his heart, Rexius holds onto the hope that one day, the world will see tieflings not as cursed descendants of a dark past, but as individuals capable of great kindness, creativity, and strength. And until that day comes, he will continue to sing, to enchant, and to inspire, using his gifts to light the way toward a more inclusive and compassionate world.

CHARACTER BACKSTORY

ADDITIONAL NOTES

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D&D BEYOND

Bard	CHA	19	+11
SPELLCASTING CLASS	SPELLCASTING ABILITY	SPELL SAVE DC	SPELL ATTACK BONUS

PREP	SPELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
	=== CANTRIPS ===	(At Will)							
O	Minor Illusion	Bard	--	1A	30 ft./5 ft. Cube	S,M	1 minute	PHB 260	D: 1m, 5 ft. Cube, S/M
O	Vicious Mockery	Bard	WIS 19	1A	60 ft.	V	Instantaneous	PHB 285	V
O	Prestidigitation	Bard	--	1A	10 ft.	V,S	1 hour	PHB 267	D: 1h, V/S
O	Mending	Bard	--	1m	Touch	V,S,M	Instantaneous	PHB 259	V/S/M
O	Friends <C>	Legacy of Phlegethos	--	1A	Self	S,M	Concentration, up to 1 minute	PHB 244	D: 1m, S/M
	=== 1st LEVEL ===	4 Slots OOOO							
O	Tasha's Hideous Laughter <C>	Bard	WIS 19	1A	30 ft.	V,S,M	Concentration, up to 1 minute	PHB 280	D: 1m, V/S/M
O	Healing Word	Bard	--	1BA	60 ft.	V	Instantaneous	PHB 250	V
O	Dissonant Whispers	Bard	WIS 19	1A	60 ft.	V	Instantaneous	PHB 234	V
O	Bane <C>	Bard	CHA 19	1A	30 ft.	V,S,M	Concentration, up to 1 minute	PHB 216	D: 1m, V/S/M
O	Faerie Fire <C>	Bard	DEX 19	1A	60 ft./20 ft. Cube	V	Concentration, up to 1 minute	PHB 239	D: 1m, 20 ft. Cube, V
O	Protection from Evil and Good <C>	Cli Lyre	--	1A	Touch	V,S,M	Concentration, up to 10 minutes	PHB 270	1 Charge (7/7), D: 10m, V/S/M
	=== 2nd LEVEL ===	3 Slots OOO							
O	Phantasmal Force <C>	Bard	INT 19	1A	60 ft./10 ft. Cube	V,S,M	Concentration, up to 1 minute	PHB 264	D: 1m, 10 ft. Cube, V/S/M
O	Heat Metal <C>	Bard	--	1A	60 ft.	V,S,M	Concentration, up to 1 minute	PHB 250	D: 1m, V/S/M
O	Invisibility <C>	Cli Lyre	--	1A	Touch	V,S,M	Concentration, up to 1 hour	PHB 254	1 Charge (7/7), D: 1h, V/S/M
O	Levitate <C>	Cli Lyre	CON 19	1A	60 ft.	V,S,M	Concentration, up to 10 minutes	PHB 255	1 Charge (7/7), D: 10m, V/S/M
O	Charm Person	Legacy of Phlegethos	WIS 19	1A	30 ft.	V,S	1 hour	PHB 221	1/LR, Targets: +1, D: 1h, V/S
O	Suggestion <C>	Legacy of Phlegethos	WIS 19	1A	30 ft.	V,M	Concentration, up to 8 hours	PHB 279	1/LR, D: 8h, V/M
	=== 3rd LEVEL ===	3 Slots OOO							
O	Fear <C>	Bard	WIS 19	1A	Self/30 ft. Cone	V,S,M	Concentration, up to 1 minute	PHB 239	D: 1m, 30 ft. Cone, V/S/M
O	Bestow Curse <C>	Bard	WIS 19	1A	Touch	V,S	Concentration, up to 1 minute	PHB 218	D: 1m, V/S
O	Fly <C>	Cli Lyre	--	1A	Touch	V,S,M	Concentration, up to 10 minutes	PHB 243	1 Charge (7/7), D: 10m, V/S/M
O	Wind Wall <C>	Cli Lyre	STR 19	1A	120 ft.	V,S,M	Concentration, up to 1 minute	PHB 288	1 Charge (7/7), D: 1m, V/S/M
	=== 4th LEVEL ===	3 Slots OOO							
O	Polymorph <C>	Bard	WIS 19	1A	60 ft.	V,S,M	Concentration, up to 1 hour	PHB 266	D: 1h, V/S/M
O	Greater Invisibility <C>	Bard	--	1A	Touch	V,S	Concentration, up to 1 minute	PHB 246	D: 1m, V/S
O	Stone Shape	Cli Lyre	--	1A	Touch	V,S,M	Instantaneous	PHB 278	1 Charge (7/7), V/S/M
O	Wall of Fire <C>	Cli Lyre	DEX 19	1A	120 ft.	V,S,M	Concentration, up to 1 minute	PHB 285	1 Charge (7/7), D: 1m, V/S/M
	=== 5th LEVEL ===	2 Slots OO							
O	Greater Restoration	Bard	--	1A	Touch	V,S,M	Instantaneous	PHB 246	V/S/M
O	Animate Objects <C>	Magical Secrets	--	1A	120 ft.	V,S	Concentration, up to 1 minute	PHB 213	D: 1m, V/S
O	Raise Dead	Magical Secrets	--	1h	Touch	V,S,M	Instantaneous	PHB 270	V/S/M
	=== 6th LEVEL ===	1 Slots O							
O	Mass Suggestion	Bard	WIS 19	1A	60 ft.	V,M	24 hours	PHB 258	Ext. D: (See Description)*, D: 24h, V/M
	=== 7th LEVEL ===	1 Slots O							
O	Mirage Arcane	Bard	--	10m	Sight/1 mile Square	V,S	10 days	PHB 260	D: 10d, 1 mile Square, V/S
O	Plane Shift	Magical Secrets	CHA 19	1A	Touch	V,S,M	Instantaneous	PHB 266	V/S/M
O	Reverse Gravity <C>	Magical Secrets	DEX 19	1A	100 ft./50 ft. Cylinder	V,S,M	Concentration, up to 1 minute	PHB 272	D: 1m, 50 ft. Cylinder, V/S/M

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