

Tony Calran : Pirate

Male Triton, any alignment

Armor Class: 14 (Padded)
Hit Points: 37 (5d8 +15)
Speed: 30ft (9m / 6 sqr), swim 30ft (9m / 6 sqr)
Proficiency: +2

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	17 (+3)	10 (+0)	13 (+1)	16 (+3)

Skills: *Stealth* +5 *Perception* +3 *Acrobatics* +5 *Deception* +5 *Athletics* +4 *Investigation* +2
Saving Throws: *Dexterity* +5 *Constitution* +5 🧠
Challenge: 1 (200 XP)

Actions

Multiattack.The Pirate makes two weapon melee attacks or two ranged attacks.
Scimitar. *Melee Weapon Attack* +5 to hit, reach 5 ft, one target. Hit: 6 (1d6 +3) slashing damage.
Properties: Finesse, Light,
Shortbow. *Ranged Weapon Attack* +5 to hit, range 80/320ft, one target. Hit: 6 (1d6 +3) piercing damage.
Properties: Ammunition: range 80/320ft, Two-handed,

Special Abilities

Dirty Fighting: (2/short rest) If one pirate's attacks hits the enemy, he can choose as a bonus action to trip or disarm the target.
Sea Prowess: The pirate has advantage on acrobatics and athletics checks that involve movement on a ship and in swimming checks.
Tool Proficiency: The pirate is proficient with Vehicles (sea).

Racial Features

Ability Modifiers: +1 Str, +1 Con, +1 Cha
Amphibious: You can breathe air and water.
Control Air and Water: A child of the sea, you can call on the magic of elemental air and water. You can cast fog cloud with this trait. Starting at 3rd level, you can cast gust of wind with it, and starting at 5th level, you can also cast wall of water (Volo's 116) with it. Once you cast a spell with this trait, you can't do so again until you finish a long rest. Charisma is your spellcasting ability for these spells.
Emissary ofthe Sea: Aquatic beasts have an extraordinary affinity with your people. You can communicate

simple ideas with beasts that can breathe water. They can understand the meaning of your words, though you have no special ability to understand them in return.

Guardians of the Depths: Adapted to even the most extreme ocean depths, you have resistance to cold damage, and you ignore any of the drawbacks caused by a deep, underwater environment.

Languages: speaks Common and Primordial

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