

Rotinin Gorbanzath

Character Name

Bard 2

CLASS

Normal

Vision

Sarah

Player Name

Triton / Humanoid

RACE

2 (2)

300 / 900

EXP/NEXT LEVEL

Medium / 5 ft.

SIZE / FACE

25

AGE

None

Region

4' 10" / 110 lbs.

HEIGHT / WEIGHT

Female

GENDER

Chaotic Good

Alignment

Pale Violet

Hair

Ice Blue

EYES



ABILITY NAME	ABILITY SCORE	EQUIPPED SCORE	ABILITY MODIFIER	ABILITY DAMAGE	PENALTY
STR Strength	9		-1		
DEX Dexterity	14		+2		
CON Constitution	13		+1		
INT Intelligence	10		+0		
WIS Wisdom	13		+1		
CHA Charisma	16		+3		

HP	hit points	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
15					Walk 30 ft., Swim 30 ft.

AC	armor class	TOTAL	BASE	ARMOR BONUS	SHIELD BONUS	STAT	NATURAL ARMOR	MISC
15		13	0	0	2	0	0	

INITIATIVE	modifier	TOTAL	DEX MODIFIER	MISC MODIFIER
+3		2	1	

Encumbrance	Light
Proficiency Bonus	+2

PROFICIENT	SAVING THROWS	TOTAL	PROFICIENCY	ABILITY	MAGIC	MISC	TEMP
<input type="checkbox"/>	strength	-1	+0	-1	+0	+0	
<input checked="" type="checkbox"/>	dexterity	+4	+2	+2	+0	+0	
<input type="checkbox"/>	constitution	+1	+0	+1	+0	+0	
<input type="checkbox"/>	intelligence	+0	+0	+0	+0	+0	
<input type="checkbox"/>	wisdom	+1	+0	+1	+0	+0	
<input checked="" type="checkbox"/>	charisma	+5	+2	+3	+0	+0	

Dagger		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	P	M	20/x0	5 ft.
TOTAL ATTACK BONUS		DAMAGE				
+4		1d4+2				
TH	20 ft.	60 ft.				
Dam	+4	+4 (Disadvantage)				
1d4+2		1d4+2				

Rapier		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	P	M	20/x0	5 ft.
TOTAL ATTACK BONUS		DAMAGE				
+4		1d8+2				

*: weapon is equipped

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
Leather		+1		+0	0

SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	PROF MODIFIER	MISC MODIFIER
✓	Acrobatics	DEX	4	=	2	+ 2 +
✓	Animal Handling	WIS	3	=	1	+ 2 +
	Arcana	INT	1	=	0	+
	Athletics	STR	0	=	-1	+
	Deception	CHA	4	=	3	+
	History	INT	1	=	0	+
	Insight	WIS	2	=	1	+
	Intimidation	CHA	4	=	3	+
	Investigation	INT	1	=	0	+
	Medicine	WIS	2	=	1	+
	Nature	INT	1	=	0	+
	Perception	WIS	2	=	1	+
✓	Performance	CHA	5	=	3	+ 2 +
✓	Persuasion	CHA	5	=	3	+ 2 +
	Religion	INT	1	=	0	+
✓	Sleight of Hand	DEX	4	=	2	+ 2 +
	Stealth	DEX	3	=	2	+
	Survival	WIS	2	=	1	+
✓ : Proficient Skill.						

Conditional Skill Modifiers:

Passive Perception is 11

+ 2 Bagpipes

+ 2 Disguise Kit

+ 2 Drum

+ 2 Flute

+ 2 Horn

EQUIPMENT				
ITEM	LOCATION	QTY	WT / COST	
Backpack	Carried	1	5 / 2	
Bedroll	Carried	1	7 / 1	
Belt Pouch	Carried	1	1 / 0.5	
Candle	Carried	5	0 (0) / 0 (0.1)	
Clothes, Costume	Carried	3	4 (12) / 5 (15)	
Dagger	Carried	1	1 / 2	
LongRange: 60, RangeLongMult: 3, ShortRange: 20				
Disguise Kit	Carried	1	3 / 25	
Favor of Admirer (Tricket)	Carried	1	0 / 0	
Flute	Carried	2	1 (2) / 2 (4)	
Leather	Carried	1	10 / 10	
Rapier	Carried	1	2 / 25	
Rations (1 day)	Carried	5	2 (10) / 0.5 (2.5)	
Waterskin	Carried	1	5 / 0.2	
TOTAL WEIGHT CARRIED/VALUE		58.3 lbs.	87.2gp	

WEIGHT ALLOWANCE					
Light	135	Medium	135	Heavy	135
Lift over head	135	Lift off ground	270	Push / Drag	270

MONEY	
Coin (Gold): 15[Carried]	
Total= 15 gp [Unspent Funds = 150 gp]	

MAGIC	
Languages	
Common, Primordial	

Other Companions	
Personality Traits	
Nobody stays angry at me or around me for long, since I can defuse any amount of tension.	
I change my mood or my mind as quickly as I change key in a song.	

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

Ideals	
Creativity. The world is in need of new ideas and bold action. (Chaotic)	

Flaws	
Despite my best efforts, I am unreliable to my friends.	

Race Traits	
Ability Score Increase	[Wizards of the Coast –Volo's Guide to Monsters, p.117]
Your Strength, Constitution, and Charisma scores increases by 1.	
Amphibious	[Wizards of the Coast –Volo's Guide to Monsters, p.118]
You can breathe air and water.	
Control Air and Water	[Wizards of the Coast –Volo's Guide to Monsters, p.118]
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 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. Spell save DC 13.	
Emissary of the Sea	[Wizards of the Coast –Volo's Guide to Monsters, p.118]
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	[Wizards of the Coast –Volo's Guide to Monsters, p.118]
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	[Wizards of the Coast –Volo's Guide to Monsters, p.118]
You can speak, read, and write Common and Primordial.	

Class Features	
Feature: By Popular Demand	[Wizards of the Coast – Player's Handbook]
You can always find a place to perform, usually in an inn or tavern but possibly with a circus, at a theater, or even in a noble's court. At such a place, you receive free lodging and food of a modest or comfortable standard (depending on the quality of the establishment), as long as you perform each night. In addition, your performance makes you something of a local figure. When strangers recognize you in a town where you have performed, they typically take a liking to you.	
Spellcasting	[Wizards of the Coast – Player's Handbook, p.52]
You have learned to untangle and reshape the fabric of reality in harmony with your wishes and music. Your spells are part of your vast repertoire, magic that you can tune to different situations. See chapter 10 for the general rules of spellcasting and chapter 11 for the bard spell list. Spell save DC 13; Spell attack modifier + 5	
Cantrips	[Wizards of the Coast – Player's Handbook, p.52]
You know two cantrips of your choice from the bard spell list. You learn additional bard cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Bard table.	
Bardic Inspiration	[Wizards of the Coast – Player's Handbook, p.53]
You can inspire others through stirring words or music. To do so, you use a bonus action on your turn to choose one creature other than yourself within 60 feet of you who can hear you. That creature gains one Bardic Inspiration die, a d6. Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the Bardic Inspiration die, but must decide before the DM says whether the roll succeeds or fails. Once the Bardic Inspiration die is rolled, it is lost. A creature can have only one Bardic Inspiration die at a time. You can use this feature a number of times equal to 3. You regain any expended uses when you finish a long rest.	
Jack of All Trades	[Wizards of the Coast – Player's Handbook, p.54]
Starting at 2nd level, you can add half your proficiency bonus, rounded down, to any ability check you make that doesn't already include your proficiency bonus.	
Song of Rest	[Wizards of the Coast – Player's Handbook, p.54]
Beginning at 2nd level, you can use soothing music or oration to help revitalize your wounded allies during a short rest. If you or any friendly creatures who can hear your performance regain hit points at the end of the short rest, each of those creatures regains an extra 1d6 hit points. A creature regains the extra hit points only if it spends one or more Hit Dice at the end of the short rest.	

Proficiencies	
Club, Crossbow (Hand), Crossbow (Light), Dagger, Dart, Greatclub, Handaxe, Javelin, Light Hammer, Longsword, Mace, Quarterstaff, Rapier, Shortbow, Shortsword, Sickle, Sling, Spear, Unarmed Strike	

Spell Slots																			
Lvl 0:	At Will	Lvl 1:	3	Lvl 2:	0	Lvl 3:	0	Lvl 4:	0	Lvl 5:	0	Lvl 6:	0	Lvl 7:	0	Lvl 8:	0	Lvl 9:	0

Triton Innate Spellcasting Spell-like Abilities

Name	School	Time	Duration	Range	Source
<input type="checkbox"/> Fog Cloud	Conjuration	1 action	Concentration, up to 1 hour	120 feet	PH.p.243

[V, S]**EFFECT:** You create a 20-foot-radius sphere of fog centered on a point within range. The sphere spreads around corners, and its area is heavily obscured. It lasts for the duration or until a wind of moderate or greater speed [at least 10 miles per hour] disperses it. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the radius of the fog increases by 20 feet for each slot level above 1st.

* = Domain/Specialty Spell

Bard Cantrip Spell-like Abilities

Name	School	Time	Duration	Range	Source
At Will Dancing Lights	Evocation	1 action	Concentration, up to 1 minute	120 feet	PH.p.230

[V, S, M (a bit of phosphorus or wychwood, or a glowworm)]**EFFECT:** You create up to four torch-sized lights within range, making them appear as torches, lanterns, or glowing orbs that hover in the air for the duration. You can also combine the four lights into one glowing vaguely humanoid form of Medium size. Whichever form you choose, each light sheds dim light in a 10-foot radius. As a bonus action on your turn, you can move the lights up to 60 feet to a new spot within range. A light must be within 20 feet of another light created by this spell, and a light winks out if it exceeds the spell's range.

At Will Minor Illusion	Illusion	1 action	1 minute	30 feet	PH.p.260
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[S, M (a bit of fleece)]**EFFECT:** You create a sound or an image of an object within range that lasts for the duration. The illusion also ends if you dismiss it as an action or cast this spell again. If you create a sound, its volume can range from a whisper to a scream. It can be your voice, someone else's voice, a lion's roar, a beating of drums, or any other sound you choose. The sound continues unabated throughout the duration, or you can make discrete sounds at different times before the spell ends. If you create an image of an object-such as a chair, muddy footprints, or a small chest-it must be no larger than a 5-foot cube. The image can't create sound, light, smell, or any other sensory effect. Physical interaction with the image reveals it to be an illusion, because things can pass through it. If a creature uses its action to examine the sound or image, the creature can determine that it is an illusion with a successful Intelligence [Investigation] check against your spell save DC. If a creature discerns the illusion for what it is, the illusion becomes faint to the creature.

* = Domain/Specialty Spell

Bard Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
KNOWN	2	5	—	—	—	—	—	—	—	—
PER DAY	99	3	—	—	—	—	—	—	—	—

LEVEL 0 / Per Day:99 / Caster Level:2

Name	School	Time	Duration	Range	Source
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Dancing Lights	Evocation	1 action	Concentration, up to 1 minute	120 feet	PH.p.230

[V, S, M (a bit of phosphorus or wychwood, or a glowworm)]**EFFECT:** You create up to four torch-sized lights within range, making them appear as torches, lanterns, or glowing orbs that hover in the air for the duration. You can also combine the four lights into one glowing vaguely humanoid form of Medium size. Whichever form you choose, each light sheds dim light in a 10-foot radius. As a bonus action on your turn, you can move the lights up to 60 feet to a new spot within range. A light must be within 20 feet of another light created by this spell, and a light winks out if it exceeds the spell's range.

<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Minor Illusion	Illusion	1 action	1 minute	30 feet	PH.p.260
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[S, M (a bit of fleece)]**EFFECT:** You create a sound or an image of an object within range that lasts for the duration. The illusion also ends if you dismiss it as an action or cast this spell again. If you create a sound, its volume can range from a whisper to a scream. It can be your voice, someone else's voice, a lion's roar, a beating of drums, or any other sound you choose. The sound continues unabated throughout the duration, or you can make discrete sounds at different times before the spell ends. If you create an image of an object-such as a chair, muddy footprints, or a small chest-it must be no larger than a 5-foot cube. The image can't create sound, light, smell, or any other sensory effect. Physical interaction with the image reveals it to be an illusion, because things can pass through it. If a creature uses its action to examine the sound or image, the creature can determine that it is an illusion with a successful Intelligence [Investigation] check against your spell save DC. If a creature discerns the illusion for what it is, the illusion becomes faint to the creature.

LEVEL 1 / Per Day:3 / Caster Level:2

Name	School	Time	Duration	Range	Source
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Animal Friendship	Enchantment	1 action	24 hours	30 feet	PH.p.212

[DC: 13, Wisdom] [V, S, M (a morsel of food)]**EFFECT:** This spell lets you convince a beast that you mean it no harm. Choose a beast that you can see within range. It must see and hear you. If the beast's Intelligence is 4 or higher, the spell fails. Otherwise, the beast must succeed on a Wisdom saving throw or be charmed by you for the spell's duration. If you or one of your companions harms the target, the spells ends. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can affect one additional beast for each slot level above 1st.

<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Charm Person	Enchantment	1 action	1 hour	30 feet	PH.p.221
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[DC: 13, Wisdom] [V, S]**EFFECT:** You attempt to charm a humanoid you can see within range. It must make a Wisdom saving throw, and does so with advantage if you or your companions are fighting it. If it fails the saving throw, it is charmed by you until the spell ends or until you or your companions do anything harmful to it. The charmed creature regards you as a friendly acquaintance. When the spell ends, the creature knows it was charmed by you. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st. The creatures must be within 30 feet of each other when you target them.

<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Dissonant Whispers	Enchantment	1 action	Instantaneous	60 feet	PH.p.234
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[DC: 13, Wisdom] [V]**EFFECT:** You whisper a discordant melody that only one creature of your choice within range can hear, wracking it with terrible pain. The target must make a Wisdom saving throw. On a failed save, it takes 3d6 psychic damage and must immediately use its reaction, if available, to move as far as its speed allows away from you. The creature doesn't move into obviously dangerous ground, such as a fire or a pit. On a successful save, the target takes half as much damage and doesn't have to move away. A deafened creature automatically succeeds on the save. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Healing Word	Evocation	1 bonus action	Instantaneous	60 feet	PH.p.250
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[V]**EFFECT:** A creature of your choice that you can see within range regains hit points equal to 1d4 + your spellcasting ability modifier. This spell has no effect on undead or constructs. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 1d4 for each slot level above 1st.

<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Sleep	Enchantment	1 action	1 minute	90 feet	PH.p.276
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[V, S, M (a pinch of fine sand, rose petals, or a cricket)]**EFFECT:** This spell sends creatures into a magical slumber. Roll 5d8; the total is how many hit points of creatures this spell can affect. Creatures within 20 feet of a point you choose within range are affected in ascending order of their current hit points [ignoring unconscious creatures]. Starting with the creature that has the lowest current hit points, each creature affected by this spell falls unconscious until the spell ends, the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake. Subtract each creature's hit points from the total before moving on to the creature with the next lowest hit points. A creature's hit points must be equal to or less than the remaining total for that creature to be affected. Undead and creatures immune to being charmed aren't affected by this spell. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, roll an additional 2d8 for each slot level above 1st.

Triton Innate Spellcasting Spell-like Abilities

☐Fog Cloud

Bard Cantrip Spell-like Abilities

At Will Dancing Lights
At Will Minor Illusion

Rotinin Gorbantzath

Triton
RACE
25
AGE
Female
GENDER
VISION
Chaotic Good
ALIGNMENT
Right
DOMINANT HAND
Humanoid
Race Type
Race Sub Type
DEITY
4' 10"
HEIGHT
110 lbs.
WEIGHT
Ice Blue
EYE COLOUR
Cerulean Blue
SKIN COLOUR
Pale Violet, Long
HAIR / HAIR STYLE
INTERESTS
,
SPOKEN STYLE / CATCH PHRASE
RESIDENCE
None
REGION

Description:
Biography:

