

+2

11

o -1 Athletics

• +3 Acrobatics

o +1 Stealth

+2 Arcana

o +0 History

o +0 Nature

o +0 Religion

o +1 Insight

o +1 Medicine o +1 Perception

o +1 Survival

• +5 Deception

o +3 Persuasion

o +3 Intimidation

• +5 Performance

o +0 Investigation

o +1 Animal Handling

o +1 Slight of Hand

PROFICIENCY BONUS:

PASSIVE PERCEPTION:

-1

STRENGTH

+1

DEXTERITY

+2

CON

+0

INTEL.

+1

WISDOM

+3

CHARISMA

SAVING

THROW

SAVING

THROW

BASE

SAVING

THROW

SAVING

THROW

SAVING

THROW

SAVING

THROW

BASE

BASE

BASE

BASE

-1

8

+1

+2

14

+0

+3

12

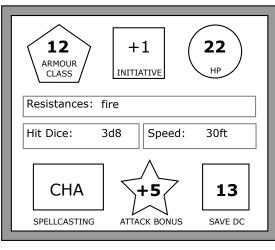
+5

17

Warlock (Fiend): 3 Tiefling

Travelling show

BACKGROUND





SPECIAL ABILITIES:

Darkvision

Devil's Blessing: when you reduce a creature to 0HP, gain 4 temporary hit points (CHA+level)

By Popular Demand: you can always find a place to perform and recieve free food and lodgings if you give a performance. Your performance makes you something of a local celebrity

Mask of Many Faces: you can cast 'disguise self' at will, without expending a spell slot

Pact of the Chain: Find familiar as a ritual, familiar can attack as a player action

Fighting Familiar: Familiar can cast spells at range

TOOL PROFICIENCIES:

Disguise kit

LANGUAGES:

Common, Infernal, Goblin

WEAPON/ARMOUR PROFICIENCIES:

light armour simple weapons

CHARACTER NOTES:

I don't take things seriously enough until I'm in over my head

CANTRIPS:

Minor Illusion Eldritch (fire) Blast Thaumaturgy

LEVEL 2: SPELL SLOTS: 2 / SHORT REST

SPELLS KNOWN: 4

Hellish Rebuke Command Unseen Servant Misty Step

EQUIPMENT:

arcane focus (eye pebble, token from an admirer)

15 gp

Sylvana's golden bracelet

pan-pipes

darts, two daggers leather armour

scholar's pack: ink, pen, parchment, letterknife, small bag of sand