

Othys Raveneye (Tim)

CHARACTER NAME

Cleric (Trickery) [5]

CLASS & LEVEL

Human

RACE

Charlatan

BACKGROUND

Chaotic Good

ALIGNMENT

Scott

PLAYER NAME

23000

EXPERIENCE POINTS

STRENGTH

47

10

DEXTERITY

206

10

CONSTITUTION

118

10

INTELLIGENCE

34

10

WISDOM

55

10

CHARISMA

65

10

1

INSPIRATION

3

PROFICIENCY BONUS

- ☐ 10 Strength
- ☐ 10 Dexterity
- ☐ 10 Constitution
- ☐ 10 Intelligence
- ☒ 13 Wisdom
- ☒ 13 Charisma

SAVING THROWS

- ☒ 13 Acrobatics (Dex)
- ☒ 16 Animal Handling (Wis)
- ☒ 13 Arcana (Int)
- ☒ 13 Athletics (Str)
- ☒ 16 Deception (Cha)
- ☒ 13 History (Int)
- ☒ 16 Insight (Wis)
- ☒ 16 Intimidation (Cha)
- ☒ 13 Investigation (Int)
- ☒ 16 Medicine (Wis)
- ☒ 13 Nature (Int)
- ☒ 16 Perception (Wis)
- ☒ 16 Performance (Cha)
- ☒ 16 Persuasion (Cha)
- ☒ 13 Religion (Int)
- ☒ 13 Sleight of Hand (Dex)
- ☒ 13 Stealth (Dex)
- ☒ 16 Survival (Wis)

SKILLS

36

ARMOR CLASS

10

INITIATIVE

30'

SPEED

Hit Point Maximum 1117

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 5

d8

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

Wants the best for everyone.
Suspicious of power.

PERSONALITY TRAITS

Anyone and everyone can be better.

IDEALS

I will become greater than my patron.

BONDS

Insecure - always tempted by power.

FLAWS

20

PASSIVE WISDOM (PERCEPTION)

Light, medium & heavy armour
Shields
All simple weapons
Rapier, Shortsword, Scimitar, Halberd
Great Sword, Longsword
Longbow, Heavy Crossbow
Common, Draconic, Infernal, Goblin,
Gnomish, Sylvan, Thieves Cant, Giant,
Abyssal, Primordial, Thayan, Bullywug,
Elvish, Netherese, Terran

OTHER PROFICIENCIES & LANGUAGES

CP 0

SP 0

EP 0

GP 0

PP 35

Rapier and scabbard
Bandolier and 6 Daggers
Light Crossbow, 20 Bolts, Quiver
Leather Armour, Shield (+2 AC)
Holy Symbol, 10 foot pole
Pack, Bedroll, 5 Sacks
Lantern, bullseye
Spare clothes
Grappling hook, collapsible
200 feet rope, 10 Pitons
Hammer, 10 Iron Spikes
Mace, 2 Handaxes
Waterskin, Rations (10 days)
Great Sword

EQUIPMENT

NAME	ATK BONUS	DAMAGE/TYPE
Rapier	+13	1d8 [Pierce]
Longbow	+13	1d8 [P] (150/600)
Crossbow	+13	1d8 [P] (80/320)
Thrown Dagger	+13	1d4 [P] (20/60)
Great Sword	+13	2d6 [Slash]
Dagger	+13	1d4 [Pierce]
Slam	+13	1d8 [Bludgeon]

ATTACKS & SPELLCASTING

Multi-attack - 3 attacks per round
Action surge (+1 action/round, rest to recharge)
Ambusher - adv on attack rolls w/ surprise
Dark advantage ([2+3] +5d6 on melee atks with adv)
Surprise attack - +3d6 dmg w/ surprise
Sneak Attack (+4d6 damage)
Assassinate (adv going first in 1st rnd, all hits crits)
Improved critical (on a 19 or 20)
2 Legendary actions per round
Natural AC 16
Draconic Majesty (Cha bonus to AC if no armour)
Damage Immunities: Lightning, Acid, Poison
Critical Hits, Force, Necrotic
Condition Immunities: Exhaustion, Grappled,
Paralyzed, Prone, Restrained, Unconscious,
Blinded, Deafened, Charmed, Frightened,
Petrified, Flanking, Poisoned, Stunned
Damage Resistances: Cold, Fire, Thunder;
Bludgeoning, Piercing and Slashing from
non-magic weapons
Magic Resistance (adv vs Spells & Magic Effects)
Lightning Absorbion (heals instead of harms)
Legendary Resistance 1/day
Immune to Fireball, Cone of Cold, Ice Storm
Regeneration 10 HP/turn
Invisibility at will
Lightning breath (5'x30', 4d10, 1/2 on Dex save)
Acid Breath (5'x30', 5d8, Dex DC14 for 1/2, rchg 5-6)
Web attack (Dex atk, Escape DC11 Str, recharge 5-6)
Shock (2d8 lightning damage) melee attack
Claw attack 2d6 Str
Consume Life
Evasion (save for 1/2 or none, not full or 1/2)
Martial advantage (+3d6 if ally within 5')
War magic (bonus action weapon atk after cantrip)
Consume - digest dead creature, 1 round
Absorb - gain abilities 3 rnd after consume
Shapechanger (any Humanoid & Snake)

FEATURES & TRAITS



Othys Raveneye (Tim)

CHARACTER NAME

23

AGE

6' 4"

HEIGHT

90kg (195 lbs)

WEIGHT

Golden

EYES

Pale

SKIN

Black

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

Cleric of Tymora (Forgotten Realms Goddess of Luck). Member of the Fellows of Free Fate, dedicated to thwarting worshippers of Beshaba, especially her assassins, the Black Fingers. Was the subject of a magical experiment as a child, which resulted in several unusual traits.

Enveloper, Self x5, Doppelganger, Acolyte x2, Guard x8, Cultist, Dragonclaw x2, Frulum Mondath, Langdedrosa Cyanwrath Assassin x4, Doppelganger x2, Hobgoblin Captain, Jamna Gleamsilver

CHARACTER BACKSTORY

Darkvision 120 feet

Blindsight 30 feet

Read thoughts

Advantage while reading thoughts to

Wisdom (Insight) and Charisma

(Deception, Intimidation and Persuasion)

Trickery Domain

Blessing of the Trickster (adv to Stealth 1 hr)

Channel Divinity 2/day:

Turn Undead, Destroy CR \leq 1/2

Invoke Duplicity (1 minute)

Cloak of Shadows (Invisible 1 turn)

Keen eyesight, hearing, smell - adv on Perception

Leadership (+1d4 to 1 allies attack or save, rest to recharge)

Cunning action (use bonus action to Dash,

Disengage or Hide)

Gnome Cunning (advantage to Int, Wis & Cha

saves vs magic)

Spider Climb, Web Sense, Web Walker

Animal Friendship (snakes) at will

Suggestion 3/day

Potent Cantrips (Evocation)

Sculpt Spells (Evocation)

Amphibious

Poison Strike 3/day (+2d8 poison) on melee attack

Standing long jump 20', high jump 10'

Weapon bond

False appearance (statue or wet stone)

Fly 60'

Amorphous

Corrode metal

ADDITIONAL FEATURES & TRAITS

Love

Innocence

TREASURE

Cleric

SPELLCASTING
CLASS

Wisdom

SPELLCASTING
ABILITY

21

SPELL SAVE DC

13

SPELL ATTACK
BONUS

0

CANTRIPS

Guidance
Light
Mending
Resistance
Sacred Flame
Spare the Dying
Thaumaturgy

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

PREPARED

SPELL NAME

- ☐ Create or Destroy Water
- ☐ Detect Evil and Good
- ☐ Detect Poison and Disease
- ☐ Protection from Evil and Good
- ☐ Purify Food and Drink
- ☐ Bane
- ☐ Bless
- ☐ Command
- ☐ Cure Wounds
- ☐ Detect Magic
- ☐ Guiding Bolt
- ☐ Healing Word
- ☐ Inflict Wounds
- ☐ Sanctuary
- ☐ Shield of Faith
- ☐
- ☐ Charm Person
- ☐ Disguise Self

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- ☐ Aid
- ☐ Lesser Restoration
- ☐ Augury
- ☐ Locate Object
- ☐ Blindness/Deafness
- ☐ Prayer of Healing
- ☐ Calm Emotions
- ☐ Protection from Poison
- ☐ Continual Flame
- ☐ Silence
- ☐ Enhance Ability
- ☐ Spiritual Weapon
- ☐ Find Traps
- ☐ Warding Bond
- ☐ Gentle Repose
- ☐ Zone of Truth
- ☐ Hold Person
- ☐
- ☐ Mirror Image
- ☐ Pass without Trace
- ☐
- ☐

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- ☐ Animate Dead
- ☐ Meld into Stone
- ☐ Beacon of Hope
- ☐ Protection from Energy
- ☐ Bestow Curse
- ☐ Remove Curse
- ☐ Clairvoyance
- ☐ Revivify
- ☐ Daylight
- ☐ Sending
- ☐ Dispel Magic
- ☐ Speak with Dead
- ☐ Feign Death
- ☐ Spirit Guardians
- ☐ Glyph of Warding
- ☐ Tongues
- ☐ Magic Circle
- ☐ Water Walk
- ☐ Create Food and Water
- ☐ Mass Healing Word
- ☐
- ☐ Blink
- ☐ Dispel Magic

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- ☐ Banishment
- ☐ Control Water
- ☐ Death Ward
- ☐ Divination
- ☐ Freedom of Movement
- ☐ Guardian of Faith
- ☐ Locate Creature
- ☐ Stone Shape
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- ☐ Dimension Door
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- ☐ Dominate Person
- ☐ Modify Memory
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Backpacks can hold no more than 30 lbs of gear.

Note weight of items to not exceed the packs 30lbs limit.

Note the quantity of certain items for quick reference.

Your treasure pouch is not part of your backpack so its weight will not count.

Backpack



Flap Pouch

Small Pocket 1

Small Pocket 2

Small Pocket 3

Small Pocket 4

Middle Pouch

<u>Bed Roll</u>	1
<u>Rope</u>	150'
<u>Ammo</u>	40 Arrows, 4 Daggers
<u>Torches</u>	3

Treasure Purse

Copper = 0

Silver = 0

Electrum = 0

Gold = 0

Platinum = 0

Additional Treasure

Main Pouch