

Cleric (Trickery) [7] Charlatan Scott CLASS & LEVEL BACKGROUND PLAYER NAME 23000 Human Chaotic Good ALIGNMENT EXPERIENCE POINTS





HIT DICE		DEATH SAVES
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]

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

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ATTAC	KS & SPELLC	ASTING

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 Absorbtion (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

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

SKILLS

PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

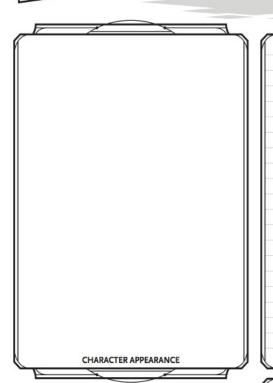
Rapier and scabbard 0 Bandolier and 6 Daggers Light Crossbow, 20 Bolts, Quiver Leather Armour, Shield (+2 AC) 0 Holy Symbol, 10 foot pole Pack, Bedroll, 5 Sacks Lantern, bullseve 0 Spare clothes Grappling hook, collapsible 0 200 feet rope, 10 Pitons Hammer, 10 Iron Spikes Mace, 2 Handaxes 35 Waterskin, Rations (10 days) **Great Sword**



Othys	Raveneye	(Tim)
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CHARACTER NAME

23	6' 4"	90kg (195 lbs)
AGE Golden EYES	HEIGHT	WEIGHT
Golden	Pale	Black
EYES	SKIN	HAIR



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

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 <= 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)

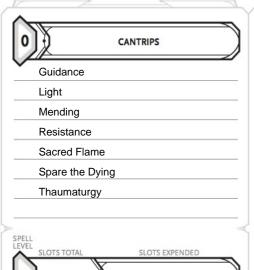
Fly 60'

Amorphous

Corrode metal

ADDITIONAL FEATURES & TRAITS

Love Innocence TREASURE



ALPAN S	SPELL I	NAME
0_	Create or Destroy W	ater
0_	Detect Evil and Good	d
0_	Detect Poison and D	Pisease
0_	Protection from Evil	and Good
0_	Purify Food and Drin	nk
0_	Bane	Bless
0_	Command	Cure Wounds
0_	Detect Magic	Guiding Bolt
0_	Healing Word	Inflict Wounds
0_	Sanctuary	Shield of Faith

0_

O Charm Person

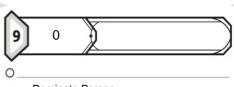
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0_	Aid	Lesser Restoration
0_	Augury	Locate Object
0_	Blindness/Deafness	Prayer of Healing
0_	Calm Emotions	Protection from Poison
0_	Continual Flame	Silence
0_	Enhance Ability	Spiritual Weapon
0_	Find Traps	Warding Bond
0_	Gentle Repose	Zone of Truth
0_	Hold Person	
0_		
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Disguise Self

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	Animate Dead	Meld into Stone
O_	Beacon of Hope	Protection from Energy
0_	Bestow Curse	Remove Curse
0_	Clairvoyance	Revivify
0_	Daylight	Sending
0_	Dispel Magic	Speak with Dead
0_	Feign Death	Spirit Guardians
0_	Glyph of Warding	Tongues
0_	Magic Circle	Water Walk
0_	Create Food and \	Vater
0_	Mass Healing Wor	rd
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0_	Mirror Image	Pass without Trace
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0	Banishment	
0	Control Water	
0_	Death Ward	
0_	Divination	
0_	Freedom of Mover	nent
0_	Guardian of Faith	
0_	Locate Creature	
0_	Stone Shape	
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Othys Raveneye (Tim)

CHARACTER NAME

Backpacks can hold no more then 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.





Flap Pouch	
3.1 mg/mmm = 210-3	
Middle Pouch	

Bed Roll	1	
Rope	150'	
Ammo	40 Arrows, 4 Daggers	
Torches	3	

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Additional Treasure	