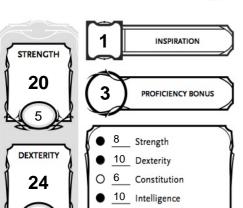


Cleric (Trickery) [6] Charlatan Scott CLASS & LEVEL BACKGROUND PLAYER NAME 14000 Human Chaotic Good ALIGNMENT EXPERIENCE POINTS



10 Wisdom

7

CONSTITUTION

22

INTELLIGENCE

WISDOM

24

CHARISMA

24

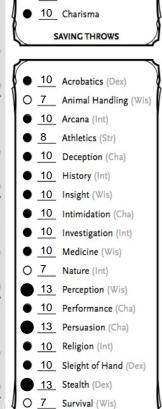


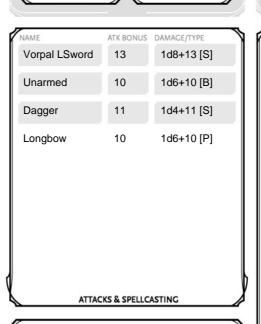
HIT DICE

Despite my noblie birth, I do not place myself above other folk. We all have the same blood. If you do me an injury, I will crush you, ruin your name, and salt your fields.

PERSONALITY TRAITS Independence: I must prove that I can handle myself without the coddling of my family. IDEALS My houses allegience to Lastai must be maintained at all costs. BONDS I hide a truly scandalous secret that could ruin my family forever.

FLAWS





DEATH SAVES

Attack twice per turn (sword+unarmed) Flurry (1) sword+2 unarmed+improved Advantage on attack if surprise or ally in 5'R All attacks with advantage are criticals +4d6 damage if ally in 5'R Improved critical (19 or 20) Evasion - save for half or none Immune to flanking, critical hits, Lightning, Poison, Exhaustion, Grappled, Paralyzed Poisoned, Prone, Restrained, Unconscious Resistant to Fire, Acid, Cold, Necrotic, Thunder, non-magic weapons Wizard (School of Divination) 6

BG6/CL6/MO6/WD7

Arcane Recovery: Lvl/2 slots from short rest **Divination Savant**

Portent (2 x d20 rolls per long rest)

Expert Divination: regain 1 slot on casting Div spell Cleric (Life Domain) 5

Channel Divinity (2/rest)

Turn Undead (Wis save, destroy CR1/2)

Preserve Life: LvI*5 HP, 30

Disciple of Life: +2+Spell Lyl healing

Monk (Way of the Open Hand) 6

Unarmoured Defence (AC: 10+Dex+Wis)

Move + 15'

Deflect Missiles:

Missile damage -1d10+Dex+Lvl If 0, 1 Ki to throw back (20/60')

Slow fall: -Lvl*5 damage from falling

Extra attack (attack twice per turn)

Martial Arts:

Dex bonus to hit and damage

Unarmed damage d6

Can make unarmed attack as bonus after attack

Ki: 6pts, recharge after short rest

1: Flurry of blows (2 unarmed attacks) 1: Patient defence (Dodge as bonus action)

FEATURES & TRAITS

PASSIVE WISDOM (PERCEPTION)

SKILLS

Light, Medium and Heavy Armour, Shields Simple Weapons, Hand Crossbow, Longswords, Rapiers, Shortswords Harp, Mandolin, Pipes Smith's tools, Thieves tools Bullywug, Celestial, Common, Draconic, Dwarvish, Elvish, Giant, Gnomish, Goblin, Infernal, Orcish, Sylvan, Thieves Cant, Undercommon, Abyssal

OTHER PROFICIENCIES & LANGUAGES

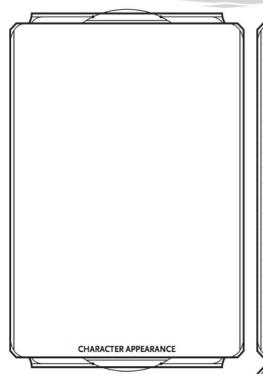
Robe of Stars 10 +1 to saves Magic Missile (5th Ivl, 6/day) Enter Astral plane at will 10 Winged Boots Fly at walk speed 4hrs/day Vorpal Sword (weapon bond) 0 +3, ignore resistances, Behead or +6d8 on critical 10 Dagger of Venom in sheath +1, on action coat in poison DC15 Con save or 2d10 poison 10 damage and poisoned 1 minute Heward's Handy Haversack Portable Hole **EQUIPMENT**



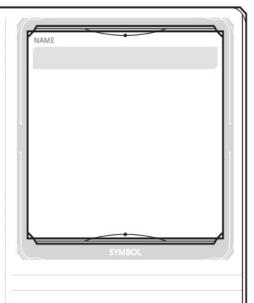
Othys Raveneye (Tim)

CHARACTER NAME

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



14 4th level Knights
14 keeps
Familiar (Owl)



ALLIES & ORGANIZATIONS

My ancestor was 2nd in line to my house, and became and adventurer. In his travels he acquired a Deck of Many Things, and foolishly drew from it. One card he drew was Flames, and the emnity of the Pit Fiend was terrible and drawn out.

The Fiend crafted a Succubus, crafted for the sole purpose of corrupting my ancestor, by being perfect for him; such that even if he could resist her magic he would fall in love with her anyway.

It worked, and would have ended my family but for one thing - he allowed his love to draw from the Deck. She drew Balance.

Now Chaotic Good, and hopelessly in love with my ancestor, they banded together against the Fiend.

My ancestors older sibling, and the Fiend, perished in the ensuing War.

Every member of my family since has been a Chaotic Good Cambion. Most are Warlocks, bound to Lastai, a nearly forgotten Goddess of Love, who was entranced by my ancestor's star-crossed story. She has aided them to hide their true nature from all but their true loves. Our family allegience to Lastai supercedes everything, even our loyalty to the crown.

I am the first in generations to forge my own path, and my greatest responsibility and fear is that no-one ever learn my family's secret.

I am not a Warlock bound to Lastai, and this has

I am not a Warlock bound to Lastai, and this has caused some friction - but I am a Cleric in her service, and completely loyal to her.

CHARACTER BACKSTORY

1: Step of the Wind: (Disengage/Dash as bonus)

1: Stunning Strike: Con save or stunned 1 turn

Ki empowered strikes (attacks are magical) Enhanced Flurry of Blows. Choose one of:

Save vs Dex or knocked prone

Save vs Str or pushed back up to 15'

Cannot take reactions until end of my next turn

Wholeness of Body (Regain 3*Lvl HP, Long rest)

Bard (College of Glamour) 6

Bardic Inspiration: d8, Cha bonus times, short rest

Jack of all Trades: 1/2 Prof to non-prof skills

Song of Rest: +1d6HP to all from short rest

Expertise: Perception, Stealth

Countercharm: adv vs mind-influencing effects
Mantle of Inspiration: 1 BI, +8HP to Cha allies

Enthralling Performance: Charm Cha people for 1 hr

Mantle of Majesty: Command 1/rnd, long rest
Assassin: Advantage on attack rolls 1st turn with init

Any hit is critical on advantage attacks, Evasion,

Dash as bonus) +4d6 when attack with adv or ally in 5'

Cambion: Darkvision 60', Cha to AC, Res to Fire

Doppelganger: Shapechange, +3d6 damage with

surprise, Ambush (adv w surprise), Read Thoughts

Dragonclaw: Advantage on attack roll if ally in 5'

Dralmorrer: Advantage vs Charmed & Frightened,

Cannot be put to sleep, Weapon Bond

Enveloper: Blindsight 120', Absorb powers,

1d3HP / HD, Immune to flanking and critical hits

Jamna: Advantage on Int/Wis/Cha saves vs magic

Bonus action to Dodge/Disengage/Hide

Langdedrosa: Improved Critical (19 or 20)

Noble: Parry (+2 AC vs one melee attack)

Pharblex: Amphibious, Swim 40'

Troll: Regnerate 10hp per turn

ADDITIONAL FEATURES & CONS., Necrotic, Thunder, non-magic weapons

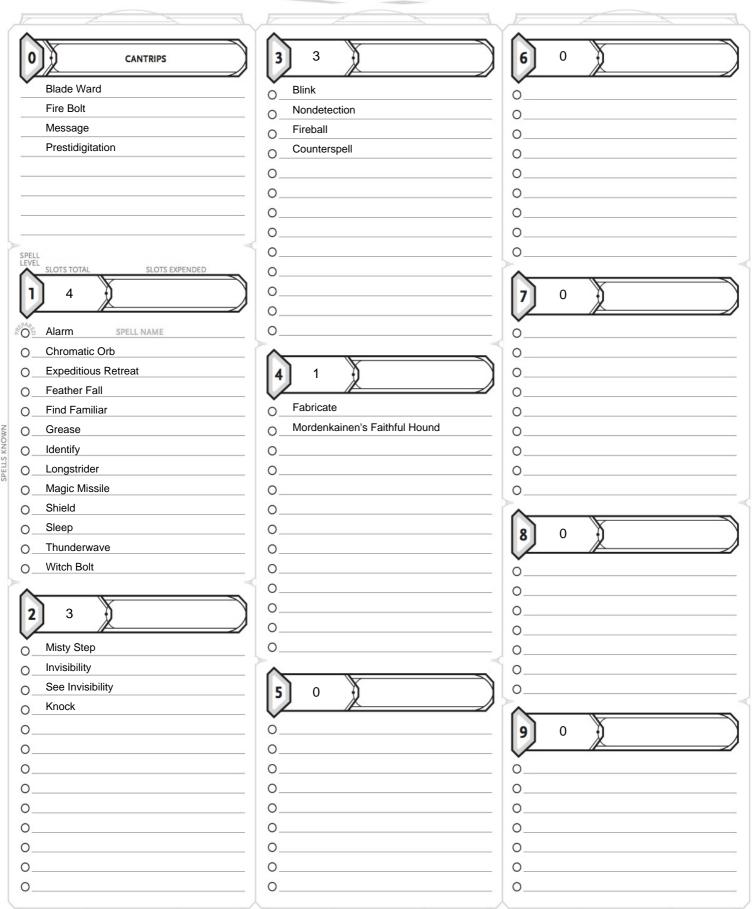
Will-o-Wisp: Darkvision 120', Incorporeal,

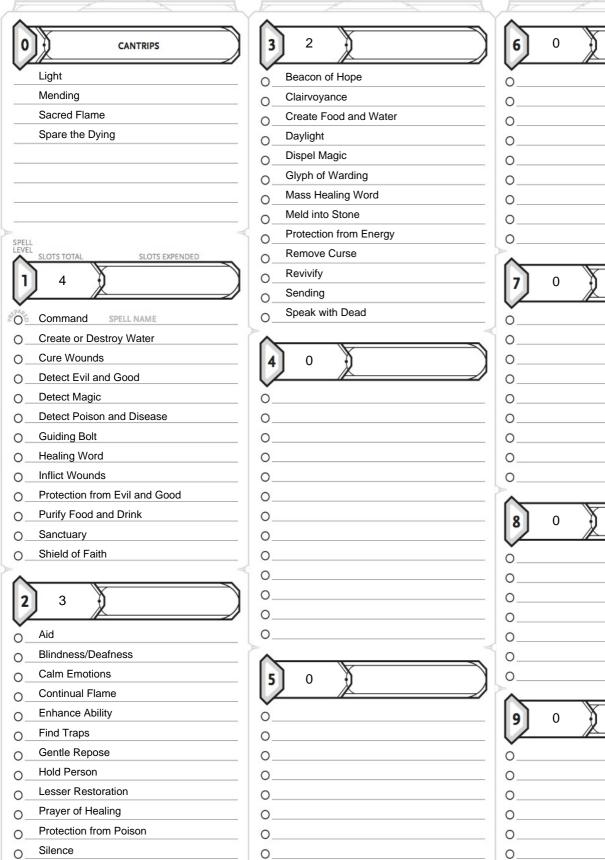
Fly 50' (Hover), Immune to Lightning, Poison,

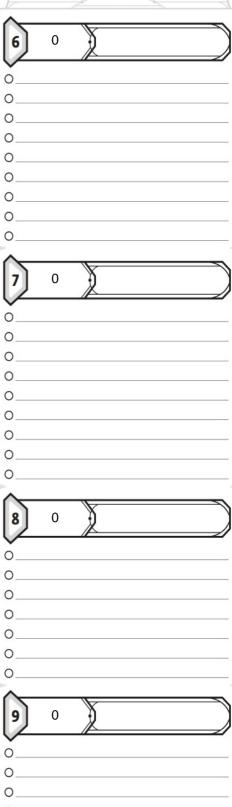
Exhaustion, Grappled, Paralyzed, Poisoned,

Prone, Restrained, Unconscious. Resistant to

9 wishes	
11 reverse Fates	
	-
Т.	REASURE







Spiritual Weapon





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.





(20 lbs)

2x Arrow +3, 18 Arrows in quiver Mace of Smiting +1/+3

Oathbow

Small Pocket 1

(20 lbs)

Spell Book, Deck of Many Things

Harp, Mandolin, Pipes Small Pocket 2

Portable Hole

Small Pocket 3

Small Pocket 4

Flap Pouch

Middle Pouch

N .		
Bed Roll Rope Ammo		
Rope	Rope of Climbing	
Ammo		
Torches		

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Copper = 0

Silver =

Electrum = 0

Gold =

Platinum = 0

Additional Treasure

400,000gp worth of gems

(80 lbs)

Main Pouch



Othys Raveneye (Tim)

CHARACTER NAME

Portable Hole: This fine black cloth, soft as silk, is folded up to the dimensions of a handkerchief. It unfolds into a circular sheet 6 feet in diameter. You can use an action to unfold a portable hole and place it on or against a solid surface, whereupon the portable hole creates an extradimensional hole 10 feet deep. The cylindrical space within the hole exists on a different plane, so it can't be used to create open passages.

Source Dungeon Masters Guide p. 186-187

Clone in sepulchre Dancing Sword (A) Frost Brand, +1d6 cold damage (A) Hammer of Thunderbolts, +1 Maul (C) Holy Avenger, +3 Luck Blade +1, luck 1/day Mace of Disruption Sun Blade +2, radiant, +1d8 vs undead (T) Sword of Answering (Replier) +3 Trident of Fish Command Vicious Weapon, +7 damage on critical (A)

Any creature inside an open portable hole can exit the hole by climbing out of it. If the hole is folded up, a creature with in the hole's extradimensional space can use an action to make a DC 10 Strength check. On a successful check, the creature forces its way out and appears within 5 feet of the portable hole or the creature carrying it. A breathing creature within a closed portable hole can survive for up to 10 minutes, after which time it begins to suffocate. Placing a portable hole inside an extradimensional space created by a bag of holding, Heward's handy haversack, or similar item instantly destroys both items and opens a gate to the Astral Plane. The gate originates where the one item was placed inside the other. Any creature within 10 feet of the gate is sucked through it and deposited in a random location on the Astral Plane. The gate then closes. The gate is one-way only and can't be reopened.

Source Dungeon Masters Guide p. 187