

# Othys Raveneye (Tim)

CHARACTER NAME

Cleric (Trickery) [7]

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 7

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

2

3

- ☐ 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
- ☐
- ☐
- ☐
- ☐
- ☐

3

3

- ☐ 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
- ☐
- ☐ Mirror Image
- ☐ Pass without Trace

4

1

- ☐ Banishment
- ☐ Control Water
- ☐ Death Ward
- ☐ Divination
- ☐ Freedom of Movement
- ☐ Guardian of Faith
- ☐ Locate Creature
- ☐ Stone Shape
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐

5

0

- ☐
- ☐ Blink
- ☐ Dispel Magic
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐

6

0

- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐

7

0

- ☐
- ☐ Dimension Door
- ☐ Polymorph
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐

8

0

- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐

9

0

- ☐
- ☐ Dominate Person
- ☐ Modify Memory
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐



## Othys Raveneye (Tim)

CHARACTER NAME

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