

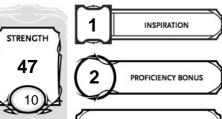
Cleric (Trickery) [3] Charlatan Scott CLASS & LEVEL BACKGROUND PLAYER NAME 23000 Human Chaotic Good ALIGNMENT EXPERIENCE POINTS RACE

30'

SPEED

INITIATIVE

1117



DEXTERITY

206

10

CONSTITUTION

INTELLIGENCE

10

WISDOM

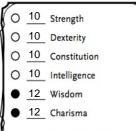
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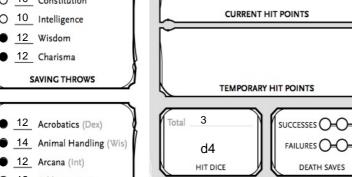
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CHARISMA

65

118





Hit Point Maximum

	e best for everyone. s of power.	
	PERSONALITY TRAITS	_
Anyone a	nd everyone can be better.	
	IDEALS	_
I will beco	me greater than my patron.	
	BONDS	_
Insecure -	· always tempted by power.	

FLAWS

● <u>12</u>	Acrobatics (Dex)
● <u>14</u>	Animal Handling (Wis
● <u>12</u>	Arcana (Int)
● <u>12</u>	Athletics (Str)
● <u>14</u>	Deception (Cha)
● <u>12</u>	History (Int)
• <u>14</u>	Insight (Wis)
● <u>14</u>	Intimidation (Cha)
● <u>12</u>	Investigation (Int)
● <u>14</u>	Medicine (Wis)
● <u>12</u>	Nature (Int)
● <u>14</u>	Perception (Wis)
● <u>14</u>	Performance (Cha)
• <u>14</u>	Persuasion (Cha)
● <u>12</u>	Religion (Int)
• <u>12</u>	Sleight of Hand (Dex)
● <u>12</u>	Stealth (Dex)
● <u>14</u>	Survival (Wis)

SKILLS

PASSIVE WISDOM (PERCEPTION)

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 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

OTHER PROFICIENCIES & LANGUAGES

Rapier and scabbard 0 Bandolier and 6 Daggers Light Crossbow 20 Bolts, Quiver 0 Leather Armour Shield (+2 AC) Holy Symbol 0 10 foot pole Mace 0 2 Handaxes Great Sword 35 **EQUIPMENT**

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

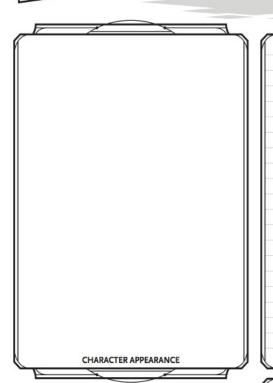
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Othys	Raveneye	(Tim)
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CHARACTER NAME

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)

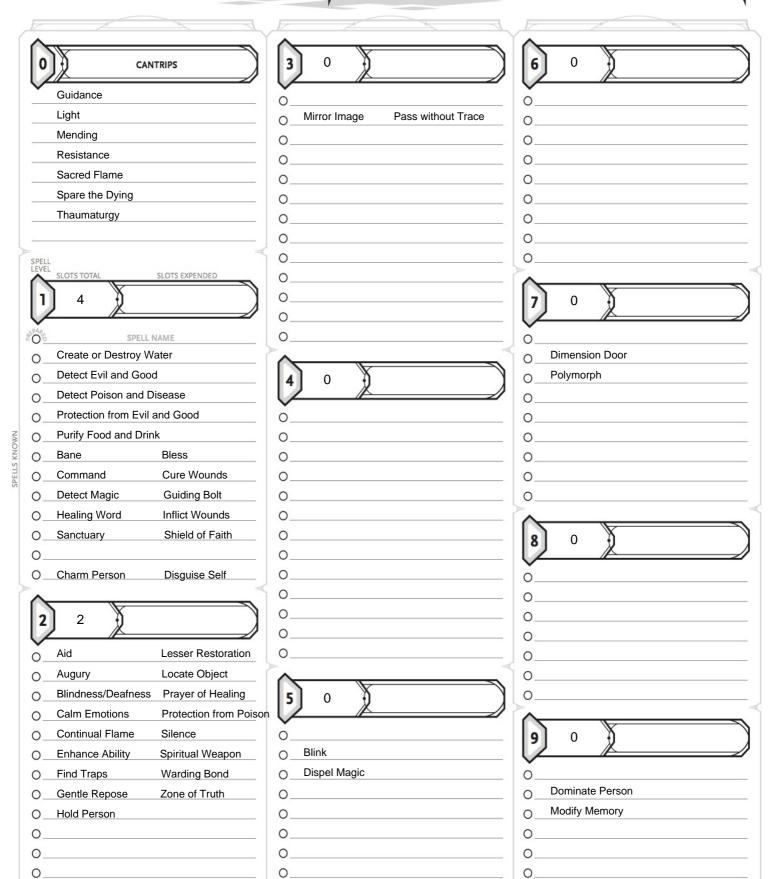
Fly 60'

Amorphous

Corrode metal

ADDITIONAL FEATURES & TRAITS

Love Innocence TREASURE



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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.





5 Sacks

Small Pocket 1

Lantern, bullseye

Small Pocket 2

Grappling hook, collapsible 10 Pitons

Small Pocket 3

Hammer, 10 Iron Spikes

Small Pocket 4

Flap Pouch

Waterskin

Rations (10 days)

Middle Pouch

Bag of Holding

N .		
Bed Roll	1	
Rope	200'	
Ammo	40 Arrows, 4 Daggers	
Torches	3	

Treasure Purse

Copper = 0

Silver =

Electrum = 0

Gold =

Platinum = 0

Additional Treasure

Spare clothes

Main Pouch