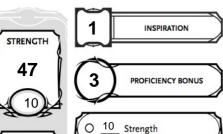


Cleric (Trickery) [5] Charlatan Scott CLASS & LEVEL BACKGROUND PLAYER NAME 23000 Human Chaotic Good ALIGNMENT EXPERIENCE POINTS



DEXTERITY

206

10

CONSTITUTION

118

10

INTELLIGENCE

10

WISDOM

55

10

CHARISMA

65







• <u>13</u>	Religion (Int)
• <u>13</u>	Sleight of Hand (Dex)
● <u>13</u>	Stealth (Dex)
• <u>16</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]
ATTAC	KS & SPELLC	ASTING

Rapier and scabbard

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

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]
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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)

0 Bandolier and 6 Daggers Light Crossbow, 20 Bolts, Quiver Leather Armour, Shield (+2 AC) Light, medium & heavy armour 0 Holy Symbol, 10 foot pole Shields Pack, Bedroll, 5 Sacks Acid Breath (5'x30', 5d8, Dex DC14 for 1/2, rchg 5-6) All simple weapons Lantern, bullseve 0 Rapier, Shortsword, Scimitar, Halberd Web attack (Dex atk, Escape DC11 Str, recharge 5-6) Spare clothes Shock (2d8 lightning damage) melee attack Great Sword, Longsword Grappling hook, collapsible Claw attack 2d6 Str Longbow, Heavy Crossbow 0 200 feet rope, 10 Pitons Common, Draconic, Infernal, Goblin, Consume Life

Hammer, 10 Iron Spikes Evasion (save for 1/2 or none, not full or 1/2) Gnomish, Sylvan, Thieves Cant, Giant, Mace, 2 Handaxes Martial advantage (+3d6 if ally within 5') Abyssal, Primordial, Thayan, Bullywug, 35 Waterskin, Rations (10 days) Elvish, Netherese, Terran War magic (bonus action weapon atk after cantrip) **Great Sword** Consume - digest dead creature, 1 round Absorb - gain abilities 3 rnd after consume Shapechanger (any Humanoid & Snake)

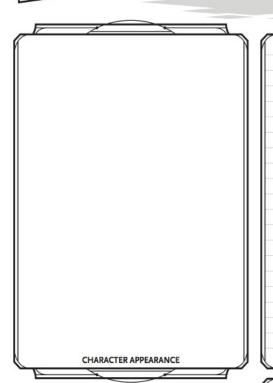
OTHER PROFICIENCIES & LANGUAGES



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



SPELL LEVEL SLOTS TO	OTAL SLOTS EXPENDED	_
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A COS	SPELL NAME	

- Create or Destroy Water
- Detect Evil and Good
- **Detect Poison and Disease**
- Protection from Evil and Good

O Bane Bless O Command Cure Wounds	
0	
O Detect Magic Guiding Bolt	
O Healing Word Inflict Wounds	
O Sanctuary Shield of Faith	1
0	
O Charm Person Disguise Self	

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2 3	
Aid	Lesser Restoration

O_{-}	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	
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O Mirror Image Pass without Trace

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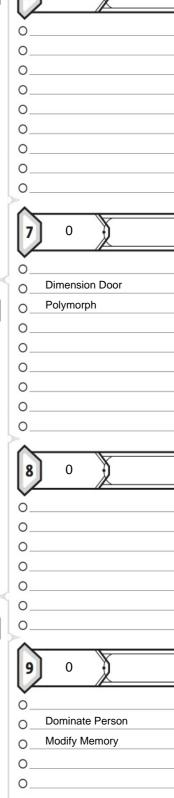
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0	Animate Dead	Meld into Stone
0_	Beacon of Hope	Protection from Energy
0_	Bestow Curse	Remove Curse
0_	Clairvoyance	Revivify
0_	Daylight	Sending
0_	Dispel Magic	Speak with Dead
0_	Feign Death	Spirit Guardians
0_	Glyph of Warding	Tongues
0_	Magic Circle	Water Walk
0_	Create Food and V	Vater
0_	Mass Healing Wor	d
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0_	Blink Dispe	l Magic
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0	Banishment	
0_	Control Water	
0_	Death Ward	
0_	Divination	
0_	Freedom of Mover	ment
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	

0 0 0 0 Additional Treasure
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Additional Treasure