

Othys Raveneye (Tim)

CHARACTER NAME

Cleric (Trickery) [6]

CLASS & LEVEL

Charlatan

BACKGROUND

Scott

PLAYER NAME

Human

RACE

Chaotic Good

ALIGNMENT

14000

EXPERIENCE POINTS

STRENGTH

20

5

DEXTERITY

24

7

CONSTITUTION

22

6

INTELLIGENCE

24

7

WISDOM

24

7

CHARISMA

24

7

1

INSPIRATION

3

PROFICIENCY BONUS

- 8 Strength
- 10 Dexterity
- 6 Constitution
- 10 Intelligence
- 10 Wisdom
- 10 Charisma

SAVING THROWS

- 10 Acrobatics (Dex)
- 7 Animal Handling (Wis)
- 10 Arcana (Int)
- 8 Athletics (Str)
- 10 Deception (Cha)
- 10 History (Int)
- 10 Insight (Wis)
- 10 Intimidation (Cha)
- 10 Investigation (Int)
- 10 Medicine (Wis)
- 7 Nature (Int)
- 13 Perception (Wis)
- 10 Performance (Cha)
- 13 Persuasion (Cha)
- 10 Religion (Int)
- 10 Sleight of Hand (Dex)
- 13 Stealth (Dex)
- 7 Survival (Wis)

SKILLS

31

ARMOR CLASS

7

INITIATIVE

45'

SPEED

Hit Point Maximum 377

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 6

d8

HIT DICE

SUCCESSSES ○○○○

FAILURES ○○○○

DEATH SAVES

Despite my noble 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 allegiance to Lastai must be maintained at all costs.

BONDS

I hide a truly scandalous secret that could ruin my family forever.

FLAWS

NAME ATK BONUS DAMAGE/TYPE

Vorpall Sword 13 1d8+13 [S]

Unarmed 10 1d6+10 [B]

Dagger 11 1d4+11 [S]

Longbow 10 1d6+10 [P]

ATTACKS & SPELLCASTING

17

PASSIVE WISDOM (PERCEPTION)

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

CP 10

SP 10

EP 0

GP 10

PP 10

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

EQUIPMENT

BG6/CL6/MO6/WD7

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
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: Lvl*5 HP, 30'
Disciple of Life: +2+Spell Lvl 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



Othys Raveneye (Tim)

CHARACTER NAME

23

AGE

6' 4"

HEIGHT

90kg (195 lbs)

WEIGHT

Golden

EYES

Pale

SKIN

Black

HAIR

CHARACTER APPEARANCE

14 4th level Knights

14 keeps

Familiar (Owl)

NAME

SYMBOL

ALLIES & ORGANIZATIONS

My ancestor was 2nd in line to my house, and became an adventurer. In his travels he acquired a Deck of Many Things, and foolishly drew from it. One card he drew was Flames, and the enmity 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 ancestor's 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 allegiance 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 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,

+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: Regenerate 10hp per turn

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

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

Exhaustion, Grappled, Paralyzed, Poisoned,

Prone, Restrained, Unconscious. Resistant to

ADDITIONAL FEATURES: Acid, Cold, Necrotic, Thunder, non-magic weapons

9 wishes

11 reverse Fates

TREASURE

Wizard

SPELLCASTING
CLASS

Intelligence

SPELLCASTING
ABILITY

18

SPELL SAVE DC

7

SPELL ATTACK
BONUS

0

CANTRIPS

Blade Ward
Fire Bolt
Message
Prestidigitation

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

PREPARED

Alarm

SPELL NAME

- ☐ Chromatic Orb
- ☐ Expeditious Retreat
- ☐ Feather Fall
- ☐ Find Familiar
- ☐ Grease
- ☐ Identify
- ☐ Longstrider
- ☐ Magic Missile
- ☐ Shield
- ☐ Sleep
- ☐ Thunderwave
- ☐ Witch Bolt

2

3

- ☐ Misty Step
- ☐ Invisibility
- ☐ See Invisibility
- ☐ Knock

3

3

- ☐ Blink
- ☐ Nondetection
- ☐ Fireball
- ☐ Counterspell

4

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- ☐ Fabricate
- ☐ Mordenkainen's Faithful Hound

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Cleric

SPELLCASTING
CLASS

Wisdom

SPELLCASTING
ABILITY

18

SPELL SAVE DC

7

SPELL ATTACK
BONUS

0

CANTRIPS

Light
Mending
Sacred Flame
Spare the Dying

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

PREPARED

Command

SPELL NAME

- ☐ Create or Destroy Water
- ☐ Cure Wounds
- ☐ Detect Evil and Good
- ☐ Detect Magic
- ☐ Detect Poison and Disease
- ☐ Guiding Bolt
- ☐ Healing Word
- ☐ Inflict Wounds
- ☐ Protection from Evil and Good
- ☐ Purify Food and Drink
- ☐ Sanctuary
- ☐ Shield of Faith

2

3

- ☐ Aid
- ☐ Blindness/Deafness
- ☐ Calm Emotions
- ☐ Continual Flame
- ☐ Enhance Ability
- ☐ Find Traps
- ☐ Gentle Repose
- ☐ Hold Person
- ☐ Lesser Restoration
- ☐ Prayer of Healing
- ☐ Protection from Poison
- ☐ Silence
- ☐ Spiritual Weapon

3

2

- ☐ Beacon of Hope
- ☐ Clairvoyance
- ☐ Create Food and Water
- ☐ Daylight
- ☐ Dispel Magic
- ☐ Glyph of Warding
- ☐ Mass Healing Word
- ☐ Meld into Stone
- ☐ Protection from Energy
- ☐ Remove Curse
- ☐ Revivify
- ☐ Sending
- ☐ Speak with Dead

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Bard

SPELLCASTING
CLASS

Charisma

SPELLCASTING
ABILITY

18

SPELL SAVE DC

7

SPELL ATTACK
BONUS

0

CANTRIPS

Mage Hand
Minor Illusion
True Strike
Vicious Mockery

3

3

☐ Hypnotic Pattern
☐ Leomunds Tiny Hut
☐ Major Image
☐ Speak with Plants

6

0

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

PREPARED

Dissonant Whispers

☐ Heroism
☐ Speak with Animals

4

0

7

0

4

0

8

0

2

3

☐ Enhance Ability
☐ Suggestion

5

0

9

0



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



(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

Bed Roll

Rope Rope of Climbing

Ammo

Torches

Treasure Purse

Copper = 0

Silver = 0

Electrum = 0

Gold = 0

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 within 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