

TRICKSTER

CLASS: CLERIC

PLAYSTYLE: SNEAK

RACE: _____

DIFFICULTY: HARD

(CHARACTER NAME)

APPEARANCE

ROLEPLAYING

IDEALS:

LANGUAGES:

- 1) Common
- 2)

BONDS:

PERSONALITY:

FLAWS:

ALIGNMENT: _____

- I +4

STRENGTH

+3

CONSTITUTION

+I

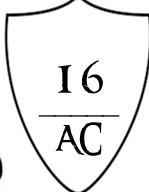
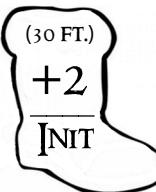
INTELLIGENCE

+5

WISDOM

+I

CHARISMA



ITEMS

EQUIPMENT:

Main Hand. Taser Glove.

Off-Hand.

Armor. Breastplate.

TOOLS/KITS:

Disguise Kit. Cosmetics, hair dye, small props to change your physical appearance.

Hit Dice.

During short rest (1 hr.), heal yourself for 1d8+2.

BACKPACK:

Entertainer's Pack.

- bedroll
- disguise kit, costumes (2)
- candles (5)
- waterskin, rations (5)

MONEY: Copper: _____ Silver: _____ Gold: 25

SPECIAL

Invoke Duplicity.

As an action, create a perfect illusion of yourself. You can use abilities and attacks through it and you have advantage on attacks against targets within 5 ft. of both you and your illusion. [20 ft. range, lasts 1 min.]

REACTIONS

ATTACKS (+5)

Taser Glove. ∞

Melee, 1d8 lightning. Target cannot react for 1 turn.

Last Resort.

Melee, 3d10 necrotic.

BONUS ACTIONS

Move Duplicate. If *invoke duplicity* is active, you may move the illusion up to 30 ft.

ABILITIES (DC 13)

Disguise Self.

Change your appearance to another medium-sized humanoid. The changes have no physicality. [Lasts 1 hr. (INT check: not fooled)].

Pass Without Trace.

Allies within 30 ft. gain a +10 bonus to DEX checks for stealth and can't be tracked except by magical means. [Self range, lasts 1 hr.]

Thaumaturgy. ∞

Create a minor magical effect such as flickering flames, booming voice, minor tremors, glowing eyes, and slamming doors or windows.

FEATURES

Blessing of the Trickster.

At the start of the adventure, choose one ally; they have advantage on all DEX checks for stealth.

Darkvision. For up to 60 ft., you can see in darkness as dim light.