

Fentanyl

CHARACTER NAME

Rogue/Wizard<sup>(3)</sup> Faceless

CLASS & LEVEL

BACKGROUND

Cameron

PLAYER NAME

Wood Elf

RACE

Neutral Evil

ALIGNMENT

21888xp

EXPERIENCE POINTS

STRENGTH

0

10

DEXTERITY

+5

20

CONSTITUTION

+2

14

INTELLIGENCE

+2

15

WISDOM

+1

12

CHARISMA

+3

16

INSPIRATION

+3

PROFICIENCY BONUS

- ☐ Strength
- ☒ +8 Dexterity
- ☐ +2 Constitution
- ☒ +5 Intelligence
- ☐ +1 Wisdom
- ☒ +3 Charisma

SAVING THROWS

- ☒ +8 Acrobatics (Dex)
- ☐ +1 Animal Handling (Wis)
- ☐ +2 Arcana (Int)
- ☐ Athletics (Str)
- ☒ +6 Deception (Cha)
- ☐ +2 History (Int)
- ☐ +1 Insight (Wis)
- ☒ +6 Intimidation (Cha)
- ☒ +5 Investigation (Int)
- ☐ +1 Medicine (Wis)
- ☐ +2 Nature (Int)
- ☒ +4 Perception (Wis)
- ☒ +6 Performance (Cha)
- ☒ +6 Persuasion (Cha)
- ☐ +2 Religion (Int)
- ☒ +11 Sleight of Hand (Dex)\*
- ☒ +11 Stealth (Dex)\*
- ☐ +1 Survival (Wis)

SKILLS

17

ARMOR CLASS

+8

INITIATIVE

35

SPEED

Hit Point Maximum 62

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 5d8-3d6  
5d8 2d6

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

NAME

ATK BONUS

DAMAGE/TYPE

Longbow +8 1d8+5P

Club +3 1d4+1B

Rapier (mag) +9 1d8+6P

longbow - heavy, 2hand, 150-600g  
shortsword - finesse, light  
spear - thrown, versatile  
rapier - finesse, (+1)

Elven Accuracy  
Rakish Audacity  
lancy footwork  
Cunning Action  
Sneak Attack

ATTACKS & SPELLCASTING

13

PASSIVE WISDOM (PERCEPTION)

Common Steady Aim  
Elvish Bladesong (?)  
Undercommon Piercer  
Goblin Uncanny Dodge  
Darkvision  
Fey Ancestry  
Trance  
Mask of the Wild  
Sneak Attack  
Thieves Cant  
Arcane Recovery  
Bladesong

OTHER PROFICIENCIES & LANGUAGES

28

300

7

18

Rapier x2  
Greatsword  
Assassination  
letter

Disguise Kit  
Studded Leather  
Thieves Tools  
Costume  
Spear x2  
Map of Chult  
Map of Nyanzaru  
Burlap Sack  
Salve x58  
Waterskin  
Arrows x30  
Ratrons x10  
Symbol of Torment  
Ring, 7 piece of paper  
Shortsword, 1 Club

EQUIPMENT

I am ever learning how to be among others, when to stay quiet, when to laugh  
Disguise w/ monstrous characteristics

PERSONALITY TRAITS

Anonymity - its my deeds that should be remembered, not the instrument

IDEALS

I am exceptional. I do this because no one else can, and no one can stop me

BONDS

I never make eye contact or hold it unflinchingly

FLAWS

Size Medium 5'10 130lbs  
Copper skin Age 40  
Brown Hair  
Hazel Eyes

Family was outcast due to criminal background. Grew up without a mother in Isgard. Im a criminal because my father taught me to be one. My goal is to become a hitman like my father but so far I've only committed petty crimes. Father - Himo Mother - Adrie From Karse in the High Forest We were caught by Vairis Beller when a hit on him went wrong. my mother was killed by him and he sent the girl after my father and I. Someone who works for Vairis caught me without knowing who I am. Vairis is a rare species hunter.

I worship Bhaal

Mind Spike Spell Scroll  
black orb  
Bird person handkerchief Bigs Ashes  
blue quartz ring Ornate Knife  
Bloodstone Noam Chomsky  
Spell Rocks

FEATURES & TRAITS



**Wizard**  
SPELLCASTING CLASS

Intelligence

SPELLCASTING ABILITY

13

SPELL SAVE DC

+5

SPELL ATTACK BONUS

Can prepare: int mod + Wizard lvl = 5

0 **CANTRIPS**

Shalaylu - wood elf guide to look for  
Reymora - temple Tymora lady  
Rain will turn to a downpour  
Jasmin - merchant princess for hits  
Golden Crown of Cherk = Slave  
Mezro - Village Musharab burned down

1 **SLOTS TOTAL** **SLOTS EXPENDED**

4 rats on boat  
Disguise Kit + Costume on boat  
Valindra - <sup>shadowmante</sup> hot wood elf wizard  
divination leader in the  
Red Wizards of Thay  
Rasnsi - lich responsible for  
undead - linked to Mezro (tried to conquer) (Valindra)  
Soulmonger - machine stopping undead - Azerak (Sylvan)

2

Orolunga - black orb  
tesseract - large maze  
Dendar - fights god, the  
one Rasnsi is trying to bring him back  
Gwen Sirensong - gucci gnome that killed my mother  
Sirius - Dog God Queen  
Raelic - Celestial Squirrel  
Messenger

3 **Cantrips**

Booming Blade +1d8 <sup>thunder</sup> (2d8 + move)  
Green Flame Blade +1d8 <sup>fire</sup> (1d8 + 2 to adj)  
Minor Illusion

4 **1st Level**

Find Familiar  
Fog Cloud 20ft sphere Fog  
Gift of Alacrity 1d8 to init  
Ray of Sickness 2d8 + Con Poison  
Shield + SAC reaction  
Sleep 5d8 Sleep  
Absorb Elements <sup>resistance reaction 1d6 of type</sup>  
Frost Fingers 15ft cone Con 2d8 cold

5 **2nd Level**

Blur concentration Imm disably <sup>agony</sup>  
Misty Step 30ft teleport

6

7

8

9 **Inventory**

current maps of area around  
Choit  
Small Hovering Stone from Noam  
Chompsky  
Gas Vial  
2 Hydra Eyes