

TIEFLING

3RD-LEVEL CLERIC (TRICKERY DOMAIN) LEVEL & CLASS

FACTION AGENT BACKGROUND

MEDIUM

SIZE

DESCRIPTION

THE REALM.

PLAYER

YOU'RE A CUNNING AND RESOURCEFUL DEMONIC HUMANOID, WEILDING THE SUBTLE MAGIC OF THE

DIVINE TRICKSTER AGAINST THE ENEMIES OF

CHARACTER NAME



PROFICIENCY BONUS



Dexterity Constitution

Intelligence

+2 Charisma

SAVING THROWS



14

INTELLIGENCE

10

WISDOM

15

DEXTERITY

Acrobatics (Dex)

Animal Handling (Wis)

_ Arcana (Int)

Athletics (Str)

Deception (Cha)

O ____ History (Int)

Insight (Wis)

Intimidation (Cha)

O ____ Investigation (Int)

Medicine (Wis)

O Nature (Int)

Perception (Wis)

Performance (Cha)

Persuasion (Cha)

+2 Religion (Int)

O ____ Sleight of Hand (Dex)

O ____ Stealth (Dex)

O ____ Survival (Wis)



PRIMORDIAL

SHIELDS; SIMPLE WEAPONS.

SKILLS

PROFICIENCIES. LIGHT ARMOUR, MEDIUM ARMOUR,

ANGUAGES. COMMON, INFERNAL, SYLVAN,

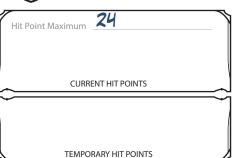
OTHER PROFICIENCIES & LANGUAGES

PASSIVE WISDOM (PERCEPTION)

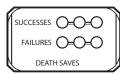












NAME	ATK BONUS	DAMAGE/TYPE
MACE	+3	1DG+1 BLUDGEONING
LIGHT CROSSBOW	+4	1D8+2 PIERCING
SPELLCASTING 2	+4	SPECIAL

YOU CAN FIRE A LIGHT CROSSBOW UP TO **80** FT., OR UP TO 320 FT. WITH DISADVANTAGE ON THE ATTACK ROLL.

2 YOUR SPELLCASTING ABILITY IS INTELLIGENCE. WHEN CASTING SPELLS THAT REQUIRE YOUR TARGET TO MAKE A SAVING THROW, YOUR SPELL SAVE DC IS 12.

PREPARED SPELLS. YOU HAVE :5: PREPARED. YOU CAN CHOOSE A NEW LIST OF 5 CLERIC SPELLS AFTER

DOMAIN SPELLS. YOU ALWAYS HAVE CHARM PERSON, DISGUISE SELF, MIRROR IMAGE, AND PASS WITHOUT TRACE PREPARED.

SPELL SLOTS

(1ST) (1ST) (1ST) (2ND) (2ND)

ATTACKS & SPELL CASTING

FACTION AGENT GEAR:

- BADGE/EMBLEM FACTION CODE BOOK
- SET OF COMMON CLOTHES
- 15 GOLD PIECES
- CLERIC GEAR:
- MACE
- · LEATHER ARMOUR LIGHT CROSSBOW
- 20 BOLTS ()()()()()()()()()()
- 00000000000
- SHIFLD
- · HOLY SYMBOL

EXPLORER'S PACK:

- · BEDROLL · MESS KIT
- TINDERBOX
- 10 TORCHES
- · 10 DAYS RATIONS WATERSKIN
- 50 FT. HEMPEN ROPE

EQUIPMENT

DARKVISION. YOU CAN SEE IN DIM LIGHT WITHIN 60 FEET OF YOU AS IF IT WERE BRIGHT LIGHT, AND IN DARKNESS AS IF IT WERE DIM LIGHT.

HELLISH RESISTANCE. YOU HAVE RESISTANCE TO FIRE DAMAGE.

INFERNAL LEGACY. YOU CAN CAST THE HELLISH REBUKE SPELL ONCE PER DAY AS A 2ND-LEVEL SPELL

TRICKSTER'S BLESSING. AS AN ACTION, YOU TOUCH A WILLING CREATURE (OTHER THAN YOURSELF) TO GIVE IT ADVANTAGE ON STEALTH CHECKS. THIS BLESSING LASTS FOR 1 HOUR OR UNTIL YOU BESTOW IT UPON SOMEONE ELSE.

CHANNEL DIVINITY. ONCE PER SHORT OR LONG REST, YOU CAN DO ONE OF THE FOLLOWING:

- · TURN UNDEAD. AS AN ACTION, YOU SEND UNDEAD FLEEING FROM YOUR DEITY'S WRATH. EACH UNDEAD CREATURE WITHIN 30 FT. OF YOU MUST SUCCEED ON A DC 12 WISDOM SAVING THROW OR BE TURNED FOR 1 MINUTE (OR UNTIL IT TAKES DAMAGE). TURNED CREATURES MUST MOVE AS FAR AWAY FROM YOU AS POSSIBLE, CANNOT WILLINGLY MOVE WITHIN 30 FT. OF YOU, AND CANNOT TAKE REACTIONS. ON THEIR TURNS, TURNED CREATURES CAN ONLY DASH OR, IF UNABLE TO MOVE AWAY FROM YOU. TAKE THE DODGE ACTION.
- · INVOKE DUPLICITY. AS AN ACTION, YOU CREATE AN ILLUSION OF YOURSELF LASTING 1 MINUTE, OR UNTIL YOU LOSE YOUR CONCENTRATION (AS IF CONTRATING ON A SPELL). THE ILLUSION APPEARS IN AN UNOCCUPIED SPACE THAT YOU CAN SEE WITHIN 30 FT. OF YOU. AS A BONUS ACTION ON YOUR TURN, YOU CAN MOVE THE ILLUSION UP TO 30 FT. TO A SPACE YOU CAN SEE. BUT IT MUST REMAIN WITHIN 120 FT. OF YOU. FOR THE DURATION, YOU CAN CAST SPELLS FROM THE ILLUSION'S SPACE. BUT YOU MUST USE YOUR OWN SENSES. ADDITIONALLY, WHEN YOU AND YOUR ILLUSION ARE WITHIN 5 FT. OF A CREATURE THAT CAN SEE THE ILLUSION, YOU HAVE ADVANTAGE ON ATTACK ROLLS AGAINST THAT CREATURE.

SAFE HAVEN. YOU HAVE ACCESS TO A SECRET NETWORK OF AGENTS WHO CAN PROVIDE ASSIATANCE ON YOUR ADVENTURES. YOU KNOW SECRET SIGNS AND PASSWORDS YOU CAN USE TO IDENTIFY SUCH AGENTS WHO CAN PROVIDE YOU WITH ACCESS TO A HIDDEN SAFE HOUSE, FREE ROOM AND BOARD, OR ASSISTANCE IN FINDING INFORMATON. THESE AGENTS NEVER RISK THEIR LIVES FOR YOU OR RISK REVEALING THEIR TRUE IDENTITIES.

FEATURES & TRAITS

TIEFLING MAGIC

THAUMATURGY

TRANSMUTATION CANTRIP CASTING TIME: 1 ACTION RANGE: 30 FEET COMPONENTS: V DURATION: UP TO 1 MINUTE

YOU MANIFEST A MINOR WONDER, A SIGN OF SUPERNATURAL POWER, WITHIN RANGE. YOU CREATE ONE OF THE FOLLOWING MAGICAL EFFECTS WITHIN RANGE?

- YOUR VOICE BOOMS UP TO THREE TIMES AS LOUD AS NORMAL FOR 1 MINUTE.
- YOU CAUSE FLAMES TO FLICKER, BRIGHTEN, DIM, OR CHANGE COLOR FOR 1 MINUTE.
- YOU CAUSE HARMLESS TREMORS IN THE GROUND FOR 1 MINUTE.
- YOU CREATE AN INSTANTANEOUS SOUND THAT ORIGINATES FROM A POINT OF YOUR CHOICE WITHIN RANGE, SUCH AS A RUMBLE OF THUNDER, THE CRY OF A RAVEN, OR OMINOUS WHISPERS.
- YOU INSTANTANEOUSLY CAUSE AN UNLOCKED DOOR OR WINDOW TO FLY OPEN OR SLAM SHUT.
- YOU ALTER THE APPEARANCE OF YOUR EYES FOR I MINUTE.

IF YOU CAST THIS SPELL MULTIPLE TIMES, YOU CAN HAVE UP TO THREE OF ITS I-MINUTE EFFECTS ACTIVE AT A TIME, AND YOU CAN DISMISS SUCH AN EFFECT AS AN ACTION.

HELLISH REBUKE

IST-LEVEL EVOCATION

CASTING TIME: I REACTION, WHICH YOU TAKE IN
RESPONSE TO BEING DAMAGED BY A CREATURE
WITHIN 60 FEET OF YOU THAT YOU CAN SEE

RANGE: GO FEET COMPONENTS: V, S DURATION: INSTANTANEOUS

YOU POINT YOUR FINGER, AND THE CREATURE THAT DAMAGED YOU IS MOMENTARILY SURROUNDED BY HELLISH FLAMES. THE CREATURE MUST MAKE A DC 12 DEXTERITY SAVING THROW. IT TAKES 3D10 FIRE DAMAGE ON A FAILED SAVE, OR HALF AS MUCH DAMAGE ON A SUCCESSFUL ONE.

CANTRIPS

GUIDANCE

DIVINATION CANTRIP CASTING TIME: 1 ACTION RANGE: TOUCH COMPONENTS: V, S

PURATION: CONCENTRATION, UP TO 1 MINUTE

YOU TOUCH ONE WILLING CREATURE. ONCE BEFORE THE SPELL ENDS, THE TARGET CAN ROLL A D4 AND ADD THE NUMBER ROLLED TO ONE ABILITY CHECK OF ITS CHOICE. IT CAN ROLL THE DIE BEFORE OR AFTER MAKING THE ABILITY CHECK. THE SPELL THEN ENDS.

SACRED FLAME

EVOCATION CANTRIP
CASTING TIME: 1 ACTION
RANGE: GO FEET
COMPONENTS: V, S
DURATION: INSTANTANEOUS

FLAME-LIKE RADIANCE DESCENDS ON A CREATURE THAT YOU CAN SEE WITHIN RANGE. THE TARGET MUST SUCCEED ON A DC 12 DEXTERITY SAVING THROW OR TAKE 1D8 RADIANT DAMAGE. THE TARGET GAINS NO BENEFIT FROM COVER FOR THIS SAVING THROW.

SPARE THE DYING

NECROMANCY CANTRIP CASTING TIME: 1 ACTION RANGE: TOUCH COMPONENTS: V, S DURATION: INSTANTANEOUS

YOU TOUCH A LIVING CREATURE THAT HAS 0 HIT POINTS. THE CREATURE BECOMES STABLE. THIS SEPLL HAS NO EFFECT ON UNDEAD OR CONSTRUCTS.

DOMAIN SPELLS

CHARM PERSON

IST-LEVEL ENCHANTMENT CASTING TIME: 1 ACTION RANGE: 30 FEET COMPONENTS: V, S DURATION: 1 HOUR

YOU ATTEMPT TO CHARM A HUMANOID YOU CAN SEE WITHIN RANGE. IT MUST MAKE A DC 12 WISDOM SAVING THROW, AND DOES SO WITH ADVANTAGE IF YOU OR YOUR COMPANIONS ARE FIGHTING IT. IF IT FAILS THE SAVING THROW, IT IS CHARMED BY YOU UNTIL THE SPELL ENDS OR UNTIL YOU OR YOUR COMPANIONS DO ANYTHING HARMFUL TO IT. THE CHARMED CREATURE REGARDS YOU AS A FRIENDLY ACQUAINTANCE. WHEN THE SPELL ENDS, THE CREATURE KNOWS IT WAS CHARMED BY YOU.

AT HIGHER LEVELS: WHEN YOU CAST THIS SPELL USING A 2ND-LEVEL SPELL SLOT, YOU CAN TARGET ONE ADDITIONAL CREATURE. THE CREATURES MUST BE WITHIN 30 FEET OF EACH OTHER WHEN YOU TARGET THEM.

DISGUISE SELF

IST-LEVEL ILLUSION
CASTING TIME: I ACTION
RANGE: SELF
COMPONENTS: V, S
DURATION: I HOUR

YOU MAKE YOURSELF, INCLUDING YOUR CLOTHING, ARMOR, WEAPONS, AND OTHER BELONGINGS ON YOUR PERSON, LOOK DIFFERENT UNTIL THE SPELL ENDS OR UNTIL YOU USE YOUR ACTION TO DISMISS IT. YOU CAN SEEM I FOOT SHORTER OR TALLER AND CAN APPEAR THIN, FAT, OR IN BETWEEN. YOU CAN'T CHANGE YOUR BODY TYPE, SO YOU MUST APOPT A FORM THAT HAS THE SAME BASIC ARRANGEMENT OF LIMBS. OTHERWISE, THE EXTENT OF THE ILLUSION IS UP TO YOU.

THE CHANGES WROUGHT BY THIS SPELL FAIL TO HOLD UP TO PHYSICAL INSPECTION. FOR EXAMPLE, IF YOU USE THIS SPELL TO ADD A HAT TO YOUR OUTFIT, OBJECTS PASS THROUGH THE HAT, AND ANYONE WHO TOUCHES IT WOULD FEEL NOTHING OR WOULD FEEL YOUR HEAD AND HAIR. IF YOU USE THIS SPELL TO APPEAR THINNER THAN YOU ARE, THE HAND OF SOMEONE WHO REACHES OUT TO TOUCH YOU WOULD BUMP INTO YOU WHILE IT WAS SEEMINGLY STILL IN MIDAIR.

TO DISCERN THAT YOU ARE DISGUISED, A CREATURE CAN USE ITS ACTION TO INSPECT YOUR APPEARANCE AND MUST SUCCEED ON A DC 12 INTELLIGENCE (INVESTIGATION) CHECK.

MIRROR IMAGE

2NP-LEVEL ILLUSION CASTING TIME: 1 ACTION RANGE: SELF COMPONENTS: V, S DURATION: 1 MINUTE

THREE ILLUSORY DUPLICATES OF YOURSELF APPEAR IN YOUR SPACE. LINTIL THE SPELL ENDS, THE DUPLICATES MOVE WITH YOU AND MIMIC YOUR ACTIONS, SHIFTING POSITION SO IT'S IMPOSSIBLE TO TRACK WHICH IMAGE IS REAL. YOU CAN USE YOUR ACTION TO DISMISS THE ILLUSORY DUPLICATES.

EACH TIME A CREATURE TARGETS YOU WITH AN ATTACK DURING THE SPELL'S DURATION, ROLL A D20 TO DETERMINE WHETHER THE ATTACK INSTEAD TARGETS ONE OF YOUR DUPLICATES.

IF YOU HAVE THREE DUPLICATES, YOU MUST ROLL A 6 OR HIGHER TO CHANGE THE ATTACK'S TARGET TO A DUPLICATE, YOU MUST ROLL AN 8 OR HIGHER. WITH ONE DUPLICATE, YOU MUST ROLL AN 11 OR HIGHER.

A DUPLICATE'S AC IS 12. IF AN ATTACK HITS A DUPLICATE, IT IS DESTROYED. A DUPLICATE CAN BE DESTROYED NUT BY AN ATTACK THAT HITS IT. IT IGNORES ALL OTHER DAMAGE AND EFFECTS. THE SPELL ENDS WHEN ALL THREE DUPLICATES ARE DESTROYED.

A CREATURE IS LINAFFECTED BY THIS SPELL IF IT CAN'T SEE, IF IT RELIES ON SENSES OTHER THAN SIGHT, SUCH AS BLINDSIGHT, OR IF IT CAN PERCEIVE ILLUSIONS AS FALSE, AS WITH TRUESIGHT.

PASS WITHOUT TRACE

2NP-LEVEL ABJURATION CASTING TIME: 1 ACTION RANGE: SELF COMPONENTS: V. S. M

DURATION: CONCENTRATION, UP TO 1 HOUR

A VEIL OF SHADOWS AND SILENCE RADIATES FROM YOU, MASKING YOU AND YOUR COMPANIONS FROM DETECTION. FOR THE DURATION, EACH CREATURE YOU CHOOSE WITHIN 30 FEET OF YOU (INCLUDING YOU) HAS A +10 BONUS TO STEALTH CHECKS AND CAN'T BE TRACKED EXCEPT BY MAGICAL MEANS. A CREATURE THAT RECEIVES THIS BONUS LEAVES BEHIND NO TRACKS OR OTHER TRACES OF ITS PASSAGE.

PREPARED SPELLS

CURE WOUNDS

IST-LEVEL EVOCATION

CASTING TIME: 1 ACTION

RANGE: TOUCH

COMPONENTS: V, S

DURATION: INSTANTANEOUS

A CREATURE YOU TOUCH REGAINS 108+2 HIT POINTS. (THIS SPELL HAS NO EFFECT ON UNDEAD OR CONSTRUCTS.)

AT HIGHER LEVELS: WHEN YOU CAST THIS SPELL USING A 2ND-LEVEL SPELL SLOT, THE HEALING RESTORES 2D8+2 HIT POINTS.

GUIDING BOLT

1ST-LEVEL EVOCATION

CASTING TIME: 1 ACTION

RANGE: 120 FEET

COMPONENTS: V, S

DURATION: 1 ROUND

A FLASH OF LIGHT STREAKS TOWARD A CREATURE OF YOUR CHOICE WITHIN RANGE. MAKE A RANGED SPELL ATTACK AGAINST THE TARGET. ON A HIT, THE TARGET TAKES 4PG RADIANT DAWAGE, AND THE NEXT ATTACK ROLL MADE AGAINST THIS TARGET BEFORE THE END OF YOUR NEXT TURN HAS ADVANTAGE, DUE TO THE MYSTICAL LIGHT ILLUMINATING THE TARGET.

AT HIGHER LEVELS: WHEN YOU CAST THIS SPELL USING A 2ND-LEVEL SPELL SLOT, THE DAMAGE INCREASES TO 5DG.

HEALING WORD

IST-LEVEL EVOCATION
CASTING TIME: I BONUS ACTION
RANGE: GO FEET
COMPONENTS: V
DURATION: INSTANTANEOUS

A CREATURE OF YOUR CHOICE THAT YOU CAN SEE WITHIN RANGE REGAINS 104+2 HIT POINTS. (THIS SPELL HAS NO EFFECT ON UNDEAD OR CONSTRUCTS.)

AT HIGHER LEVELS: WHEN YOU CAST THIS SPELL USING A 2ND-LEVEL SPELL SLOT, YOU RESTORE INCREASES TO 2D4+2 HIT POINTS

AID

2NP-LEVEL ABJURATION CASTING TIME: 1 ACTION RANGE: 30 FEET COMPONENTS: : V, S, M DURATION: 8 HOURS

YOUR SPELL BOLSTERS YOUR ALLIES WITH TOUGHNESS AND RESOLVE. CHOOSE UP TO 3 CREATURES WITHIN RANGE. EACH TARGET'S HIT POINT MAXIMUM AND CURRENT HIT POINTS INCREASE BY 5 FOR THE DURATION.

SPIRITUAL WEAPON

2ND-LEVEL EVOCATION
CASTING TIME: 1 BONUS ACTION
RANGE: GO FEET
COMPONENTS: V, S
DURATION: 1 MINUTE

YOU CREATE A FLOATING, SPECTRAL WEAPON WITHIN RANGE THAT LASTS FOR THE DURATION OR UNTIL YOU CAST THIS SPELL AGAIN. WHEN YOU CAST THE SPELL, YOU CAN MAKE A MELEE SPELL ATTACK AGAINST A CREATURE WITHIN 5 FEET OF THE WEAPON. ON A HIT, THE TARGET TAKES IDB-2 FORCE DAMAGE.

AS A BONUS ACTION ON YOUR TURN, YOU CAN MOVE THE WEAPON UP TO 20 FEET AND REPEAT THE ATTACK AGAINST A CREATURE WITHIN 5 FEET OF IT.

THE WEAPON CAN TAKE WHATEVER FORM YOU CHOOSE.