



CHARACTER SUMMARY



RACE, BACKGROUND, CLASS & FEATS

v2.27



Hughe Lane, Rogue 1 / Cleric 4 (Trickery)

Medium humanoid (human), neutral

ARMOR CLASS 16 HIT POINTS 38 Remaining

ABILITY SCORES	STR 14 +2	DEX 12 +1	CON 14 +2	INT 9 -1	WIS 16 +3	CHA 14 +2
SAVING THROWS	+2	+4	+2	+2	+3	+2

SKILLS

○ Acrobatics	+1	● Insight	+6	○ Performance	+2
○ Animal Handling	+3	● Intimidation	+8	○ Persuasion	+2
○ Arcana	-1	○ Investigation	-1	○ Religion	-1
● Athletics	+8	○ Medicine	+3	● Sleight of Hand	+4
○ Deception	+2	○ Nature	-1	● Stealth	+4
○ History	-1	● Perception	+6	○ Survival	+3

Resistances	
Senses	passive Perception 16
Languages	Common, Local Dialect
Carrying	68 lb Max. Carry Weight 210 lb Push, Drag, Lift ³ 420 lb

ACTIONS Attacks 1 Initiative +1 Speed 30 ft

Long Club

Simple Melee: +5 to hit, range -. Hit: 1d6+2 bludgeoning
Properties: Proficient, Versatile (1d8), Cold Iron

Blade of Banishing

Martial Melee: +6 to hit, range -. Hit: 1d6+3 piercing
Properties: Proficient, Finesse, Light, Underwater, Banish 1/Long Rest, Crit on 19-20

Off-Hand Sword

Martial Melee: +5 to hit, range -. Hit: 1d6 piercing
Properties: proficient, finesse, light, underwater

Hand crossbow

Martial Ranged: +4 to hit, range 30/120. Hit: 1d6+1 piercing
Properties: proficient, ammunition, light, loading, underwater

Attack Spell (Wis)

Spell: +6 to hit, range see spell. Hit: see spell
Properties: proficient

SPELLCASTING

DC 14	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
	SPELL SLOTS 4	3	-	-	-	-	-	-	-
	SLOTS USED	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

L NAME	PREPARED/KNOWN	CAST	RANGE	DURATION	COMPONENT	TYPE
c Blade Ward		1 act	self	1 rnd	VS	abjur
	resist bludgeon, pierce & slash dmg from weapon attacks until end of your next turn					
c Minor Illusion		1 act	30 ft	1 min	SM	illus
	create sound or image of object (5ft cube), investigation check ^{vs} spell DC to determine illusion					
c Guidance		1 act	touch	1 min ^{CON}	VS	divin
	1 willing creature, once +1d4 to 1 ability check of its choice (roll d4 before or after check)					
c Mending		1 min	touch	instant	VSM	trans
	repair single break/tear in 1 object (5ft cube), repairs magical item/construct but can't restore magic					
c Thaumaturgy		1 act	30 ft	up to 1 min	V	trans
	minor wonder, voice booms, flames flicker, ground tremors, ominous sounds etc. (see spell)					
c Sacred Flame		1 act	60 ft	instant	VS	evoc
	1 creature, 2d8 radiant, dex save (target gains no benefit from cover)					
1 Charm Person ^{H d}		1 act	30 ft	1 hr	VS	ench
	charm a humanoid, wis save (adv if you or companions are attacking it) ^H +1 humanoid					
1 Disguise Self ^d		1 act	self	1 hr	VS	illus
	alter appearance (1ft short/tall, thin/fat), Investigation check ^{vs} spell DC to discern					
1 Bless ^H		1 act	30 ft	1 min ^{CON}	VSM	ench
	bless up to 3 creatures, +1d4 attack rolls and saving throws ^H +1 creature					

- RACE. Human
- +1 to all ability scores
 - Size. Medium
 - Speed. 30ft
 - Languages. Common, one additional language

BACKGROUND. Urchin

- Feature. City Secrets
You know the secret patterns and flow to cities and can find passages through the urban sprawl that others would miss. When you are not in combat, you (and companions you lead) can travel between any two locations in the city twice as fast as your speed would normally allow.
- Skills. Sleight of Hand, Stealth
- Tools. Disguise kit, thieves' tools
- Lifestyle. Modest, 1 gp per day
- Languages. none

CLASS 1. Rogue

- Armor. Light armor
- Weapons. Simple weapons, hand crossbows, long swords, rapiers, short swords
- Tools. Thieves' tools
- Saves. Dexterity, Intelligence
- Skills. Choose 4 from Acrobatics, Athletics, Deception, Insight, Intimidation, Investigation, Perception, Performance, Persuasion, Sleight of Hand, and Stealth
- Expertise (Athletics, Intimidation)
Your proficiency bonus is doubled for ability checks that uses either of these proficiencies.
- Thieves' Cant
It takes four times longer to convey messages than it does to speak the same idea plainly.
- Sneak Attack
Once per turn, deal an extra 1d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon. You don't need advantage on the attack roll if another enemy of the target is within 5ft of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll

CLASS 2. Cleric

- Armor. Light & medium armor, shields
- Weapons. none
- Tools. none
- Saves. Wisdom, Charisma
- Skills. none
- Spellcasting
Spell slots: finishing a long rest restores any expended spell slots.
Cast a cleric spell as a ritual if that spell has the ritual tag and the spell is prepared
Spellcasting focus: holy symbol
- Divine Domain (Trickery)
- Divine Domain Feature (Blessing of the Trickster)
Use your action to touch a willing creature to give it advantage on Dexterity (Stealth) checks for 1 hour or until you use this feature again
- Domain Spells
1st (charm person, disguise self)
2nd (mirror image, pass without trace)
- Channel Divinity: 1 use between a short or long rest
 - Turn Undead
As an action, you present your holy symbol and speak a prayer censuring the undead. Each undead that can see or hear you within 30ft of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage.
 - Invoke Duplicity (Divine Domain Feature)
As an action, create a perfect illusion of yourself that lasts for 1 minute, or until you lose concentration. The illusion appears in an unoccupied space that you can see within 30ft. As a bonus action, you can move the illusion up to 30ft to a space you can see, but must remain within 120ft. For the duration, you can cast spells as though you were in the

1	Command ^H	1 act	60 ft	1 rnd	V	ench
	1 creature (not undead), wis save or follow one-word command (drop, flee etc.) ^H +1 creature					
1	Cure Wounds ^H	1 act	touch	instant	VS	evoc
	1 creature is healed 1d8+3 ^H +1d8					
1	Guiding Bolt ^H	1 act	120 ft	1 rnd	VS	evoc
	ranged, 4d6 radiant, next attack against target has adv ^H +1d6					
1	Protection from Evil and Good	1 act	touch	10 min ^{CON}	VSM	abjur
	1 willing creature, immune charm/fear/possession and (cel,fey,fd,ele,und) disadv to attack you					
2	Mirror Image ^d	1 act	self	1 min	VS	illus
	3 illusory duplicates, AC 11, if hit roll d20 to hit duplicate instead (destroyed) on 6+ (3), 8+ (2), 11+ (1)					
2	Pass without Trace ^d	1 act	self	1 hr ^{CON}	VSM	abjur
	anyone within 30ft, +10 Stealth checks, leaves no traces, can't be tracked except by magical means					
2	Prayer of Healing ^H	10 min	30 ft	instant	V	evoc
	6 creatures (not undead/constructs), regain 2d8+3 HP ^H +1d8					
2	Spiritual Weapon ^H	1 bon	60 ft	1 min	VS	evoc
	melee, 1d8+3 force, bon to move 20ft and/or attack ^H 4 th +1d8, 6 th +2d8, 8 th +3d8					

remain within 120ft. For the duration, you can cast spells as though you were in the illusion's space, but you must use your own senses. When both you and your illusion are within 5ft of a creature that can see the illusion, you have advantage on attack rolls against that creature

- Ability Score Improvement / Feat: Level 4

ABILITY SCORE IMPROVEMENT & FEATS

- Magic Initiate - Cleric 4

- Class: Warlock

- Learn two cantrips of your choice from the Warlock spell list

- Blade Ward (abjur) cast 1 act, range self, duration 1 Rnd, component VS

- resist bludgeon, pierce & slash dmg from weapon attacks until end of your next turn

- Minor Illusion (illus) cast 1 act, range 30 ft, duration 1 Min, component SM

- create sound or image of object (5ft cube), investigation check^{vs} spell DC to determine illusion

- Learn one 1st-level spell from the Warlock spell list and cast it at its lowest level

- Hex^H (ench) cast 1 bon, range 90 ft, duration 1 Hr^{CON}, component VSM

- 1 creature, +1d6 necrotic on hit with an attack, disadv on checks for 1 ability^H ^{CON} 3-4th 8hr, 5th+ 24hr

- Once you cast it, you must finish a long rest before you can cast it again

- Your spellcasting ability for these spells is Charisma, DC 13