



# Thaddeus Thorp

Class: Cleric (Level 4)  
Race: Human  
Languages: Common, Elvish  
Alignment: Chaotic Good  
Background: Charlatan

Max HP: 28  
Hit Dice: 4d8  
Armor Class: 12 (no armor)  
Speed: 30 ft.  
Initiative: +2  
Passive Perception: 13  
Passive Investigation: 11  
Passive Insight: 13

### Proficiencies (Bonus +2)

- Light/Medium Armor + Shields
- Simple Weapons
- Disguise Kit
- Forgery Kit

SKILLS	MODIFIER
Acrobatics (DEX)	+2
Animal Handling (WIS)	+3
Arcana (INT)	+1
Athletics (STR)	-1
<b>Deception (CHA)</b>	<b>+5</b>
History (INT)	+1
Insight (WIS)	+3
Intimidation (CHA)	+3
Investigation (INT)	+1
Medicine (WIS)	+3
Nature (INT)	+1
Perception (WIS)	+3
Performance (CHA)	+3
<b>Persuasion (CHA)</b>	<b>+5</b>
<b>Religion (INT)</b>	<b>+3</b>
<b>Sleight of Hand (DEX)</b>	<b>+4</b>
Stealth (DEX)	+2
Survival (WIS)	+3

STATS	SCORE	MODIFIER	SAVE
Strength	9	-1	-1
Dexterity	14	+2	+2
Constitution	12	+1	+1
Intelligence	12	+1	+1
<b>Wisdom</b>	<b>16</b>	<b>+3</b>	<b>+5</b>
<b>Charisma</b>	<b>16</b>	<b>+3</b>	<b>+5</b>

*Dressed in the finest robes and armed with his house's signet ring, Lord Thaddeus Thorp can frequently be spotted across Waterdeep tending to his family's overland trade business. The trickster known as Warick of the Dock Ward, however, calls a rather humble residence home...*

ATTACKS	HIT	DAMAGE	NOTES
Dagger of Warning	+4	1d4 + 2 piercing	Finesse, Light, Thrown (20/60 ft.)

SPELL SLOTS	MODIFIER	SPELL ATTACK	SAVE DC
3 Spell Slots (LEVEL 2)	+3	+5	13
4 Spell Slots (LEVEL 1)			

**Channel Divinity:** You may channel divinity once per short rest.

- **Invoke Duplicity:** As an action, you can create an illusion of yourself that lasts for 1 minute, or until you lose your concentration as if you were concentrating on a spell. The illusion appears within 30 ft. of you, and, as a bonus action, you can move the illusion up to 30 ft. but it must remain within 120 ft. of you. You can cast spells as the illusion, and when both you and your illusion are within 5 feet of a creature that can see the illusion, you have advantage on attack rolls against that creature.
- **Turn Undead:** As an action, you present a holy symbol and speak a prayer censuring the undead. Each undead that can see or hear you within 30 ft. must make a WIS saving throw of DC 13. A failure turns the creature for 1 minute or until it takes any damage, and must spend its turns trying to move as far away from you as it can. It may not take reactions and it may only take the Dash action or Dodge action if unable to move.

**Dagger of Warning (attuned):** While this weapon is on your person, you have advantage on initiative rolls. In addition, you and any of your companions within 30 ft. cannot be surprised, except when incapacitated by something other than nonmagical sleep. The weapon magically awakens you and your companions within range if any of you are sleeping naturally when combat begins.

**Blessing of the Trickster:** You may touch an ally to give them advantage on Stealth checks for 1 hour or until you use this feature again.

**Actor:** You have advantage on Deception and Performance checks when trying to pass yourself off as a different person, and can mimic the speech of another person you have heard for at least 1 minute.

**Charlatan:** You have created a second identity that includes documentation, established acquaintances, and disguises that allow you to assume that persona. Additionally, you can forge documents including official papers and personal letters, as long as you have seen an example of the document or handwriting.

**Spellcasting:** You regain all spell slots upon a long rest.

SPELL	RANGE	HIT/DC	EFFECT
Light (At Will)	Touch	DEX 13	You touch a small object which sheds bright light in a 20 ft. radius and dim light for another 20 ft. for 1 hour. The light can be colored as you like. The spell ends if you cast it again or dismiss it as an action. If you target an object held or worn by a hostile creature, that creature must succeed on a DEX saving throw to avoid the spell.
Sacred Flame (At Will)	60 ft.	DEX 13	Target must succeed on a DC 13 DEX saving throw or take 1d8 damage, and gains no benefit from cover for the save.
Spare the Dying (At Will)	Touch	-	You touch a living creature that has 0 HP. The creature becomes stable.
Word of Radiance (At Will)	5 ft.	CON 13	Each creature of your choice that you can see within range must succeed on a CON saving throw or take 1d6 radiant damage.
Charm Person (Level 1)	30 ft.	WIS 13	You attempt to charm a humanoid you can see within range. It must make a 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. If cast as a Level 2 spell, you can target 1 additional creature.
Cure Wounds (Level 1)	Touch	-	A creature you touch regains 1d8 + 3 HP. If cast as a Level 2 spell, it regains 2d8 + 3 HP.
Detect Evil and Good (Level 1, Concentration)	Self	-	For up to 10 minutes, you know if there is an aberration, celestial, elemental, fey, fiend, or undead within 30 ft. of you as well as where the creature is located. Similarly, you know if there is a place or object within 30 ft. of you that has been magically consecrated or desecrated. The spell can penetrate most barriers but is blocked by 1 ft. of stone, 1 in. of metal, a thin sheet of lead, or 3 ft. of wood or dirt.
Disguise Self (Level 1)	Self	-	You make yourself—including your clothing, armor, weapons, and other belongings on your person—look different for 1 hour or until you use your action to dismiss it. You can seem 1 foot shorter or taller, or appear thin or fat or in between. You can't change your body type, so you must adopt a form that has the same basic arrangement of limbs. To discern that you are disguised, a creature can use its action to inspect your appearance and must succeed on an Investigation check against your spell save DC.
Calm Emotions (Level 2, Concentration)	60 ft.	CHA 13	You attempt to suppress strong emotions in a group of people for up to 1 minute. Each humanoid in a 20 ft. radius sphere centered on a point you choose within range must make a CHA saving throw. A creature can choose to fail this saving throw if it wishes. If a creature fails, you can suppress any effect causing a target to be charmed or frightened, and when the spell ends, any suppressed effect resumes provided that its duration has not expired in the meantime. Alternatively, you can make a target indifferent about creatures of your choice that it is hostile toward. This indifference ends if the target is attacked or harmed by a spell or if it witnesses any of its friends being harmed. When the spell ends, the creature becomes hostile again.
Find Traps (Level 2)	120 ft.	-	You sense the presence of any trap within range that is within line of sight. This does not include natural structural weakness but does include mechanical or magical alarms and traps. The spell merely reveals that a trap is present. You don't learn the location of each trap, but you do learn the general nature of the danger posed by a trap you sense.
Locate Object (Level 2, Concentration)	Self	-	Describe or name an object that is familiar to you. You sense the direction to the object's location, as long as that object is within 1,000 ft. of you. If the object is in motion, you know the direction of its movement. The spell can locate the nearest object of a particular kind, such as a certain kind of apparel, tool, weapon, etc. This spell can't locate an object if any thickness of lead blocks a direct path between you and the object.
Mirror Image (Level 2)	Self	-	For 1 minute, 3 illusory duplicates of yourself appear in your space and mimic your actions. Each time a creature targets you with an attack, roll a d20 to determine whether the attack instead targets one of your duplicates. If you have 3 duplicates, you must roll a 6 or higher to change the attack's target to a duplicate. With 2 duplicates, an 8 or higher must be rolled and with 1 an 11 or higher. Your duplicates' AC is 12 and if an attack hits, then the duplicate is destroyed, ignoring all other damage and effects. A creature is unaffected 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 true sight. The illusions can be dismissed with an action.
Pass Without Trace (Level 2, Concentration)	Self	-	For up to 1 hour, each creature you choose within 30 ft. of you including yourself has a +10 bonus to Stealth checks and can't be tracked except by magical means.
Prayer of Healing (Level 2)	30 ft.	-	After casting for 10 minutes, up to 6 creatures that you can see each regain 2d8 + 3 HP.
Zone of Truth (Level 2)	60 ft.	CHA 13	You create a 15 ft. radius zone for 10 minutes. Every creature must make a CHA saving throw for the first time and each turn or be unable to speak a deliberate lie.