



MEDIUM (5'X5')

LEVELS 11 THRU 20

CHARLOTTE (NPC)

STR	DEX	CON	INT	WIS	CHA
8	9	11	21	21	14
-1	-1	0	+5	+5	+2

Additional information:

Psychic Scream (2x p/day): Enemies within 10' must pass a ST or flee in terror for 2 full combat turns. A successful ST (or after 2-turn duration) results in the target being immune from the effects of this ability for 48 hours. This can be cast at the end of Charlotte's turn or the end of any combatant's turn. Psychic Scream does not count as a spell cast.

Fire Shield Belt: Fire Aura that inflicts fire damage upon melee attacker's who succeed in hitting Charlotte. The Fire Aura reduces cold damage by 1/2. Charlotte will activate the belt the moment she cinches it on. The belt's aura will last 24 hours before it needs 3 full days to recharge.

Charlotte Chartreuse can move up to a maximum 30' per turn.



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Staff: Melee weapon attack, 5' range

Charlotte Chartreuse is part of the RPG adventure Assault on the Spider Necromancer's Lair from GlendorsRPGAdventures.com

Level	11	12	13	14	15	16	17	18	19	20
Armor Class	15	15	15	15	15	16	16	16	16	16
Hit Points	76	90	108	88	92	125	118	132	154	153
XP Value	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA
Proficiency Bonus	+4	+4	+5	+5	+5	+5	+6	+6	+6	+6
Staff	6 (1d8+1)	5 (1d6+2)	6 (1d8+1)	8 (1d10+2)	9 (1d10+4)	6 (1d8+1)	8 (1d10+2)	8 (1d10+2)	7 (1d8+3)	8 (1d10+2)
Fire Bolt or Ice Lance	11 (1d12+5)	10 (2d6+3)	13 (2d8+4)	16 (3D6+6)	18 (6d4+3)	12 (4d4+2)	16 (3D6+6)	16 (3D6+6)	13 (2d8+4)	16 (3D6+6)
Ice Orb	21 (3d8+8)	20 (4d6+6)	24 (8d4+4)	31 (6d6+11)	34 (5d8+11)	23 (2d12+11)	30 (6d6+9)	29 (6d6+8)	25 (5d6+8)	29 (6d6+8)
Electrocute	24 (8d4+4)	22 (2d12+9)	27 (9d4+5)	35 (5d8+13)	38 (3d10+17)	26 (3d10+9)	34 (5d8+11)	33 (3d12+14)	28 (4d8+10)	33 (3d12+14)
Fire Shield Belt	8 (1d10+2)	8 (1d10+2)	10 (2d6+3)	12 (4d4+2)	14 (2d8+5)	9 (1d10+4)	12 (4d4+2)	12 (4d4+2)	10 (2d6+3)	12 (4d4+2)
Other	_____									