

## Dmitri

CHARACTER NAME

Cleric/Rogue Necromancer

CLASS & LEVEL

Fallen Aasimar

RACE

Urchin

BACKGROUND

Neutral

ALIGNMENT

Death Domain Cleric - 6

PLAYER NAME

Inquisitive Rogue - 4

EXPERIENCE POINTS

STRENGTH

8

-1

DEXTERITY

20

+5

CONSTITUTION

13

+1

INTELLIGENCE

10

-

WISDOM

16

+3

CHARISMA

14

+2

INSPIRATION

+3

PROFICIENCY BONUS

- SAVING THROWS
- \_\_\_ Strength
  - +8 Dexterity
  - \_\_\_ Constitution
  - \_\_\_ Intelligence
  - +6 Wisdom
  - +5 Charisma

- SKILLS
- \_\_\_ Acrobatics (Dex)
  - \_\_\_ Animal Handling (Wis)
  - \_\_\_ Arcana (Int)
  - \_\_\_ Athletics (Str)
  - \_\_\_ Deception (Cha)
  - \_\_\_ History (Int)
  - +9E Insight (Wis)
  - \_\_\_ Intimidation (Cha)
  - \_\_\_ Investigation (Int)
  - \_\_\_ Medicine (Wis)
  - \_\_\_ Nature (Int)
  - +6 Perception (Wis)
  - \_\_\_ Performance (Cha)
  - +5 Persuasion (Cha)
  - \_\_\_ Religion (Int)
  - +8 Sleight of Hand (Dex)
  - +11E Stealth (Dex)
  - \_\_\_ Survival (Wis)

19

ARMOR CLASS

+5

INITIATIVE

30

SPEED

Hit Point Maximum

63

CURRENT HIT POINTS

Channel Divinity: 2

TEMPORARY HIT POINTS

Total 10

10d8

HIT DICE

SUCCESSES

○ ○ ○ ○

FAILURES

○ ○ ○ ○

DEATH SAVES

I like to squeeze into small places where no one else can get me

PERSONALITY TRAITS

The low are lifted up and the high and mighty are brought down. Change is the nature of things (Chaos)

IDEALS

No one else should have to endure the hardships I've been through

BONDS

I will never fully trust anyone other than myself

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Rapier

+8

1d8 + 5 P

Chill Touch

+6

2d8 Necro

Toll Dead

WIS

\*2d8/2d12

Sacred Flame: DEX Save or 2d8 Radiant. 60'

Chill Touch Cantrip - Necrotic Damage  
- Skeletal Hand. On hit target can't regain HP until start of your next turn. Until hand clings to target.

- Undead have DISADV on Attack rolls until end of your next turn  
- 120' - 1 action (Level 11 increase)

Toll the Dead Cantrip - Necrotic Damage  
- roll 2d12 instead if if target missing any HP  
- 60' - 1 action (Level 11 increase)

ATTACKS & SPELLCASTING

Reaper

- Learn Necro Cantrip from any spell list (Chill Touch)
- Necro Cantrips that target one creature can target two if they are within 5' of each other.

Channel Divinity

- Turn Undead: Undead within 30' WIS SAVE or turned for 1 minute or until takes damage. Spends turns running as far away from me as it can. No reactions. Can only take DASH Action. \*CR 1/2 or lower undead are destroyed rather than turned if they fail the SAVE.
- Touch of Death: On a Hit with a Melee Attack can deal extra Necrotic Damage equal to 5 + Twice your Cleric Level

Resilient Feat: +1 to DEX. Proficient in DEX Saving throws.

Cunning Action: Can take a Bonus action on your turn in combat to Dash, Disengage, or Hide

Eye for Deceit: When making an Insight check to determine lying, treat a roll 7 or lower as an 8.

Eye for Detail: Use a Bonus Action to make a Perception Check to spot a hidden creature or object or to make an Investigation check to uncover or decipher clues

Insightful Fighting: Bonus action Insight Check contested by a creatures Deception CHA. If succeed. Can use Sneak attack even without Advantage.. Lasts for 1 minute or until used on a different target.

Inescapable Destruction: Necrotic Damage dealt by your cleric spells and Channel Divinity ignores resistance to necrotic damage

FEATURES & TRAITS

PASSIVE WISDOM (PERCEPTION)

Disguise Kit  
Thieves Tools  
Martial Weapons (Death Domain)

Common - Celestial  
Thieves' Cant

OTHER PROFICIENCIES & LANGUAGES

CP

SNEAK ATTACK:

Add 2d6 damage to creature hit if have ADV on Attack Roll. Or if ally within 5' (Level 3 Increase)

SP

Studded Leather

Shield

EP

10

GP

Small knife, map of the city,

PP

pet mouse, token to remember parents by, set of clothes, small pouch

EQUIPMENT



Dmitri

CHARACTER NAME

18

AGE

Purple

EYES

5'6

HEIGHT

Pale

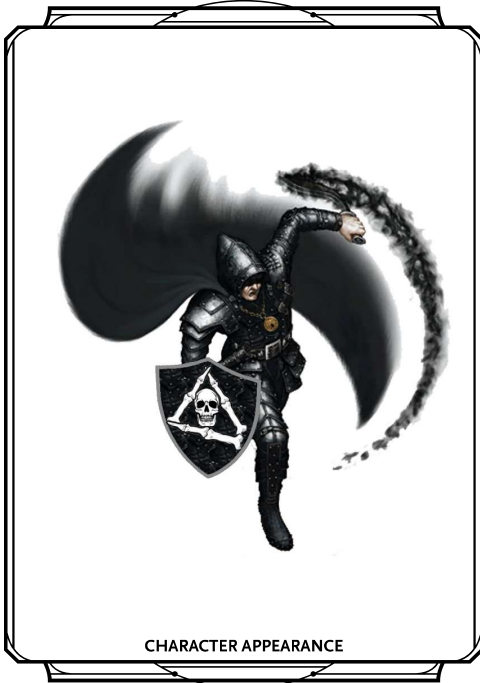
SKIN

135

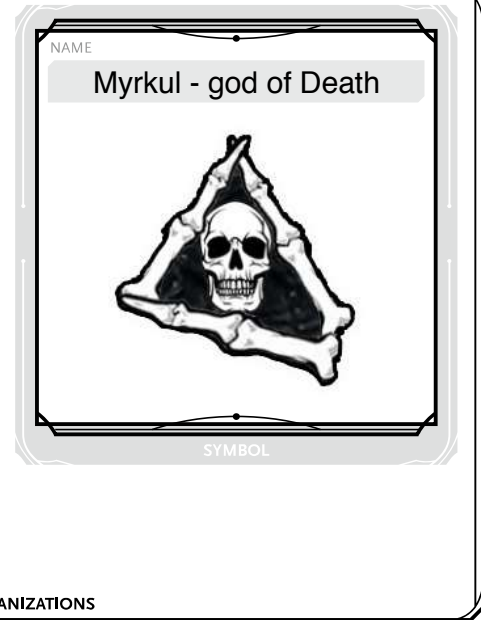
WEIGHT

Black

HAIR



CHARACTER APPEARANCE



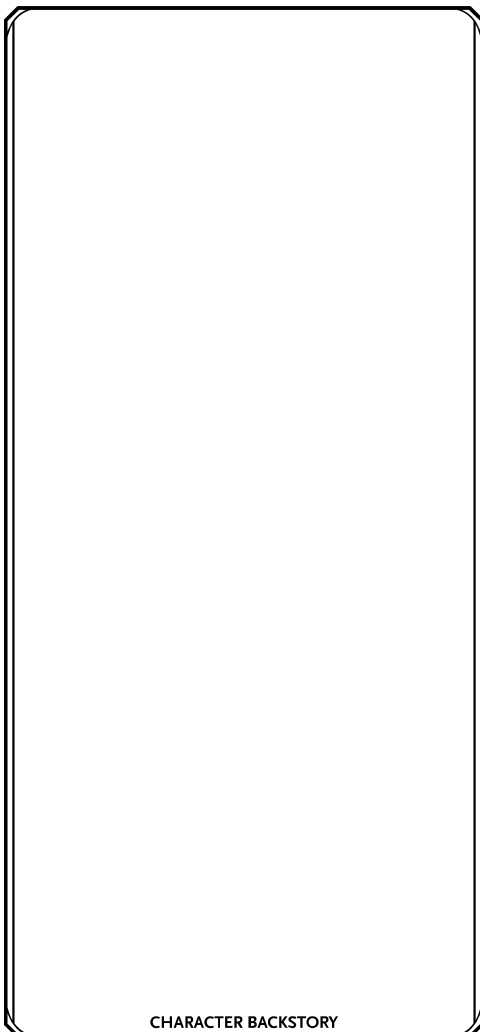
NAME

Myrkul - god of Death



SYMBOL

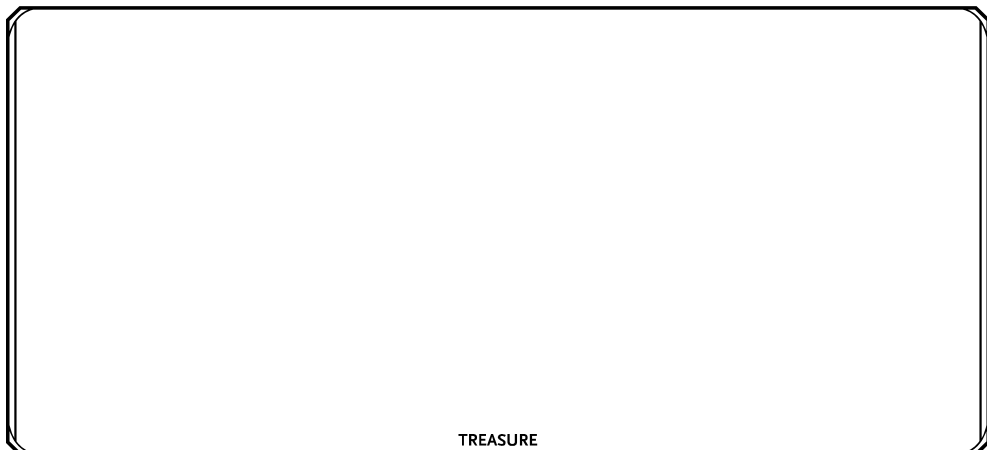
ALLIES & ORGANIZATIONS



CHARACTER BACKSTORY

- Darkvision 60'
- Resistance to Necrotic and Radiant Damage
- Healing Hands: As an action, touch a creature and have it regain HP equal to your level. 1/day - Once per Long Rest
- Necrotic Shroud: Use an action to release divine energy within yourself. Eyes turn to pools of darkness and skeletal, ghostly, flightless wings sprout from your back. Creatures within 10' of you that see the transformation must make a CHA SAVE (DC 8 + Proficiency + CHA modifier) or be frightened of you until end of your next turn. Lasts for 1 minute or until you end it with a bonus action. During this time, once on each of your turns deal extra necrotic damage to one target when you deal damage with an attack or a spell. This extra necrotic damage is equal to level. Once per long rest.

ADDITIONAL FEATURES & TRAITS



TREASURE



# Cleric

SPELLCASTING CLASS

WIS

SPELLCASTING ABILITY

14

SPELL SAVE DC

+6

SPELL ATTACK BONUS

0

CANTRIPS

- Toll the Dead
- Sacred Flame
- Guidance
- Chill Touch (Death Domain)
- Light (Aasimar Race (CHA))
- Thaumaturgy

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

PREPARED

SPELL NAME

- False Life (Death Domain)
- Ray of Sickness (Death Domain)

2

3

- Blindness/Deafness (Death Domain)
- Ray of Enfeeblement (Death Domain)

3

3

- Animate Dead (Death Domain)
- Vampiric Touch (Death Domain)

4

5

6

7

8

9

SPELLS KNOWN