

Dmitri

CHARACTER NAME

Death Domain Cleric - 2 Urchin

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Fallen Aasimar

Neutral

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

8

-1

DEXTERITY

17

+3

CONSTITUTION

13

+1

INTELLIGENCE

10

-

WISDOM

16

+3

CHARISMA

14

+2

INSPIRATION

+2

PROFICIENCY BONUS

- Strength
- Dexterity
- Constitution
- Intelligence
- +5 Wisdom
- +4 Charisma

SAVING THROWS

- Acrobatics (Dex)
- Animal Handling (Wis)
- Arcana (Int)
- Athletics (Str)
- Deception (Cha)
- History (Int)
- +5 Insight (Wis)
- Intimidation (Cha)
- Investigation (Int)
- Medicine (Wis)
- Nature (Int)
- Perception (Wis)
- Performance (Cha)
- +4 Persuasion (Cha)
- Religion (Int)
- +5 Sleight of Hand (Dex)
- +5 Stealth (Dex)
- Survival (Wis)

SKILLS

PASSIVE WISDOM (PERCEPTION)

Disguise Kit
Thieves Tools
Martial Weapons (Death Domain)

Common - Celestial

OTHER PROFICIENCIES & LANGUAGES

17

ARMOR CLASS

+3

INITIATIVE

30

SPEED

Hit Point Maximum

15

CURRENT HIT POINTS

Channel Divinity: 1

TEMPORARY HIT POINTS

Total 1

2d8

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

NAME

ATK BONUS

DAMAGE/TYPE

Rapier

+5

1d8 + 3 P

Chill Touch

+5

1d8 Necro

Toll Dead

WIS

*1d8/1d12

Sacred Flame: DEX Save or 1d8 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 5 increase)

Toll the Dead Cantrip - Necrotic Damage
- roll 1d12 instead if target missing any HP
- 60' - 1 action (Level 5 increase)

ATTACKS & SPELLCASTING

CP

SP

EP

GP

PP

Studded Leather Shield

Small knife, map of the city, pet mouse, token to remember parents by, set of clothes, small pouch

EQUIPMENT

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

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.
- Touch of Death: On a Hit with a Melee Attack can deal extra Necrotic Damage equal to 5 + Twice your Cleric Level

FEATURES & TRAITS



Dmitri

CHARACTER NAME

18

AGE

5'6

HEIGHT

135

WEIGHT

Purple

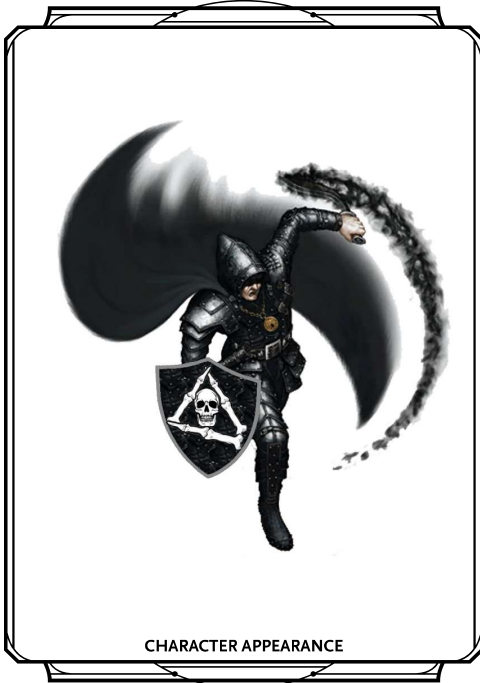
EYES

Pale

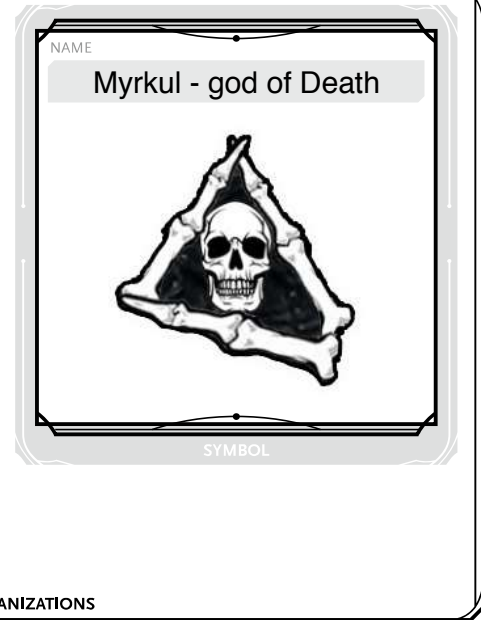
SKIN

Black

HAIR



CHARACTER APPEARANCE

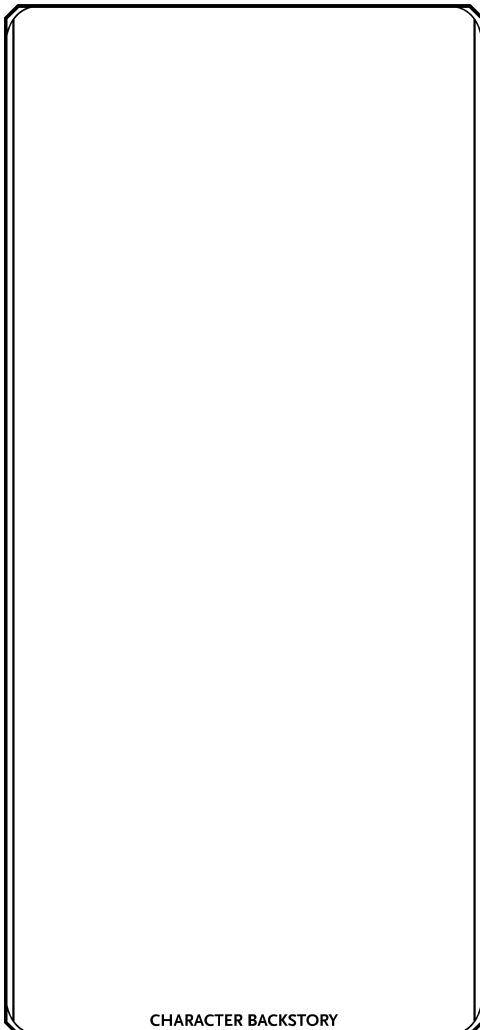


NAME

Myrkul - god of Death

SYMBOL

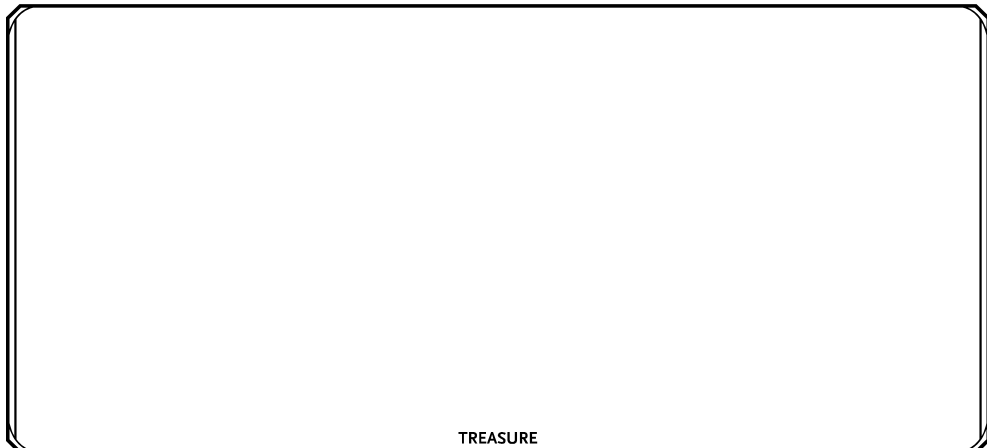
ALLIES & ORGANIZATIONS



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: 3rd Level

ADDITIONAL FEATURES & TRAITS



TREASURE



Cleric

SPELLCASTING CLASS

WIS

SPELLCASTING ABILITY

13

SPELL SAVE DC

+5

SPELL ATTACK BONUS

0

CANTRIPS

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

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

3

PREPARED

SPELL NAME

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

2

3

6

7

4

8

5

9

SPELLS KNOWN