

Dmitri

CHARACTER NAME

Death Cleric/Rogue - 5/1

Urchin

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Fallen Aasimar

Neutral

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

8

-1

DEXTERITY

18

+4

CONSTITUTION

13

+1

INTELLIGENCE

10

-

WISDOM

16

+3

CHARISMA

14

+2

INSPIRATION

+3

PROFICIENCY BONUS

- ___ Strength
- +7 Dexterity
- ___ Constitution
- ___ Intelligence
- +6 Wisdom
- +5 Charisma

SAVING THROWS

- ___ 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)
- +7 Sleight of Hand (Dex)
- +10E Stealth (Dex)
- ___ Survival (Wis)

SKILLS

PASSIVE WISDOM (PERCEPTION)

Disguise Kit
Thieves Tools
Martial Weapons (Death Domain)

Common - Celestial
Thieves' Cant

OTHER PROFICIENCIES & LANGUAGES

18

ARMOR CLASS

+4

INITIATIVE

30

SPEED

Hit Point Maximum

39

CURRENT HIT POINTS

Channel Divinity: 1

TEMPORARY HIT POINTS

Total 6

6d8

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

NAME

ATK BONUS

DAMAGE/TYPE

Rapier

+7

1d8 + 4 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 target missing any HP
- 60' - 1 action (Level 11 increase)

ATTACKS & SPELLCASTING

CP

SP

EP

GP

GP

PP

10

SNEAK ATTACK:
Add 1d6 damage to creature hit if have ADV on Attack Roll. Or if ally within 5' (Level 3 Increase)

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.

*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.

FEATURES & TRAITS



Dmitri

CHARACTER NAME

18

AGE

Purple

EYES

5'6

HEIGHT

Pale

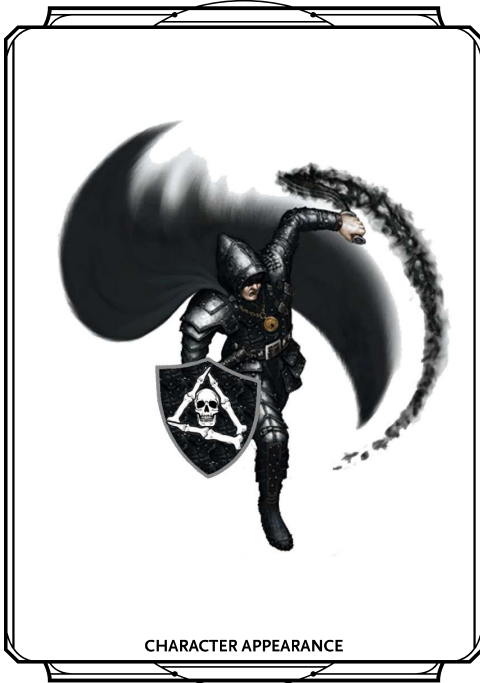
SKIN

135

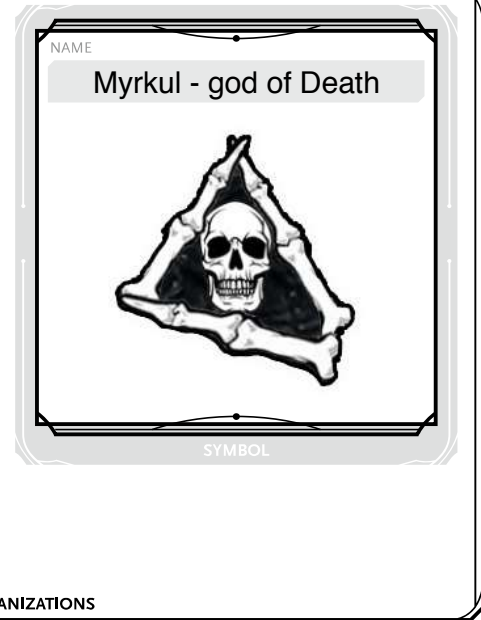
WEIGHT

Black

HAIR



CHARACTER APPEARANCE



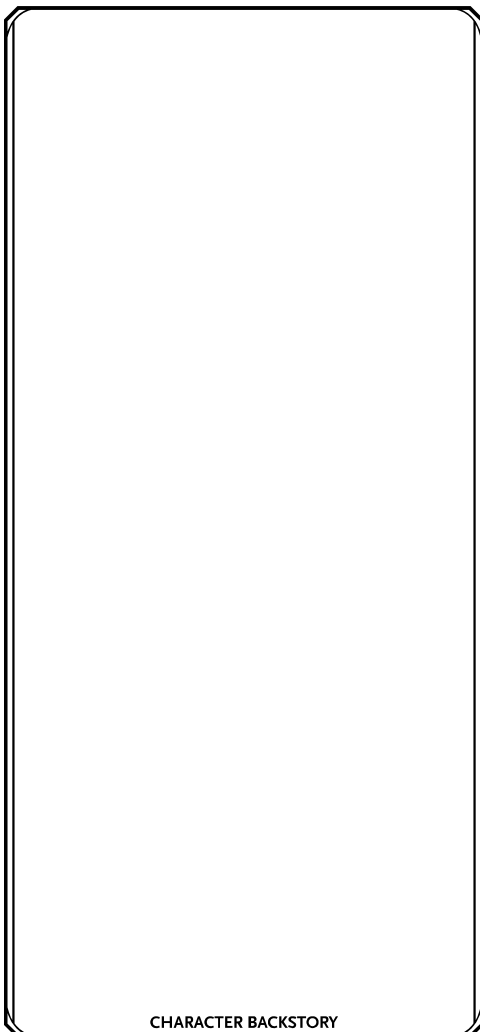
NAME

Myrkul - god of Death



SYMBOL

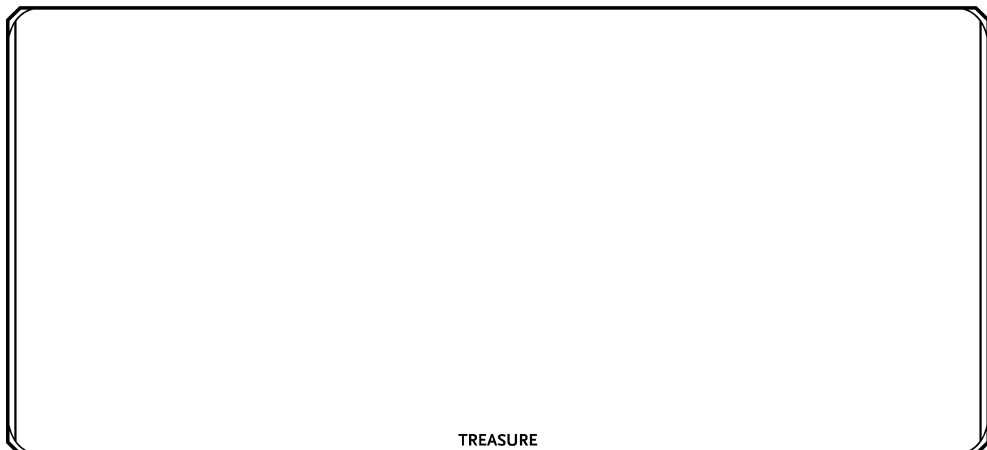
ALLIES & ORGANIZATIONS



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

2

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

4

5

6

7

8

9

SPELLS KNOWN