

Death Cleric/Rogue - 5/2 Urchin CLASS & LEVEL PLAYER NAME BACKGROUND Fallen Aasimar Neutral

ALIGNMENT

INSPIRATION

PROFICIENCY BONUS

Constitution

__ Intelligence _+6_ Wisdom

SAVING THROWS

____ Acrobatics (Dex)

● _+5_ Charisma

STRENGTH

8

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

16

CHARISMA

INITIATIVE SPEED

Hit Point Maximum Strength +7 Dexterity

CURRENT HIT POINTS

Channel Divinity: 1

TEMPORARY HIT POINTS

SUCCESSES O=O=C 7d8 FAILURES O=O= HIT DICE DEATH SAVES

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

PERSONALITY TRAITS

EXPERIENCE POINTS

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

O Animal Handling (Wis) O ____ Arcana (Int) O Athletics (Str) O ____ Deception (Cha) O ____ History (Int)

• +9 E Insight (Wis)

O ____ Intimidation (Cha)

O ____ Investigation (Int) O ____ Medicine (Wis)

O ____ Nature (Int)

• +6 Perception (Wis)

Performance (Cha)

• +5 Persuasion (Cha) ___ Religion (Int)

● _+7_ Sleight of Hand (Dex)

• +10E Stealth (Dex) O ____ Survival (Wis)

SKILLS

ATK BONUS DAMAGE/TYPE 1d8 + 4 P Rapier +7 ChillTouch +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

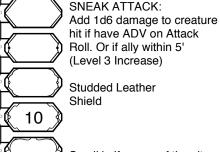
FEATURES & TRAITS

PASSIVE WISDOM (PERCEPTION)

Disguise Kit Thieves Tools Martial Weapons (Death Domain)

Common - Celestial Thieves' Cant

OTHER PROFICIENCIES & LANGUAGES



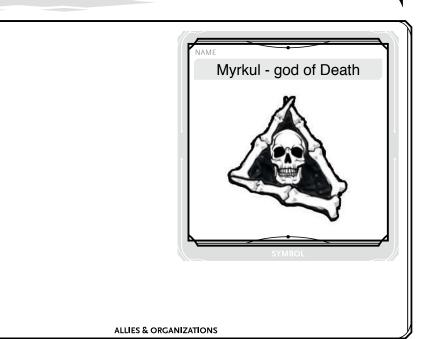
Small knife, map of the city, pet mouse, token to remember parents by, set of clothes, small pouch

EQUIPMENT



18	5'6	135	
AGE	HEIGHT	WEIGHT	
Purple	Pale	Black	
EYES	SKIN	HAIR	





- 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

CHARACTER BACKSTORY

TREASURE

