



DUNGEONS &amp; DRAGONS®

Dmitri

CHARACTER NAME

Death Domain Cleric - 3

CLASS &amp; LEVEL

Urchin

BACKGROUND

PLAYER NAME

Fallen Aasimar

RACE

Neutral

ALIGNMENT

EXPERIENCE POINTS

STRENGTH	8
	-1

INSPIRATION
+2 PROFICIENCY BONUS

DEXTERITY	17
	+3

○ Strength
○ Dexterity
○ Constitution
○ Intelligence
● +5 Wisdom
● +4 Charisma

CONSTITUTION	13
	+1

INTELLIGENCE	10
	-

WISDOM	16
	+3

CHARISMA	14
	+2

○ 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

NAME	ATK BONUS	DAMAGE/TYPE
Rapier	+5	1d8 + 3 P
ChillTouch	+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 if target missing any HP  
- 60' - 1 action (Level 5 increase)

## ATTACKS &amp; SPELLCASTING

PASSIVE WISDOM (PERCEPTION)	CP	Studded Leather Shield
	SP	
	EP	
	GP	Small knife, map of the city, pet mouse, token to remember parents by, set of clothes, small pouch
	PP	10

## 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

Disguise Kit  
Thieves Tools  
Martial Weapons (Death Domain)

Common - Celestial

## OTHER PROFICIENCIES &amp; LANGUAGES

## FEATURES &amp; TRAITS



Dmitri

CHARACTER NAME

18

AGE

Purple

EYES

5'6

HEIGHT

Pale

SKIN

135

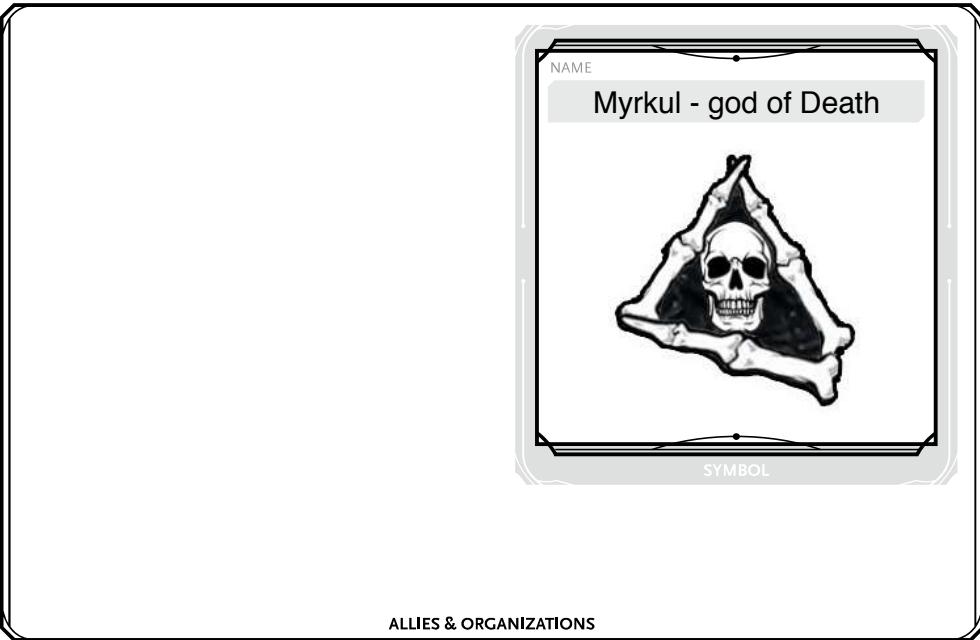
WEIGHT

Black

HAIR



CHARACTER APPEARANCE



ALLIES &amp; ORGANIZATIONS

- 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 &amp; TRAITS

CHARACTER BACKSTORY

TREASURE



## Cleric

SPELLCASTING CLASS

WIS

13

+5

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

0

## CANTRIPS

Toll the Dead

Sacred Flame

Guidance

Chill Touch (Death Domain)

Light (Aasimar Race (CHA))

3

6

SPELL LEVEL  
1 SLOTS TOTAL  
4 SLOTS EXPENDED

1

4

## SPELL NAME

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

4

7

2

2

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

5

8

SPELLS KNOWN