



DUNGEONS & DRAGONS

CHARACTER NAME

CHARACTER LEVEL, RACE, & CLASS

EXPERIENCE

BACKGROUND

ALIGNMENT DEITY

PLAYER NAME

STRENGTH	PROFICIENCY BONUS
DEXTERITY	<p>Strength Dexterity Constitution Intelligence Wisdom Charisma</p> <p>CONDITIONAL</p>
CONSTITUTION	SAVING THROWS
INTELLIGENCE	<p>Acrobatics (Dex) Animal Handling (Wis) Arcana (Int) Athletics (Str) Deception (Cha) History (Int) Insight (Wis) Intimidation (Cha) Investigation (Int) Medicine (Wis) Nature (Int) Perception (Wis) Performance (Cha) Persuasion (Cha) Religion (Int) Sleight of Hand (Dex) Stealth (Dex) Survival (Wis)</p>
WISDOM	SKILLS
CHARISMA	PASSIVE PERCEPTION
INITIATIVE	

ARMOR

SHIELD

ARMOR CLASS

MAXIMUM **HIT DICE** **TEMPORARY**

CURRENT HIT POINTS

DEATH SAVING THROWS

SPEED **FLY** **CLIMB** **SWIM**

VISION **INSPIRATION** **EXHAUSTION**

SPEED, SENSES, & CONDITIONS

Hellish Resistance. You have resistance to fire damage.

Legacy of Malbolge. You know the minor illusion cantrip. When you reach 3rd level, you can cast the disguise self spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast the invisibility spell once with this trait and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.

RACIAL TRAITS

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light.

Actor. You have advantage on Deception and Performance checks when trying to pass yourself off as a different person. You can mimic the speech of another person or the sounds made by other creatures. You must have heard the person speaking, or heard the creature make the sound, for at least 1 minute. A successful Insight check contested by your Deception check allows a listener to determine that the effect is faked.

Tool Expertise (Thieves' Tools). Your proficiency bonus is doubled for any Thieves' Tools check you make.

Sneak Attack. Once per turn, you can deal an extra 3d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon. You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

Thieves' Cant. A secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly. In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.

Cunning Action. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Uncanny Dodge (Reaction). When an attacker that you can see hits you with an attack, you can halve the attack's damage against you.

Master of Intrigue. You can unerringly mimic the speech patterns and accent of a creature that you hear speak for at least 1 minute, allowing you to pass yourself off as a native speaker of a particular land, provided that you know the language.

Master of Tactics. You can use the Help action as a bonus action. Additionally, when you use the Help action to aid an ally in attacking a creature, the target of that attack can be within 30 feet of you, rather than 5 feet of you, if the target can see or hear you.

NAME	RANGE	ATTACK	DAMAGE / TYPE

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FEATURES & TRAITS
Armor Proficiencies. Light Armor
Weapon Proficiencies. Simple Weapons, Crossbow, Hand, Longsword, Rapier, Shortsword
Tool Proficiencies. Disguise kit, Dice set, Flute, Thieves' tools, Forgery kit
Languages. Common, Infernal, Dwarvish, Gnomish, Thieves' Cant
PROFICIENCIES & LANGUAGES



CHARACTER NAME	GENDER	AGE	HEIGHT	WEIGHT
	EYES	SKIN		HAIR

CHARACTER PORTRAIT

ALLIES & ORGANIZATIONS

NAME
SYMBOL

PERSONALITY TRAITS

IDEAL

BOND

FLAW

BACKGROUND STORY

You can always find a place to perform, usually in an inn or tavern but possibly with a circus, at a theater, or even in a noble's court. At such a place, you receive free lodging and food of a modest or comfortable standard (depending on the quality of the establishment), as long as you perform each night. In addition, your performance makes you something of a local figure. When strangers recognize you in a town where you have performed, they typically take a liking to you.

BACKGROUND FEATURE

TRINKET

ADDITIONAL FEATURES

ADVENTURING GEAR

lb.

MAGIC ITEMS

lb.

ATTUNED MAGIC ITEMS

/

VALUABLES — GEMS, ART OBJECTS, TRADE GOODS

lb.

COPPER SILVER ELECTRUM GOLD PLATINUM

ENCUMBRANCE — LIFTING AND CARRYING

WEIGHT CARRIED

CARRY CAPACITY

PUSH, DRAG, LIFT

/

INVENTORY — ADVENTURING GEAR, ARMS, ARMOR, AND OTHER EQUIPMENT

ADDITIONAL TREASURE

STORED ITEM

lb.

STORED ITEM

lb.

STORED ITEMS

INVENTORY — ITEM DESCRIPTIONS & NOTES

QUEST ITEMS & TRINKETS

Minor Illusion

Illusion Cantrip

CASTING TIME	1 action
RANGE	30 feet
DURATION	1 minute
COMPONENTS	S, M (a bit of fleece)

You create a sound or an image of an object within range that lasts for the duration. The illusion also ends if you dismiss it as an action or cast this spell again.

If you create a sound, its volume can range from a whisper to a scream. It can be your voice, someone else's voice, a lion's roar, a beating of drums, or any other sound you choose. The sound continues unabated throughout the duration, or you can make discrete sounds at different times before the spell ends.

If you create an image of an object—such as a chair, muddy footprints, or a small chest—it must be no larger than a 5-foot cube. The image can't create sound, light, smell, or any other sensory effect. Physical interaction with the image reveals it to be an illusion, because things can pass through it.

If a creature uses its action to examine the sound or image, the creature can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell save DC. If a creature discerns the illusion for what it is, the illusion becomes faint to the creature.

Legacy of Malbolge (Tiefling (Glasya))

Player's Handbook

Disguise Self

1st-level illusion

CASTING TIME	1 action
RANGE	Self
DURATION	1 hour
COMPONENTS	V, S

You make yourself—including your clothing, armor, weapons, and other belongings on your person—look different until the spell ends or until you use your action to dismiss it. You can seem 1 foot shorter or taller and can appear thin, fat, or in between. You can't change your body type, so you must adopt a form that has the same basic arrangement of limbs. Otherwise, the extent of the illusion is up to you.

The changes wrought by this spell fail to hold up to physical inspection. For example, if you use this spell to add a hat to your outfit, objects pass through the hat, and anyone who touches it would feel nothing or would feel your head and hair. If you use this spell to appear thinner than you are, the hand of someone who reaches out to touch you would bump into you while it was seemingly still in midair.

To discern that you are disguised, a creature can use its action to inspect your appearance and must succeed on an Intelligence (Investigation) check against your spell save DC.

Legacy of Malbolge (Tiefling (Glasya))

Player's Handbook

Invisibility

2nd-level illusion

CASTING TIME	1 action
RANGE	Touch
DURATION	Concentration, up to 1 hour
COMPONENTS	V, S, M (an eyelash encased in gum arabic)

A creature you touch becomes invisible until the spell ends. Anything the target is wearing or carrying is invisible as long as it is on the target's person. The spell ends for a target that attacks or casts a spell.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.

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