

DUNGEONS & DRAGONS

CHARACTER NAME

CHARACTER LEVEL, RACE, & CLASS

EXPERIENCE

BACKGROUND

ALIGNMENT

DEITY

PLAYER NAME

STRENGTH

PROFICIENCY BONUS

- ☐ Strength
- ☐ Dexterity
- ☐ Constitution
- ☐ Intelligence
- ☐ Wisdom
- ☐ Charisma

CONDITIONAL

SAVING THROWS

- ☐ 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)

SKILLS

PASSIVE PERCEPTION

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

ARMOR

SHIELD

AC

ARMOR CLASS

MAXIMUM

HIT DICE

TEMPORARY

CURRENT HIT POINTS

DEATH SAVING THROWS

SPEED

FLY

CLIMB

SWIM

VISION

INSPIRATION

EXHAUSTION

SPEED, SENSES, & CONDITIONS

Healing Hands (Action—1/Long Rest). You can touch a creature and cause it to regain 1 hp.

Light Bearer. You know the light cantrip. (Spellcasting: Charisma)

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.

Shadow Magic. Your power draws from the Shadowfell itself.

Eyes of the Dark.

Superior Darkvision. You can see in dim light within 120 feet of you as if it were bright light, and in darkness as if it were dim light.

Strength of the Grave. When damage reduces you to 0 hit points, make a Charisma saving throw (DC5 + damage taken). On a success, you drop to 1 hit point and cannot use this feature again until you finish a long rest.

FEATURES & TRAITS

Armor Proficiencies. –

Weapon Proficiencies. Dagger, Dart, Sling, Quarterstaff, Crossbow, Light

Tool Proficiencies. Disguise kit, Thieves' tools

Languages. Common, Celestial

PROFICIENCIES & LANGUAGES

NAME RANGE ATTACK DAMAGE / TYPE

ATTACKS & SPELLCASTING



CHARACTER NAME

GENDER

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER PORTRAIT

ALLIES & ORGANIZATIONS

NAME

SYMBOL

PERSONALITY TRAITS

IDEAL

BOND

FLAW

BACKGROUND STORY

You're experienced at gaining access to people and places to get the information you need. Through a combination of fast-talking, determination, and official-looking documentation, you can gain access to a place or an individual related to a crime you're investigating. Those who aren't involved in your investigation avoid impeding you or pass along your requests. Additionally, local law enforcement has firm opinions about you, viewing you as either a nuisance or one of their own.

BACKGROUND FEATURE

TRINKET

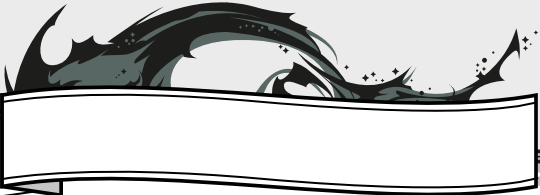
ADDITIONAL FEATURES

[illegible][illegible]



SPELLCASTING ABILITYSPELL ATTACK BONUSAVING THROW DCSPELLS TO PREPARE

1ST LEVEL2 SPELL SLOTS



SPELLCASTING ABILITYSPELL ATTACK BONUSAVING THROW DCSPELLS TO PREPARE

CANTRIPS

Light

Evocation Cantrip

CASTING TIME	1 action
RANGE	Touch
DURATION	1 hour
COMPONENTS	V, M (a firefly or phosphorescent moss)

You touch one object that is no larger than 10 feet in any dimension. Until the spell ends, the object sheds bright light in a 20-foot radius and dim light for an additional 20 feet. The light can be colored as you like. Completely covering the object with something opaque blocks the light. The spell ends if you cast it again or dismiss it as an action.

If you target an object held or worn by a hostile creature, that creature must succeed on a Dexterity saving throw to avoid the spell.

Light Bearer (Aasimar)

Player's Handbook