



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

INITIATIVE

ARMOR

SHIELD

STEALTH DISADVANTAGE

AC

ARMOR CLASS

MAXIMUM HIT DICE TEMPORARY

CURRENT HIT POINTS

DEATH SAVING THROWS

SPEED FLY CLIMB SWIM

VISION INSPIRATION EXHAUSTION

SPEED, SENSES, & CONDITIONS

RACIAL TRAITS

NAME RANGE ATTACK DAMAGE / TYPE

ATTACKS & SPELLCASTING

Alert. You can't be surprised while you are conscious. Other creatures don't gain advantage on attack rolls against you as a result of being unseen by you.

Lucky (3/Long Rest). Whenever you make an attack roll, an ability check, or a saving throw, you can spend one luck point to roll an additional d20. You can choose to spend one of your luck points after you roll the die, but before the outcome is determined. You can also spend one luck point when an attack roll is made against you. Roll a d20, and then choose whether the attack uses the attacker's roll or yours.

Sneak Attack. Once per turn, you can deal an extra 4d6 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.

Evasion. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Assassinate. You have advantage on attack rolls against any creature that hasn't taken a turn in the combat yet. In addition, any hit you score against a creature that is surprised is a critical hit.

Favored Enemy. You have advantage on Survival checks to track your favored enemies, as well as on Intelligence checks to recall information about them.

Humans.

Ebles.

Natural Explorer. When you make an Intelligence or Wisdom check related to your favored terrain, your proficiency bonus is doubled if you are using a skill that you're proficient in. While traveling for an hour or more in your favored terrain, you gain the following benefits: Difficult terrain doesn't slow your group's travel. Your group can't become lost, except by magical means. Even when you are engaged in another activity while traveling, you remain alert to danger. If you are traveling alone, you can move stealthily at a normal pace. When you forage, you find twice as much food as you normally would. While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area.

Urban.

Fighting Style.

Two-Weapon Fighting. When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

Primal Awareness (Action). You can expend one ranger spell slot to focus your awareness on the region around you. For 1 minute per level of the spell slot you expend, you can sense whether the following types of creatures are present within 1 mile of you (or within up to 6 miles if you are in your favored terrain): aberrations, celestials, dragons, elementals, fey, fiends, and undead. This feature doesn't reveal the creatures' location or number.

Dread Ambusher. At the start of your first turn, your walking speed increases by 10ft until the end of that turn. If you attack that turn, make one additional weapon attack. If it hits, the target takes an extra 1d8 damage.

Umbral Sight. While in darkness, you are invisible to any creature that relies on darkvision to see you in that darkness.

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.

FEATURES & TRAITS

Armor Proficiencies. Light Armor, Medium Armor, Shields

Weapon Proficiencies. Simple Weapons, Crossbow, Hand, Longsword, Rapier, Shortsword, Martial Weapons

Tool Proficiencies. Playing card set, Dice set, Thieves' tools, Disguise kit, Poisoner's kit

Languages. Common, Undercommon, Elvish, Thieves' Cant

PROFICIENCIES & LANGUAGES



CHARACTER NAME

GENDER	AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR	

CHARACTER PORTAIT

ALLIES & ORGANIZATIONS

NAME

SYMBOL

Insanlara kolay güvenemeyen biriyim, fakat güvendiğim kişilerin arkasını kollarım. Ağzım iyi laf yapar, konuyu istediğim yere çekebilirim. Kurnaz bir kişiliğe sahibim. Gerektiğinde el altından iş yürütmekte çekinmem.

PERSONALITY TRAITS

Adamına göre muamele yaparım, bana iyi davranıştırmış kişilere iyi, kötü davranışlınlara ise daha beter davranışırım. (Neutral)

IDEAL

Kitadaki en iyi ve tanınan "Bounty Hunter" olup geçmişimden kalan aşkımlı ne pahasına olsun elde etmek istiyorum.

BOND

Sevgime çok düşkünüm. Sevgim uğruna yapmayaçım sey yok.Küçüklikten kalan bir paranoidlığım mevcut. Olalar bazen çözüle bile gerekşiz içinde durabiliyorum.Yumurtaya alerjim var.Unutkanım, cabuk unutabiliyorum. Babamı aranamaya çıktığım yolda batamı aramayı umuyorum. Bir gün bir gün her zaman bir gün her zaman bir gün her zaman bir gün her zaman anlayamıyorum. Çok savurgen davranışım oluyor. Ayrıca 4 yılı aşkın süre boyunca yaptığım görevlerden inanılmaz para kesintisi alındı ve ben bunun farkında değildim. Kazanmam gerekenden az para kazandım

FLAW

BACKGROUND STORY

Gençliğinde yaptığı habercılık ve mesaj taşımacılığı dolayısıyla asiller arasında dönen söyletilere hakim olabiliyorsun. Bu duyuşları edinmen daha kolay.

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					

Glamoured Studded Leather. While wearing this armor, you gain a +1 bonus to AC. You can also use a bonus action to speak the armor's command word and cause the armor to assume the appearance of a normal set of clothing or some other kind of armor. You decide what it looks like, including color, style, and accessories, but the armor retains its normal bulk and weight. The illusory appearance lasts until you use this property again or remove the armor.

Longbow +1. You have a +1 bonus to attack and damage rolls made with this magic weapon.

Cloak of Elvenkind. While you wear this cloak with its hood up, Wisdom (Perception) checks made to see you have disadvantage, and you have advantage on Dexterity (Stealth) checks made to hide, as the cloak's color shifts to camouflage you. Pulling the hood up or down requires an action.

Gloves of Thievery. These gloves are invisible while worn. While wearing them, you gain a +5 bonus to Dexterity (Sleight of Hand) checks and Dexterity checks made to pick locks.

Ring of Magic Detection. This ring is usually invisible and can only be seen with the effects of detect magic or similar detection spells. When seen, it appears as a band of bright-blue light. While wearing this ring, you can cast the detect magic spell from it.

ADDITIONAL TREASURE					

INVENTORY — ITEM DESCRIPTIONS & NOTES

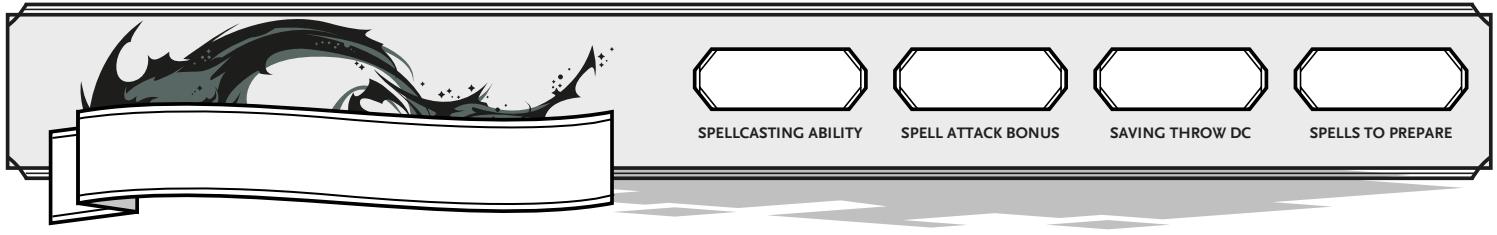
STORED ITEM	#	lb.	STORED ITEM	#	lb.
STORED ITEMS					

QUEST ITEMS & TRINKETS					

Asıl aileler arasında güvenilecek biri olarak ismin geçer. Tercih edilmesen de ismin akla gelir.
Özellikle Güzel Şafak Hanı'nda az zaman geçirmediğin için zamanla orada bulunan kişilerler sohbetin var ve oraya gelen ahali tarafından da tanınırsın.

NOTES

NOTES



SPELLCASTING ABILITY

SPELL ATTACK BONUS

SAVING THROW DC

SPELLS TO PREPARE



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.

Gloom Stalker Magic (Ranger)

Player's Handbook

Fog Cloud

1st-level conjuration

CASTING TIME 1 action

RANGE 120 feet

DURATION Concentration, up to 1 hour

COMPONENTS V, S

You create a 20-foot-radius sphere of fog centered on a point within range. The sphere spreads around corners, and its area is heavily obscured. It lasts for the duration or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the radius of the fog increases by 20 feet for each slot level above 1st.

Spellcasting (Ranger)

Player's Handbook

Hunter's Mark

1st-level divination

CASTING TIME 1 bonus action

RANGE 90 feet

DURATION Concentration, up to 1 hour

COMPONENTS V

You choose a creature you can see within range and mystically mark it as your quarry. Until the spell ends, you deal an extra 1d6 damage to the target whenever you hit it with a weapon attack, and you have advantage on any Wisdom (Perception) or Wisdom (Survival) check you make to find it. If the target drops to 0 hit points before this spell ends, you can use a bonus action on a subsequent turn of yours to mark a new creature.

At Higher Levels. When you cast this spell using a spell slot of 3rd or 4th level, you can maintain your concentration on the spell for up to 8 hours. When you use a spell slot of 5th level or higher, you can maintain your concentration on the spell for up to 24 hours.

Spellcasting (Ranger)

Player's Handbook

Insightful Maneuver

1st-level divination (combat)

CASTING TIME 1 bonus action

RANGE Touch

DURATION Instantaneous

COMPONENTS V, S

With a flash of insight, you know how to take advantage of your foe's vulnerabilities. Until the end of your turn, the target has vulnerability to one type of damage (your choice). Additionally, if the target has any other vulnerabilities, you learn them.

Spellcasting (Ranger)

Deep Magic: Combat Divination

While wearing this armor, you gain a +1 bonus to AC. You can also use a bonus action to speak the armor's command word and cause the armor to assume the appearance of a normal set of clothing or some other kind of armor. You decide what it looks like, including color, style, and accessories, but the armor retains its normal bulk and weight. The illusory appearance lasts until you use this property again or remove the armor.

When you roll a 20 on your attack roll with this magic weapon, your critical hit deals an extra 2d6 damage of the weapon's type.

When you roll a 20 on your attack roll with this magic weapon, your critical hit deals an extra 2d6 damage of the weapon's type.

You have a +1 bonus to attack and damage rolls made with this magic weapon.

Arrows are used with a bow to make a ranged attack.

While you wear this cloak with its hood up, Wisdom (Perception) checks made to see you have disadvantage, and you have advantage on Dexterity (Stealth) checks made to hide, as the cloak's color shifts to camouflage you. Pulling the hood up or down requires an action.

These gloves are invisible while worn. While wearing them, you gain a +5 bonus to Dexterity (Sleight of Hand) checks and Dexterity checks made to pick locks.

Perhaps the most common tools used by adventurers, thieves' tools are designed for picking locks and foiling traps. Proficiency with the tools also grants you a general knowledge of traps and locks.

Components. Thieves' tools include a small file, a set of lock picks, a small mirror mounted on a metal handle, a set of narrow-bladed scissors, and a pair of pliers.

History. Your knowledge of traps grants you insight when answering questions about locations that are renowned for their traps.

Investigation and Perception. You gain additional insight when looking for traps, because you have learned a variety of common signs that betray their presence.

Set a Trap. Just as you can disable traps, you can also set them. As part of a short rest, you can create a trap using items you have on hand. The total of your check becomes the DC for someone else's attempt to discover or disable the trap. The trap deals damage appropriate to the materials used in crafting it (such as poison or a weapon) or damage equal to half the total of your check, whichever the DM deems appropriate.

THIEVES' TOOLS
Activity DC
Pick a lock Varies
Disable a trap Varies

The perfect tool for anyone who wants to engage in trickery, a disguise kit enables its owner to adopt a false identity.

Components. A disguise kit includes cosmetics, hair dye, small props, and a few pieces of clothing.

Deception. In certain cases, a disguise can improve your ability to weave convincing lies.

Intimidation. The right disguise can make you look more fearsome, whether you want to scare someone away by posing as a plague victim or intimidate a gang of thugs by taking the appearance of a bully.

Performance. A cunning disguise can enhance an audience's enjoyment of a performance, provided the disguise is properly designed to evoke the desired reaction.

Persuasion. Folk tend to trust a person in uniform. If you disguise yourself as an authority figure, your efforts to persuade others are often more effective.

Create Disguise. As part of a long rest, you can create a disguise. It takes you 1 minute to don such a disguise once you have created it. You can carry only one such disguise on you at a time without drawing undue attention, unless you have a bag of holding or a similar method to keep them hidden. Each disguise weighs 1 pound.

At other times, it takes 10 minutes to craft a disguise that involves moderate changes to your appearance, and 30 minutes for one that requires more extensive changes.

DISGUISE KIT
Activity DC
Cover injuries or distinguishing marks 10
Spot a disguise being used by someone else 15
Copy a humanoid's appearance 20

A poisoner's kit is a favored resource for thieves, assassins, and others who engage in skulduggery. It allows you to apply poisons and create them from various materials. Your knowledge of poisons also helps you treat them.

Components. A poisoner's kit includes glass vials, a mortar and pestle, chemicals, and a glass stirring rod.

History. Your training with poisons can help you when you try to recall facts about infamous poisonings.

Investigation, Perception. Your knowledge of poisons has taught you to handle those substances carefully, giving you an edge when you inspect poisoned objects or try to extract clues from events that involve poison.

Medicine. When you treat the victim of a poison, your knowledge grants you added insight into how to provide the best care to your patient.

Nature, Survival. Working with poisons enables you to acquire lore about which plants and animals are poisonous.

Handle Poison. Your proficiency allows you to handle and apply a poison without risk of exposing yourself to its effects.

POISONER'S KIT

Activity DC

Spot a poisoned object 10

Determine the effects of a poison 20

A backpack is a leather pack carried on the back, typically with straps to secure it. A backpack can hold 1 cubic foot/30 pounds of gear.

You can also strap items, such as a bedroll or a coil of rope, to the outside of a backpack.

As an action, you can spill these tiny metal balls from their pouch to cover a level, square area that is 10 feet on a side. A creature moving across the covered area must succeed on a DC 10 Dexterity saving throw or fall prone. A creature moving through the area at half speed doesn't need to make the save.

For 1 hour, a candle sheds bright light in a 5-foot radius and dim light for an additional 5 feet.

Using a crowbar grants advantage to Strength checks where the crowbar's leverage can be applied.

A hooded lantern casts bright light in a 30-foot radius and dim light for an additional 30 feet. Once lit, it burns for 6 hours on a flask (1 pint) of oil. As an action, you can lower the hood, reducing the light to dim light in a 5-foot radius.

This small container holds flint, fire steel, and tinder (usually dry cloth soaked in light oil) used to kindle a fire. Using it to light a torch—or anything else with abundant, exposed fuel—takes an action. Lighting any other fire takes 1 minute.

This lens allows a closer look at small objects. It is also useful as a substitute for flint and steel when starting fires. Lighting a fire with a magnifying glass requires light as bright as sunlight to focus, tinder to ignite, and about 5 minutes for the fire to ignite. A magnifying glass grants advantage on any ability check made to appraise or inspect an item that is small or highly detailed.

You regain 2d4 + 2 hit points when you drink this potion. Whatever its potency, the potion's red liquid glimmers when agitated.

This potion's container looks empty but feels as though it holds liquid. When you drink it, you become invisible for 1 hour. Anything you wear or carry is invisible with you. The effect ends early if you attack or cast a spell.

This silver ring is comprised of tightly wound coils. While wearing it, you have advantage on initiative rolls and Dexterity (Acrobatics) checks.

A *spell scroll* bears the words of a single spell, written in a mystical cipher. If the spell is on your class's spell list, you can use an action to read the scroll and cast its spell without having to provide any of the spell's components. Otherwise, the scroll is unintelligible.

If the spell is on your class's spell list but of a higher level than you can normally cast, you must make an ability check using your spellcasting ability to determine whether you cast it successfully. The DC equals 10 + the spell's level. On a failed check, the spell disappears from the scroll with no other effect.

Once the spell is cast, the words on the scroll fade, and the scroll itself crumbles to dust.

The level of the spell on the scroll determines the spell's saving throw DC (13) and attack bonus (+5), as well as the scroll's rarity (Uncommon).

A *spell scroll* bears the words of a single spell, written in a mystical cipher. If the spell is on your class's spell list, you can use an action to read the scroll and cast its spell without having to provide any of the spell's components. Otherwise, the scroll is unintelligible.

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This poison is typically made only by the drow, and only in a place far removed from sunlight. A creature subjected to this poison must succeed on a DC 13 Constitution saving throw or be poisoned for 1 hour. If the saving throw fails by 5 or more, the creature is also unconscious while poisoned in this way. The creature wakes up if it takes damage or if another creature takes an action to shake it awake.

This poison must be harvested from a dead or incapacitated giant poisonou snake. A creature subjected to this poison must succeed on a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

This poison must be harvested from a dead or incapacitated purple worm. A creature subjected to this poison must make a DC 19 Constitution saving throw, taking 42 (12d6) poison damage on a failed save, or half as much damage on a successful one.

When you drink this potion, you gain resistance to fire damage for 1 hour.

A *spell scroll* bears the words of a single spell, written in a mystical cipher. If the spell is on your class's spell list, you can use an action to read the scroll and cast its spell without having to provide any of the spell's components. Otherwise, the scroll is unintelligible.

If the spell is on your class's spell list but of a higher level than you can normally cast, you must make an ability check using your spellcasting ability to determine whether you cast it successfully. The DC equals $10 +$ the spell's level. On a failed check, the spell disappears from the scroll with no other effect.

Once the spell is cast, the words on the scroll fade, and the scroll itself crumbles to dust.

The level of the spell on the scroll determines the spell's saving throw DC (13) and attack bonus (+5), as well as the scroll's rarity (Common).

This ring is usually invisible and can only be seen with the effects of detect magic or similar detection spells. When seen, it appears as a band of bright-blue light. While wearing this ring, you can cast the detect magic spell from it.

A *spell scroll* bears the words of a single spell, written in a mystical cipher. If the spell is on your class's spell list, you can use an action to read the scroll and cast its spell without having to provide any of the spell's components. Otherwise, the scroll is unintelligible.

If the spell is on your class's spell list but of a higher level than you can normally cast, you must make an ability check using your spellcasting ability to determine whether you cast it successfully. The DC equals $10 +$ the spell's level. On a failed check, the spell disappears from the scroll with no other effect.

Once the spell is cast, the words on the scroll fade, and the scroll itself crumbles to dust.

The level of the spell on the scroll determines the spell's saving throw DC (17) and attack bonus (+9), as well as the scroll's rarity (Rare).

A military saddle braces the rider, helping you keep your seat on an active mount in battle. It gives you advantage on any check you make to remain mounted. An exotic saddle is required for riding any aquatic or flying mount.

Speed. 60 ft.
Carrying Capacity. 480 lb.

Rations consist of dry foods suitable for extended travel, including jerky, dried fruit, hardtack, and nuts.