

SHADOW WALKER

(CHARACTER NAME)

CLASS: SORCERER

PLAYSTYLE: BRUISER

RACE:

DIFFICULTY: VERY HARD

APPEARANCE

ROLEPLAYING

IDEALS:

LANGUAGES:

- 1) Common
- 2)

BONDS:

PERSONALITY:

FLAWS:

ALIGNMENT:

-1
STRENGTH

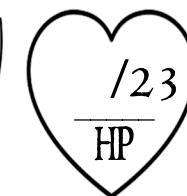
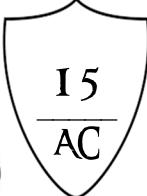
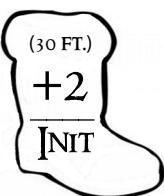
+2
DEXTERITY

+5
CONSTITUTION

+0
INTELLIGENCE

-1
WISDOM

+5
CHARISMA



SPECIAL

Darkness.

As an action, cause an object or point to emanate magical darkness out to 15-ft in all directions. Nonmagical light can't illuminate it, and darkvision can't see through it (except for your own darkvision). [60 ft. range, lasts 10 min.].

REACTIONS

War Caster. ∞

When an enemy exits your melee or reach range, you may target it with an attack or an ability.

ITEMS

EQUIPMENT:

Main Hand. Shadow Whip.

Off-Hand.

Armor. Mage Armor.

TOOLS/KITS:

Disguise Kit. Cosmetics, hair dye, small props to change your physical appearance.

Hit Dice.

During short rest (1 hr.), heal yourself for 1d6+3.

BACKPACK:

Burglar's Pack.

- bag of 1,000 ball bearings
- tinderbox, hooded lantern, oil flask (2)
- bell, string (10 ft.)
- crowbar
- hammer, pitons (10)
- waterskin, rations (5)
- hempen rope (50 ft.)

ATTACKS (+5)

Shadow Grasp. ∞

Melee, 1d8 necrotic. Target cannot react for 1 turn.

Shadow Whip. ∞

Reach (10 ft.), 1d4 force.

Misty Orbs.

Ranged (90 ft.), 3d8 poison.

BONUS ACTIONS

Misty Step.

Briefly surrounded by shadowy mist, you teleport to an unoccupied space. [30 ft. range].

ABILITIES (DC 13)

Hide. ∞

Attempt to hide, gaining advantage on your next attack (DEX check). [WIS save: not hidden].

Infestation. ∞

A swarm of bats manifests on a target, forcing it to move 5 ft. in a random direction. [30 ft. range, 1d6 poison (CON save: no dmg or effect)].

Noxious Mist. ∞

A puff of noxious black mist shoots towards a creature. [10 ft. range, 1d12 poison (CON save: no dmg)].

FEATURES

Strength of the Grave.

When you drop to 0 hit points, you can make a CHA save (DC 5 + damage taken). On a success, you expend a use and drop to 1 hit point instead. This feature cannot be used against *radiant* or a critical hit.

Darkvision. For up to 120 ft., you can see in darkness as dim light.