

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

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

Past Life.

Human. Before your death, you were a Human and appear as an undead version of it.

Living Dead. You are immune to disease. You do not need to eat or breathe. Additionally, you have two creature types: humanoid and undead. You can be affected by a spell or ability if it works on either of your creature types.

Restless. You treat exhaustion as if it was one level less. In addition, instead of sleeping, you enter an inactive state for 4 hours each day. You do not dream in this state; you are fully aware of your surroundings and notice approaching enemies and other events as normal.

Unholy. When you regain hit points from a source that specifies it does not function on undead, you only receive half as many hit points as the source would normally provide, rounded down.

Bloodless. You are immune to poison damage and the poisoned condition.

Eternal Vengeance. You know at all times the general direction of and relative distance to a specific intelligent creature on whom you seek revenge for your death.

Driven. You have advantage on saving throws against effects that turn undead or would cause you to be frightened.

Unnatural Vitality. When you drop to 0 hit points, you can choose to stay conscious instead of falling unconscious. If you do, you gain 5 temporary hit points, which last for up to one minute. In this state, you can take an action or bonus action on your turn, but not both, and can move only half of your movement speed. You remain in this state until you regain hit points, or until you no longer have temporary hit points. If you lose all temporary hit points in this state while you are still at 0 hit points, you fall unconscious and begin

RACIAL TRAITS

INITIATIVE

NAME

RANGE

ATTACK

DAMAGE / TYPE

FEATURES & TRAITS

Armor Proficiencies. Light Armor, Medium Armor, Heavy Armor, Shields

Weapon Proficiencies. Simple Weapons, Martial Weapons

Tool Proficiencies. Disguise kit

Languages. Common, Primordial, Abyssal

PROFICIENCIES & LANGUAGES

ATTACKS & SPELLCASTING



CHARACTER NAME

GENDER

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER PORTRAIT

ALLIES & ORGANIZATIONS

NAME

SYMBOL

I strive to have no personality—it's easier to forget what's hardly there.
I treasure a memento of the person or instance that set me upon my path.

PERSONALITY TRAITS

Anonymity. It's my deeds that should be remembered, not their instrument. (Any)

IDEAL

I seek the new beginning that has been promised to me.

BOND

I have no sense of humor. Laughing is uncomfortable and embarrassing.

FLAW

Most of your fellow adventurers and the world know you as your persona. Those who seek to learn more about you—your weaknesses, your origins, your purpose—find themselves stymied by your disguise. Upon donning a disguise and behaving as your persona, you are unidentifiable as your true self. Be removing your disguise and revealing your true face, you are no longer identifiable as your persona. This allows you to change appearances between your two personalities as often as you wish, using one to hide the other or serve as convenient camouflage. However, should someone realize the connection between your persona and your true self, your deception might lose its effectiveness.

BACKGROUND FEATURE

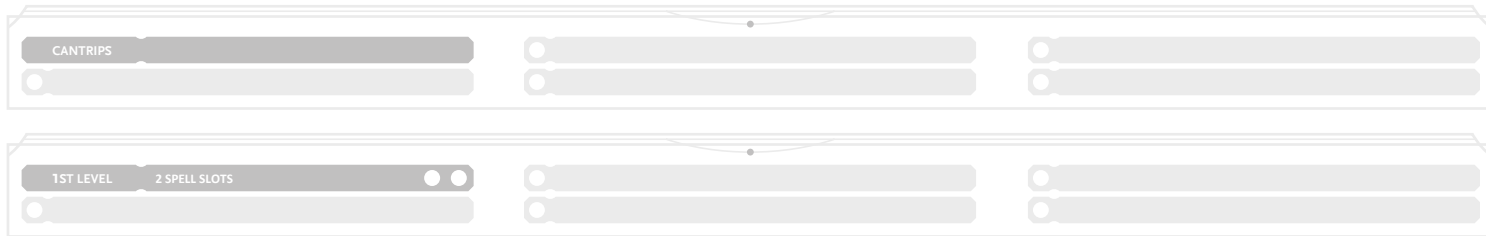
A mask of two tentacles that spiral around in a circle centering on a large eye in the center

TRINKET

BACKGROUND STORY

ADDITIONAL FEATURES

[illegible][illegible]



Chill Touch

Necromancy Cantrip

CASTING TIME	1 action
RANGE	120 feet
DURATION	1 round
COMPONENTS	V, S

You create a ghostly, skeletal hand in the space of a creature within range. Make a ranged spell attack against the creature to assail it with the chill of the grave. On a hit, the target takes 1d8 necrotic damage, and it can't regain hit points until the start of your next turn. Until then, the hand clings to the target. If you hit an undead target, it also has disadvantage on attack rolls against you until the end of your next turn. This spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Pact Magic (Warlock)

Player's Handbook

Eidolic Chains

Conjuration Cantrip

CASTING TIME	1 action
RANGE	30 feet
DURATION	Concentration, up to 1 minute
COMPONENTS	V, S

A creature that you can see within range must succeed on a Strength (Athletics) or Dexterity (Acrobatics) skill check (target's choice) vs your spell DC or become grappled. The target may attempt another skill check at the start of each of its turns to break the grapple.

Pact Magic (Warlock)

Grimlore's Grimoire

Bone Storm

1st-level conjuration

CASTING TIME	1 action
RANGE	Self (15-foot cone)
DURATION	Instantaneous
COMPONENTS	V, S

You conjure shards of bone to shoot forth from your hand in a 15-foot cone in front of you. Creatures in the area must make a Dexterity saving throw or take 5d4 piercing damage.
At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d4 and the size of the cone increases by 5 feet for each spell slot level above 1st.

Pact Magic (Warlock)

Grimlore's Grimoire

Tidal Barrier

1st-level abjuration (elemental)

CASTING TIME	1 action
RANGE	Self (10-foot radius)
DURATION	Concentration, up to 1 minute
COMPONENTS	V, S, M (a piece of driftwood)

A swirling wave of seawater surrounds you, crashing and rolling in a 10-foot radius around your space. The area is difficult terrain, and a creature that starts its turn in or enters the area must make a Strength saving throw. On a failed save, the creature is pushed 10 feet away from you, and its speed is reduced to 0 until the start of its next turn.

Pact Magic (Warlock)

Deep Magic: Elemental Magic

Unseen Servant

1st-level conjuration (ritual)

CASTING TIME	1 action
RANGE	60 feet
DURATION	1 hour
COMPONENTS	V, S, M (a piece of string and a bit of wood)

This spell creates an invisible, mindless, shapeless, Medium force that performs simple tasks at your command until the spell ends. The servant springs into existence in an unoccupied space on the ground within range. It has AC 10, 1 hit point, and a Strength of 2, and it can't attack. If it drops to 0 hit points, the spell ends.
Once on each of your turns as a bonus action, you can mentally command the servant to move up to 15 feet and interact with an object. The servant can perform simple tasks that a human servant could do, such as fetching things, cleaning, mending, folding clothes, lighting fires, serving food, and pouring wine. Once you give the command, the servant performs the task to the best of its ability until it completes the task, then waits for your next command.
If you command the servant to perform a task that would move it more than 60 feet away from you, the spell ends.

Pact Magic (Warlock)

Player's Handbook

Made of interlocking metal rings, chain mail includes a layer of quilted fabric worn underneath the mail to prevent chafing and to cushion the impact of blows. The suit includes gauntlets.

A shield is made from wood or metal and is carried in one hand. Wielding a shield increases your Armor Class by 2. You can benefit from only one shield at a time.

Includes a backpack, a blanket, 10 candles, a tinderbox, an alms box, 2 blocks of incense, a censer, vestments, 2 days of rations, and a waterskin.

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