

CLASS & LEVEL

SUBCLASS

EXPERIENCE POINTS

CHARACTER NAME

PLAYER NAME

LINEAGE

HERITAGE

BACKGROUND

SAVE

STRENGTH

SAVE

DEXTERITY

SAVE

CONSTITUTION

SAVE

INTELLIGENCE

SAVE

WISDOM

SAVE

CHARISMA

- SKILLS**
- 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)

PROFICIENCY BONUS

STATUS

INITIATIVE

SPEED

LUCK

PASSIVE INSIGHT

PASSIVE INVESTIGATION

PASSIVE PERCEPTION

ATTACKS

| | Atk Bonus | Damage/Type | Range/Properties |
|--|-----------|-------------|------------------|
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HIT POINTS

| | | |
|-----|---------|------|
| MAX | CURRENT | TEMP |
| | | |

HIT DICE

| | | |
|------|------|-----|
| TYPE | USED | MAX |
| | | |

DEATH SAVES

SUCCESSES

FAILURES

EXHAUSTION CONDITIONS

I 2 3 4 5 6

ARMOR

| ARMOR CLASS (With Shield) | Name | Base AC | Properties | ARMOR CLASS (No Shield) |
|---------------------------|------|---------|------------|-------------------------|
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PROFICIENCIES, LANGUAGES, & TALENTS

TREASURE & EQUIPMENT

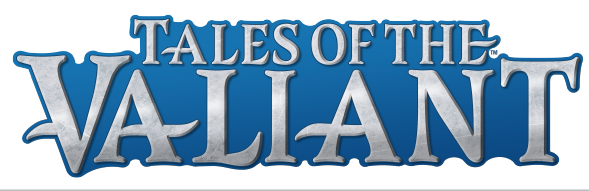
PP

GP

SP

CP

FEATURES & TRAITS





CHARACTER APPEARANCE

CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

ADVENTURING MOTIVATION

BACKSTORY

Homeland

ALLIES & ORGANIZATIONS

ADDITIONAL FEATURES & TRAITS

ADDITIONAL TREASURE

Moonsteel Scythe Weapon

Weapon, rare 2,000 gp

The blade of this magic weapon seems to shine from within with a pale, white light. The weapon deals an extra 1d6 radiant damage to any creature it hits. If the creature is a shapechanger or any other creature not in its true form, it becomes frightened until the start of your next turn. At the start of its turn, a creature frightened in this way must succeed on a DC 13 Charisma saving throw or immediately return to its true form. For the purpose of this weapon, “shapechanger” refers to any creature with the Shapechanger trait.

Feather Token

Wondrous item, (rare) 2,000 gp

This black feather is shaped like a crescent moon. As an action, you can brush the feather over a willing creature’s eyes to grant it the ability to see in the dark. For 1 hour, that creature has darkvision out to a range of 60 feet, including in magical darkness. Afterwards, the feather disappears.

Death's Mirror

Ring, uncommon 1,000 gp

Made from woven lead and silver, this ring fits only on the hand’s smallest finger. As the moon is a dull reflection of the sun’s glory, so too is the power within this ring merely an imitation of the healing energies that can bestow true life. The ring has 3 charges and regains all expended charges daily at dawn. While wearing the ring, you can expend 1 charge as a bonus action to gain 5 temporary hit points for 1 hour.