

**Name**

Age=100 height=6ft weight= eyes= skin= hair= Gender: male

Alignment-ce

Class-sorcerer-shadow magic level-1

Race-shadar-kae

Background-

Proficiency bonus-

**Saving throws**

Strength=

Dex=

Con=

Int=

Wis=

Charisma=

**Ability score**

Hp= Ac= initiative= speed=30

Strength=14

Dex=15

Constitution=15

Intelligence=15

Wisdom=15

Charism=17

**Skills**

Acrobatics=

Animal handling=

Arcana=

Athletics=

Deception=

History=

Insight=

Intimidation=

investigation=-

Medicine=0)

Nature=

-Perception=

Performance=

Persuasion=

Religion=

sleight of hand=

stealth=

Survival=

## **Equipment/attacks**

### **other proficiencies/Languages**

Languages: common and elvish

Armor:

Weapons:

Tools:

### **Features and traits**

**Necrotic Resistance.** You have resistance to necrotic damage.

**Blessing of the Raven Queen.** As a bonus action, you can magically teleport up to 30 feet to an unoccupied space you can see. Once you use this trait, you can't do so again until you finish a long rest. Starting at 3rd level, you also gain resistance to all damage when you teleport using this trait. The resistance lasts until the start of your next turn. During that time, you appear ghostly and translucent.

### **EYES OF THE DARK**

Starting at 1st level, you have darkvision with a range of 120 feet. When you reach 3rd level in this class, you learn the darkness spell, which doesn't count against your number of sorcerer spells known. In addition, you can cast it by spending 2 sorcery points or by expending a spell slot. If you cast it with sorcery points, you can see through the darkness created by the spell.

### **STRENGTH OF THE GRAVE**

Starting at 1st level, your existence in a twilight state between life and death makes you difficult to defeat. When damage reduces you to 0 hit points, you can make a Charisma saving throw (DC 5 + the damage taken). On a success, you instead drop to 1 hit point. You can't use this feature if you are reduced to 0 hit points by radiant damage or by a critical hit. After the saving throw succeeds, you can't use this feature again until you finish a long rest.

**Darkvision.** Accustomed to twilight forests and the night sky, you have superior vision in dark and dim conditions. 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. You can't discern color in darkness, only shades of gray.

**Keen Senses.** You have proficiency in the Perception skill.

**Fey Ancestry.** You have advantage on saving throws against being charmed, and magic can't put you to sleep.

**Trance.** Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

**Personality traits**

**Ideals**

**Bonds**

**Flaws**

Spell save dc=

Spell atk mod=

**spells**

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1st level spells spell slots

2nd level spell slots

3rd level spell slots

4th level spells slots