

ground level name shadow experience character name culture weakness points character traits Inspiration Armour Class Initiative Speed Strength Distinctive Quality Proficiency Bonus current hit points Dexterity saving throws Speciality Ο. Strength Ο. Dexterity Hit Point Maximum Ο. Constitution Ο. Intelligence temporary hit miserable 0 Wisdom Боре Constitution points 0 Corruption Ο. Charisma hit dice death saves skills Intelligence Despair Successes ——— Acrobatics (Dex) Animal Bandling (Wis) 0 Cotal Ο. Athletics (Str) Ο. Deception (Cha) 0 History (Int) attacks features, traits, and virtues Wisdom Ο. Insight (Wis) Ath Bonus 12ame Damage/Type Ο. Intimidation (Cha) 0 Investigation (Int) Ο. Lore (Int) Ο. Medicine (Wis) Charisma 0 Dature (Int) 0 Perception (Wis) Ο. Performance (Cha) 0 Persuasion (Cha) Ο. Riddle (Int) Ο. Shadow-lore (Int) Shadow 0 Sleight of Fand (Dex) Permanent Ο. Stealth (Dex) Survival (Wis) Ο. Ο. Traditions (Int) equipment Passive Perception (wisdom) G other proficiencies & languages s С

Standard of Living

class &

Back-

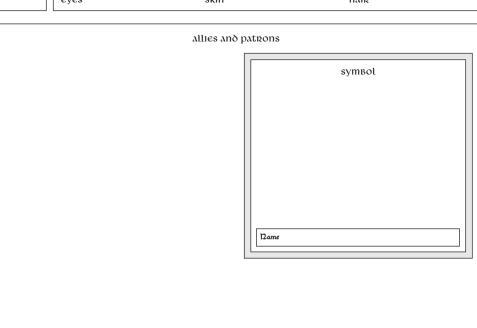
player



character name

age	height	weight	
eyes	skin	hair	

character appearance	



character backstory

additional features and traits

treasure