PROFICIENCY BONUS  SLEIGHT OF HAND  DISADVANTAGE ON CHECKS  HISTORY  HISTORY  INSIGHT  INSIGHT  DATION  PERFORMANCE	PLAYER NAME	CHARACTER NAME		ORIGIN	BACKGROUND
SATISED STREAM S	CLASS	APPROACH		LEVEL	XP
SAVING SAVING ACCOUNTS ACCOUNT					
ATTACK SCRIPTING CORRUPTION SHADOW  ATTACK BONUS DAMAGE (TYP) PROPERTIES  TEMPORARY PERMANENT CURRENT CORRUPTION CORRUPTI	SAVING THROW ATHLETICS ACROBATICS SLEIGHT OF HAND STEALTH  THOW ACROBATICS SLEIGHT OF HAND STEALTH	SAVING THROW  EXHAUSTION  DISADVANTAGE ON CHECKS  HALF SPEED DISADVANTAGE ON ATTACKS/ SAVING THROWS  MAX HP HALVED SPEED ZERO DEAD	SAVING THROW  ARCANA  HISTORY  INVESTI- GATION  NATURE  RELIGION  DEATH SAVES	SAVING THROW  ANIMAL HANDLING  INSIGHT  MEDICINE  PERCEPTION  SURVIVAL	SAVING THROW  DECEPTION  INTIMI- DATION  PERFOR- MANCE  PASSIVE INSIGHT
TEMPORALITY  PROPERTIES  TEMPORALITY  PROPERTIES  TEMPORALITY  PROPERTIES  TEMPORALITY  BONDS  TEATURES & TRAITS  RUINS OF FATURES & TRAITS	TEMP. HP CURRENT HP MAX. HP CURRENT HD	MAX. HD SUCCESSE	* * * *	•	
			PERSONALITY TRAITS	BONDS	
COIN & TREASURE LANGUAGE & TOOL PROFICIENCIES	EQUIPMENT	STABA	ROUM	FEATURES & TRAITS	
	COIN & TREASURE		LAN	IGUAGE & TOOL PROFICIEI	NCIES

TREASURE & SPECIAL GEAR	FEATURES & TRAITS
SPELLS KNOWN	
CANTRIPS	
IST LEVEL	
LEVEL	
2ND LEVEL	
3RD LEVEL	
FEVEL	
ATH	
4TH LEVEL	
5TH LEVEL	
6TH LEVEL	
LEVEL	
7TH LEVEL	
-	
8TH LEVEL	
9TH LEVEL	