

NAME

Calling and Level

Distinctive Features

Player Name

Culture

Shadow Path

Experience Points

STRENGTH

INSPIRATION

DEXTERITY

PROFICIENCY BONDS

CONSTITUTION

- ☐ Strength
- ☐ Dexterity
- ☐ Constitution
- ☐ Intelligence
- ☐ Wisdom
- ☐ Charisma

SAVING THROWS

INTELLIGENCE

WISDOM

CHARISMA

- ☐ Acrobatics (Dex)
- ☐ Animal Handling (Wis)
- ☐ Athletics (Str)
- ☐ Deception (Cha)
- ☐ Explore (Wis)
- ☐ Hunting (Wis)
- ☐ Insight (Wis)
- ☐ Intimidation (Cha)
- ☐ Investigation (Int)
- ☐ Medicine (Int)
- ☐ Nature (Int)
- ☐ Old Lore (Int)
- ☐ Perception (Wis)
- ☐ Performance (Cha)
- ☐ Persuasion (Cha)
- ☐ Riddle (Int)
- ☐ Sleight of Hand (Dex)
- ☐ Stealth (Dex)
- ☐ Travel (Wis)

SKILLS

passive wisdom (perception)

TOOL PROFICIENCIES AND LANGUAGES

ARMOR CLASS

INITIATIVE

SPEED

Hit Point Maximum

Temporary Hit Points

CURRENT HIT POINTS

HIT DICE

Successes

Failures

DEATH SAVES

CARRIED WEIGHT

☐ Encumbered

☐ Heavily Encumbered

ENCUMBRANCE

shadow SCORE

shadow SCARS

☐ Miserable

☐ Anguished

shadow

Weapon

Atk Bonus

Damage

Range

ATTACKS

REWARDS AND MAGICAL ITEMS

Copper Coins

Silver Pennies

Gold Pieces

EQUIPMENT

FEATURES, TRAITS, AND VIRTUES

NAME

Age

Height

Weight

Eyes

Skin

Hair

character appearance

fellowship points

Heir Name

Investment

heir

fellowship, heir, and patrons

additional features, traits, and virtues

character backstory

additional equipment and treasure