

Armor Proficiencies. Light Armor, Medium Armor, Heavy Armor, Shields

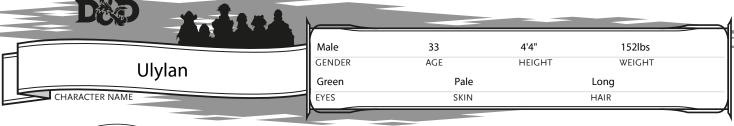
Weapon Proficiencies. Simple Weapons, Martial Weapons

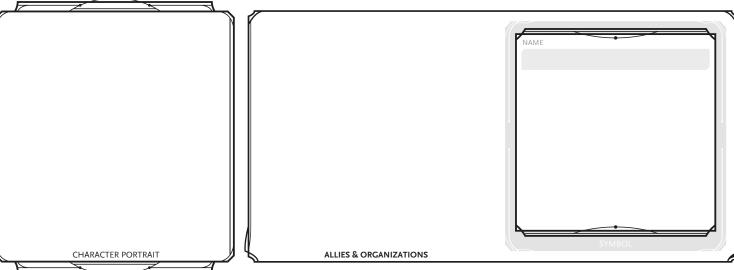
Tool Proficiencies. –

Languages. Common, Dwarvish, Undercommon, Primordial

PROFICIENCIES & LANGUAGES

ATTACKS & SPELLCASTING





I don't talk about the thing that torments me. I'd rather not burden others with my curse. I expect danger around every corner.

PERSONALITY TRAITS

I like to know my enemy's capabilities and weaknesses before rushing into battle. (Lawful)

IDEAL

There's evil in me, I can feel it. It must never be set free.

BOND

I feel no compassion for the dead. They're the lucky ones.

FLAW

Underdark Experience

You are no casual visitor to the Underdark, but instead have spent considerable time there learning its ways. You are familiar with the various races, civilizations, and settlements of the Underdark, as well as its major routes for travel. If you fail an Intelligence check to recall some piece of Underdark lore, you know a source you can consult for the answer unless the DM rules that the lore is unknown.

BACKGROUND FEATURE

A gold coin minted in a fallen civilization

TRINKET

You are haunted by something so terrible that you dare not speak of it. You've tried to bury it and flee from it to no avail. This thing that haunts you can't be slain with a sword or banished with a spell. It might come to you as a shadow on the wall, a bloodcurdling nightmare, a memory that refuses to die, or a demonic whisper in the dark. The burden has taken its toll, isolating you from others and making you question your sanity.

BACKGROUND STORY

ADVENTURING GEAR # 1b	MAGIC ITEMS # Ib	
	ATTUNED MAGIC ITEMS 0 / 3	
	VALUABLES — GEMS, ART OBJECTS, TRADE GOODS # lb	
	COPPER SILVER ELECTRUM GOLD PLATINUM	
	ENCUMBRANCE — LIFTING AND CARRYING	
	WEIGHT CARRIED CARRY CAPACITY PUSH, DRAG, LIFT	
	lb / 180 lb 360 lb	
INVENTORY — ADVENTURING GEAR.	RMS, ARMOR, AND OTHER EQUIPMENT	
ADDITION	AL TREASURE	INVENTORY — ITEM DESCRIPTIONS & NOTES
#1	#2	1
STORED ITEM # lb.	STORED ITEM # lb.	
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