

PLAYER NAME

CHARACTER NAME

ORIGIN

BACKGROUND

CLASS

APPROACH

LEVEL

XP

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

SAVING THROW
ATHLETICS

SAVING THROW
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
- INVESTIGATION
- NATURE
- RELIGION

SAVING THROW

- ANIMAL HANDLING
- INSIGHT
- MEDICINE
- PERCEPTION
- SURVIVAL

SAVING THROW

- DECEPTION
- INTIMIDATION
- PERFORMANCE
- PERSUASION

PROFICIENCY BONUS

ARMOR + SHIELD = AC

INITIATIVE

SPEED

DEATH SAVES

SUCCESSES FAILURES

INSPIRATION

PASSIVE INSIGHT
PASSIVE PERCEPTION

TEMP. HP

CURRENT HP

MAX. HP

CURRENT HD

MAX. HD

ATTACKS & SPELLCASTING

ATTACK	BONUS	DAMAGE (TYPE)	PROPERTIES

CORRUPTION

TEMPORARY CORRUPTION + PERMANENT CORRUPTION = CURRENT CORRUPTION / CORRUPTION THRESHOLD

SHADOW

PERSONALITY TRAITS

BONDS

IDEALS

FLAWS

RUINS OF SYMBAROU

EQUIPMENT

FEATURES & TRAITS

COIN & TREASURE

LANGUAGE & TOOL PROFICIENCIES

THALER SHILLINGS ORTEGS

OTHER TREASURE

LANGUAGE & TOOL PROFICIENCIES

