

# ShadowDark

roleplaying game

Player \_\_\_\_\_

Character Name & Title \_\_\_\_\_ Level \_\_\_\_\_ XP / needed \_\_\_\_\_

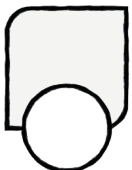


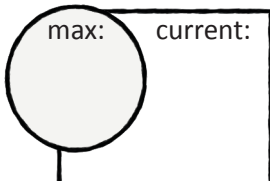
Ancestry \_\_\_\_\_ Class \_\_\_\_\_ Alignment \_\_\_\_\_

Background \_\_\_\_\_

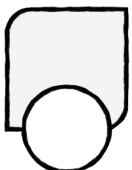
Gimmick \_\_\_\_\_ Conflict \_\_\_\_\_ Want \_\_\_\_\_ Motif \_\_\_\_\_

**STR** **Armour** **Armour Class** **Total AC** **Hit Points**

dexterity modifier: \_\_\_\_\_

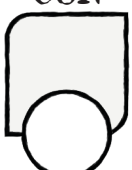





**DEX** Exhaustion:  -1  -2  -3  -4  -5  Dead

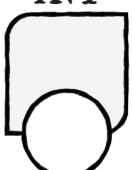


Weapon	Attack	Damage	Range
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

**CON**



**INT** Ancestry & Class features / Talents:

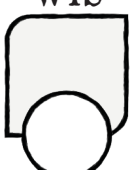


\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**WIS**



\_\_\_\_\_

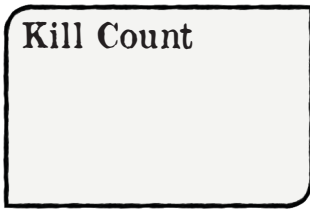
\_\_\_\_\_

\_\_\_\_\_

**CHA** Languages: \_\_\_\_\_



**Kill Count**



Equipment slots: \_\_\_\_\_ \*You can carry up to **10 slots** OR your **strength score** - whichever is higher.

- 1. \_\_\_\_\_
- 2. \_\_\_\_\_
- 3. \_\_\_\_\_
- 4. \_\_\_\_\_
- 5. \_\_\_\_\_
- 6. \_\_\_\_\_
- 7. \_\_\_\_\_
- 8. \_\_\_\_\_
- 9. \_\_\_\_\_
- 10. \_\_\_\_\_
- 11. \_\_\_\_\_
- 12. \_\_\_\_\_
- 13. \_\_\_\_\_
- 14. \_\_\_\_\_
- 15. \_\_\_\_\_
- 16. \_\_\_\_\_
- 17. \_\_\_\_\_
- 18. \_\_\_\_\_
- 19. \_\_\_\_\_
- 20. \_\_\_\_\_

Non-slot items: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Platinum: \_\_\_\_\_

Gold: \_\_\_\_\_

Silver: \_\_\_\_\_

Copper: \_\_\_\_\_

Gems: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**Pouch:** \_\_\_\_\_  
*2 items*

**Pouch:** \_\_\_\_\_  
*2 items*

**Sack:** \_\_\_\_\_  
*3 items*

**Scroll Case:** \_\_\_\_\_  
*10 scrolls*

**Bandoleer:** \_\_\_\_\_  
*4 potions*

\_\_\_\_\_