

CLASS & LEVEL

BACKGROUND

PLAYER NAME

CHARACTER NAME

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

INSPIRATION

PROFICIENCY BONUS

- ___ Strength
- ___ Dexterity
- ___ Constitution
- ___ Intelligence
- ___ Wisdom
- ___ Charisma

SAVING THROWS

- ___ Acrobatics (Dex)
- ___ Animal Handling (Wis)
- ___ Arcana (Int)
- ___ Athletics (Str)
- ___ Deception (Cha)
- ___ History (Int)
- ___ Insight (Wis)
- ___ Intimidation (Cha)
- ___ Investigation (Int)
- ___ Medicine (Wis)
- ___ Nature (Int)
- ___ Perception (Wis)
- ___ Performance (Cha)
- ___ Persuasion (Cha)
- ___ Religion (Int)
- ___ Sleight of Hand (Dex)
- ___ Stealth (Dex)
- ___ Survival (Wis)

SKILLS

PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

ARMOR CLASS

INITIATIVE

SPEED

Hit Point Maximum _____

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total _____

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

NAME

ATK BONUS

DAMAGE/TYPE

ATTACKS & SPELLCASTING

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

CP

SP

EP

GP

PP

EQUIPMENT

FEATURES & TRAITS



Skull

CHARACTER NAME

28

AGE

5'8"

HEIGHT

157 lbs.

WEIGHT

Green

EYES

SKIN

Black

HAIR

Currently: Renegade

Previously: A part of the Zhentarim Assassin Corps "Shadow Pawn". He's an established killing tool who severed all of his former ties to the organisation.

NAME

The Zhentarim



SYMBOL

ALLIES & ORGANIZATIONS

CHARACTER APPEARANCE



Skull never had a real childhood. He can't remember his parents nor place of birth. All he's ever known, is the training camp, where he was forced to endure suffering and rigorous drills to acquire deadly skills. The deadly skills he needed to become an agent of death, all in order to survive. He never had the luxury of having a name or place of his own. After the initiation, having drawn first blood, people started calling him "Skull". Likely it was due to his trademark mask, a skull. It'd become his new identity and the only one he'd ever have from that point onwards. After years of work under most pressuring of conditions, he wound up betraying his organisation and slaughtering all of the fellow assassins. The reasons are not known, but the horror of the sight that befell those who came to check, it still remains burned deeply in the minds of any who saw the aftermath of that carnage.

Nobody knows wether the renegade assassin is still alive or if he's real, but rumors say that he is wandering the world, looking for something as he brandishes his deadly set of skills to draw blood in his own justice.

Goals: Find atonement, see to the destruction of the Zhentarim and all those who enslave others.

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

TREASURE