



Shadow Beyond the Grave

4th-Level Character Profiles

Veera Hollowshade

****Race & Class:**** Half-Elf Rogue (Swashbuckler)

****Alignment:**** Chaotic Good

****Background:**** Charlatan

****Appearance:**** Graceful and hard to follow, Veera has short auburn hair, emerald eyes, and wears a violet vest over a silk shirt. Twin rapiers hang at her sides.

****Attributes:**** {'STR': 10, 'DEX': 18, 'CON': 14, 'INT': 12, 'WIS': 10, 'CHA': 16}

****Saving Throws:**** Dexterity +6, Charisma +5

****Skills:**** Acrobatics +6, Deception +5, Insight +3, Sleight of Hand +6, Stealth +6, Persuasion +5

****Personality Traits:****

- Trait: Every lock can be picked. Every heart, too.
- Ideal: Freedom is the only treasure worth stealing.



- **Bond:** I owe my life to the old grifter who taught me the game.
- **Flaw:** I can't resist a dare, no matter how foolish.

****Campaign Role:**** Veera is a rogue-for-hire who can serve as a contact, rival, or ally with a knack for infiltration.

****Quotes:****

- "All the world's a mark—just depends on how bold you're feeling."
- "I never bluff. I always have a trick up my sleeve."

Torric Greymane

****Race & Class:**** Human Fighter (Champion)

****Alignment:**** Lawful Neutral

****Background:**** Soldier

****Appearance:**** A towering war veteran with a wolf-gray beard and a stormy eye, clad in chainmail and a crimson cloak.

****Attributes:**** {'STR': 18, 'DEX': 12, 'CON': 16, 'INT': 10, 'WIS': 14, 'CHA': 11}

****Saving Throws:**** Strength +6, Constitution +5

****Skills:**** Athletics +6, Intimidation +4, Perception +4, History +2

****Personality Traits:****

- Trait: Discipline is what turns a soldier into a survivor.
- Ideal: War is ugly—but only the prepared survive it.
- Bond: I carry the names of every soldier who died under my command.
- Flaw: My honor won't let me walk away from a challenge.

****Campaign Role:**** A veteran mercenary who may act as a mentor or a reluctant enemy due to duty.

****Quotes:****

- "I've buried too many fools who thought courage made up for tactics."
- "You don't win wars with glory. You win with grit."



Tristana Mirthwatcher

****Race & Class:**** Gnome Bard (College of Lore)

****Alignment:**** Neutral Good

****Background:**** Entertainer

****Appearance:**** A gnome dressed in colorful silks with copper hair braided with bells. She is lively and full of musical energy.

****Attributes:**** {'STR': 8, 'DEX': 14, 'CON': 12, 'INT': 13, 'WIS': 10, 'CHA': 18}

****Saving Throws:**** Dexterity +4, Charisma +6

****Skills:**** Performance +8, History +4, Insight +3, Arcana +3, Persuasion +6

****Personality Traits:****

- Trait: A well-timed story can stop a war or start a revolution.
- Ideal: Every soul deserves a chance to dance before the end.
- Bond: My mentor was silenced unjustly. I'll tell their truth with every song.
- Flaw: I'm drawn to danger like a moth to flame—anything for a good story.

****Campaign Role:**** A lore-keeper or rival storyteller who can provide ancient knowledge and charm.

****Quotes:****

- "Want a lullaby, a legend, or a lie? I sing all three."
- "Truth is like a melody—it sticks with you, even when you'd rather forget."



Durnak 'Ashwalker' Gorrim

****Race & Class:** Dwarf Cleric (Forge Domain)**

****Alignment:** Neutral Good**

****Background:** Acolyte**

****Appearance:**** A broad-shouldered dwarf cloaked in soot and leather, his beard braided with iron beads and his eyes glowing like embers.

****Attributes:**** {'STR': 16, 'DEX': 10, 'CON': 18, 'INT': 12, 'WIS': 16, 'CHA': 8}

****Saving Throws:**** Wisdom +5, Charisma +1

****Skills:**** Religion +5, Insight +5, Smith's Tools +7, History +3

****Personality Traits:****

- Trait: I speak through steel, not sermons.
- Ideal: Creation is a sacred act—every blade a prayer.
- Bond: My fallen brother's hammer will ring again—in my hands.
- Flaw: I don't know how to forgive myself for what I failed to protect.

****Campaign Role:**** A stoic craftsman-priest who can bless or repair weapons, accompany on pilgrimages, or serve as a battle ally.

****Quotes:****

- "The forge tempers more than metal—it shapes the soul."
- "I'll fix what I can. And burn what I can't."

