

ShadowDark

www.shadowdarklings.net

NAME

Robin Sherwin

STR

11 / +0

INT

13 / +1

ANCESTRY

Halfling

DEX

14 / +2

WIS

8 / -1

CLASS

Thief

CON

14 / +2

CHA

13 / +1

LEVEL

1

XP

6 / 10

HP

6

AC

13

TITLE

Robber

ALIGNMENT

Neutral

BACKGROUND

Scholar

DEITY

Gede

TALENTS / SPELLS

WEAPONS: Club, Crossbow, Dagger, Shortbow, Shortsword; ARMOR: Leather armor, Mithral chainmail

LANGUAGES: Common

Halfling: STEALTHY: Once per day become invisible for 3 rounds.

Thief: BACKSTAB: Extra 1 + half level (round down) weapon dice of damage with surprise attacks

Thief: THIEVERY: Trained in climbing, sneaking, hiding, disguise, finding & disabling traps, delicate tasks

Thief-1: STAT BONUS: +1 to Wisdom and +1 to Constitution

GEAR

GP 29 SP 2 CP

1. Leather armor
2. Crossbow
3. Dagger
4. Shortsword
5. Crossbow bolts (20)
6. Flask or bottle
7. Flint and steel
8. Lantern
9. Potion of Healing
10. Rope, 60'
- 11.
- 12.
- 13.
- 14.
- 15.
- 16.
- 17.
- 18.
- 19.
- 20.

FREE TO CARRY

Thieves' tools
Bag of coins (31)

ATTACKS

CROSSBOW: +2 (F), 1d6 (skip move to reload, 2H)

DAGGER: +2 (N), 1d4 (FIN)

SHORTSWORD: +0, 1d6

Backstab: +1 weapon die of damage with surprise attacks

Edits: Thief Talent for level 1 set to '+2 points to distribute to any stats'; Hit Points rolled at level 1 set to 4

Magic Items

POTION OF HEALING

BENEFITS: The imbiber of this potion regains hit points based on its level. LV 0-3: 1d6 hit points. LV 4-6: 2d8 hit points. LV 7-9: 3d10 hit points. LV 10+: 4d12 hit points.