

ShadowDark

www.shadowdarklings.net

NAME

Robin Sherwin

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

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

GEAR

GP 29 SP 2 CP

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