

ShadowDark

www.shadowdarklings.net

NAME

Seg Gedge

STR

8 / -1

INT

13 / +1

ANCESTRY

Halfling

DEX

15 / +2

WIS

12 / +1

CLASS

Thief

CON

12 / +1

CHA

11 / +0

LEVEL

4

XP

0 / 40

HP

11

AC

13

TITLE

Outlaw

ALIGNMENT

Neutral

BACKGROUND

Scholar

DEITY

Ord

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: ATTACKS: +1 to melee and ranged attack rolls

Thief-3: ATTACKS: +1 to melee and ranged attack rolls

GEAR

GP 13

SP

CP

1. Leather armor

11.

2. Shortbow

12.

3. Shortsword

13.

4. Flint and steel

14.

5. Grappling hook

15.

6. Iron spikes (10)

16.

7. Rations (3)

17.

8. Rope, 60'

18.

9. Torch

19.

10. Torch

20.

FREE TO CARRY

Backpack

Thieves' tools

Bag of coins (13)

ATTACKS

SHORTBOW: +4 (F), 1d4 (2H)

SHORTSWORD: +1, 1d6

Backstab: +3 weapon dice of damage with surprise attacks