



ShadowDark

NAME

Sid of Zulara

STR
13 / +1

INT
14 / +2

ANCESTRY
Half-Orc

DEX
16 / +3

WIS
8 / -1

CLASS
Thief

CON
9 / -1

CHA
12 / +1

LEVEL
1

XP
____ / 10

HP
2

AC
14

TITLE
Robber

ALIGNMENT
Neutral

BACKGROUND
Minstrel

DEITY
The Lost

TALENTS / SPELLS

Mighty. +1 on melee attacks and damage.

1st-Level Talent. +1 die of backstab damage (included below).

Backstab. +2 die of damage against unaware creatures.

Thievery. ADV on checks to climb, sneak, hide, apply disguises, find and disable traps, and perform delicate tasks.

Languages. Common, Orcish.

GEAR

GP 7 SP ____ CP ____

1. Leather armor 11. _____
2. Dagger 12. _____
3. Dagger 13. _____
4. Crossbow 14. ____
5. Bow bolts (20) 15. ____
6. Torch 16. ____
7. Flint and steel 17. ____
8. Rations (3) 18. ____
9. Grappling hook 19. ____
10. Rope (60') 20. ____

FREE TO CARRY

Backpack

Thieves' Tools

ATTACKS

Dagger, +4 melee/+3 ranged (N), 1d4 +1

Crossbow, +3 (F), 1d6, skip move to reload