



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

FREE TO CARRY

Backpack

Thieves' Tools

ATTACKS

Dagger, +3 (N), 1d4 +1

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