

ShadowDark

www.shadowdarklings.net

NAME

Snorldrab

TALENTS / SPELLS

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

LANGUAGES: Common, Orcish

Half-Orc: MIGHTY: +1 to attack and damage with melee weapons.

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: +2 to Dexterity

STR

11 / +0

INT

12 / +1

ANCESTRY

Half-Orc

DEX

13 / +1

WIS

11 / +0

CLASS

Thief

CON

15 / +2

CHA

12 / +1

LEVEL

1

XP

0 / 10

HP

5

AC

11

TITLE

Robber

GEAR

GP ___ SP ___ CP ___

- | | |
|------------------------|-----------|
| 1. Crossbow | 11. _____ |
| 2. Crossbow bolts (20) | 12. // |
| 3. Flint and steel | 13. // |
| 4. Oil, flask | 14. // |
| 5. _____ | 15. // |
| 6. _____ | 16. // |
| 7. _____ | 17. // |
| 8. _____ | 18. // |
| 9. _____ | 19. // |
| 10. _____ | 20. // |

FREE TO CARRY

Thieves' tools

ATTACKS

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

Backstab: +1 weapon die of damage with surprise attacks

ALIGNMENT

Neutral

BACKGROUND

Chosen

DEITY

All Nord Gods