




THIEF

Name: _____ Cinder Nightshade
Race: _____ Halfling
Title: _____ Novice of the
50 Thieves
Role: _____ Ranged Damage
Play style: _____ Dual crossbow
ranged specialist

NAME: Cinder Nightshade				TITLE: Novice (of the 50 Thieves)				LEVEL: 4	
RACE: Halfling				CLASS: Thief				GENDER: Male	
MODIFIERS		HIT/CAST	CRIT MISS/FAIL	CRIT HIT/CAST	OTHER	+/-	AGE: 21		
MELEE-All		+7	5%	4% 97+	Damage	0	HEIGHT: 3'2"		
RANGED-All		+8	5%	4% 97+	Damage	0	WEIGHT: 75 lbs.		
RANGED-Crossbows		+13	0%	12% 89+	Damage	+1	SIZE MODIFIER		
							Small	-2	
							STATS	+/-	
							MOVEMENT	4 ³ sneak	
							STRENGTH	9	
							AGILITY	12	
							STAMINA	9	
							INTELLECT	11	
							WISDOM	10	
							AVOIDANCE	18	
							PERCEPTION	11	
							RESOLVE	10	
							INITIATIVE	10	
							CHARM	10	
WEAPON SPEC		Crossbow	modifiers already added						
COMBAT SPEC		Paired Weapon	modifiers included in weapon damage						
PRIMARY LOAD OUT	MAIN HAND	Heart Seeker Pistol Crossbow (1d6+3 dam, Reload-Ranged 20"; reload as pair)							
	OFF HAND	Heart Seeker Pistol Crossbow (1d6+3 dam, Reload-Ranged 20"; reload as pair)							
SECOND LOAD OUT	MAIN HAND	Sai (1d4+4 dam, Paired; Thrown 9"; Parry 5%, Disarm 1%)							
	OFF HAND	Large Quiver (20 bolts): 14x light weight 6x stun (5%)							
BELT SLOTS		Sai	Sai						
Utility Belt		Improved Smoke Bomb	Improved Smoke Bomb						
5 slots		Lock Picks (10)	(3" rad, +2 Stealth, blocks LOS, 1 rnd)						
MONEY POUCH (GP.SP)		8.60							
ARMOR & ITEMS (by slot)	LEGS	Leather Trousers			2		DEFENSE		
	TORSO	Quilted Shirt			2		AC	34	
	SHOULDERS	Leather Mantle			2		ARMOR	16	
	FEET	Leather Boots			2		DODGE	18	
	HANDS	Leather Gloves of Minor Striking (+5 hit w/ any weapon, already added)			2		NOISY	0	
	ARMS	Quilted Bracers			2		STIFF	0	
	HEAD	Black Quilted Cap (on command, passively absorb/negate light sources...)			2		DOUBLE	0	
	BACK	Black Quilted Cape (...in a 4" radius; inside radius counts as being in shadow)			2		TRIPLE	0	
	NECK						RESISTANCES	+/-	
	TRINKET						ARCANE	27	
OTHER						ELEMENTAL	18		
BACK PACK		Cooking Gear	x	###	###		NATURAL	19	
Standard Pack		Silk Rope (20 feet)	x	###	###		HOLY	20	
10 Slot Pack		Lightwieght Bolt (6)		###	###		DEMONIC	25	
MAX CAPACITY		Stun Bolt (14)		###	###		MENTAL	21	
9 slots			###	###	###		INIT. SCORE 10+1d12		
HP (MAX: 43):									
TEMP HP/SHIELDS:									
STEALTH (BASE: 22)									
EXPERIENCE: 160									
REPUTATION	COMMON: 9								
	THE 50 THIEVES: 14								
									

CCv1.6.2

[illegible]

Cinder Nightshade

STEALTH SKILLS

Known	Skill Name	Current Rank	Max Rank	Discipline	Stealth Test	Requirements	Use	Description
✓	Hide	n/a	0	Generic	not required	detected	action	If you are out of LoS of any opponent, generate or reset Stealth to the base amount and become undetected.
✓	Sneak	n/a	0	Generic	not required	undetected	move	Move while hidden without becoming detected. Can only move at 1/2 your normal movement speed, calculated after any movement impairing effects (i.e. slows, injuries, etc...).
✓	Hustle	n/a	0	Generic	not required	undetected	whole turn	Move quickly while hidden, without becoming detected. Can only move at 2x your Sneak speed (aka normal movement speed), calculated after any movement impairing effects (i.e. slows, injuries, etc...).
✓	Fade	n/a	0	Generic	0	detected	OT instant	When targetted by an opponent, if passing a Stealth test they will overlook you and target something else (if reasonable to do so). This does not make you undetected.
✓	Larceny	2	4	Thievery	+1 / -1 / -3 / -7	undetected	action	if passing a Stealth test, may steal an item off a single target's person without them realizing until its too late, this can be attempted while in combat and may be used to steal an item right out of a targets hand • requires a free-hand which may then immediately equip the stolen item • size of item limited by Rank, S, M, L, XL respectively
✓	Pick Pocket	1	4	Thievery	-3 / 0 / +3 / +6	none	action	Pick a normal pocket (i.e. belt slot, backback, sheathed weapon, etc...) by passing a Stealth test (additional advantage/disadvantage may apply at GM discretion for more difficult situations). You are not required to be undetected, but you must have stealth available to roll against • if undetected, gain +3 advantage cannot be used to steal items currently equipped by the target (i.e. a sheathed dagger yes, but a sword in the hand no) • failure automatically alerts the target of the attempt and prevents further attempts until become undetected
✓	Vanish	1	1	Thievery	not required	limited use, near cover	instant	Make use of a distraction or nearby cover or shadows (within 1") to temporarily break LoS, immediately gaining 1d4(+1 per 5 levels) stealth and becoming undetected if it is reasonable to do so. Can only be used once per battle or once per hour out of combat.
✓	Stalk	1	2	Thievery	0 / -2	undetected, 3" proximity	instant or action	Select a single target and gain +2 Stealth per rank each round that you remain within 3" of the target. If passing a Stealth test you also gain a free move directly towards the target each time it moves • To maintain the Stalk effect you must always be within 3" of target at end of own turn • Attacking the 'Stalked' target consumes the effect and if no other skill was used counts as a 'Stalker Strike/Shot' action • Stalker Strike/Shot inflicts +1 damage per Rank to both main hand and offhand weapons (2x if using a two-handed weapon) • melee strike or ranged shot that reduces healing effects on the target by 50% for 1 round per Rank
✓	Festering Strike/Shot	2	2	Sabotage	+1 / -1	undetected	action	forces a single target at range = Perception to focus its attention (if not already engaged) in any direction away from the caster, if in base contact must first fail an Initiative test • at rank 2 this can be used to 'taunt' the target onto another willing ally if the target fails a Resolve test • if you are undetected this also generates +1 Stealth
✓	Distract	2	2	Subterfuge	+2 / 0	none	instant	elect two targets, 1st target becomes vulnerable until the start of their own turn if failing an Initiative test (at -2 Disadvantage for every Rank above 1) • 2nd target is hit by a +1 damage (per Rank) main hand attack that ignores defensive maneuvers as if you were undetected • if you are undetected there is no Stealth cost for this skill
✓	Feigning Strike/Shot	2	4	Subterfuge	+3 / +2 / +1 / 0	none	action	A regular melee or ranged attack that inflicts +2d6 damage per rank • if attacking with a mainhand and offhand, split the bonus damage as +1d6 per attack
✓	Surprise Attack	2	4	Dirty Fighting	-3 / -6 / -9 / -12	undetected	action	