

	Cinder Nightsh	nade		Novice (of the	50 Thieves)		LEVEL:	4	
RACE: Halfling			CLASS:				GENDER:	Ma	le
Μ	ODIFIERS	HIT/CAST	CRIT MISS/FAIL	CRIT HIT/CAST	OTHER	+/-	AGE:	2	
	MELEE-All	+7	5%	4% 97+	Damage	0	HEIGHT:	3'2	2"
RANGED-All		+8	5%	4% 97+	Damage	0	WEIGHT:	75 l	bs
RAN	GED-Crossbows	+13	0%	12% 89+	Damage	+1	SIZE MOD	IFIER	
							Small	-2	2
							STATS		+/
							MOVEMENT	4	3 sne
	WEAPON SPEC	Crossbow	modifiers alread	v added			STRENGTH	9	Silea
		Paired Weapon	AGILITY	12	_				
DIMANDV		Heart Seeker Pistol (STAMINA	9				
PRIMARY LOAD OUT		Heart Seeker Pistol (INTELLECT	11	_			
		Sai (1d4+4 dam, Pair		WISDOM	10				
ECOND DAD OUT		Large Quiver (20 bol	AVOIDANCE		_				
						_			
	BELT SLOTS			Sai Improved Smoke Bomb			PERCEPTION		_
		Improved Smoke Bo	mb				RESOLVE		
		Lock Picks (10)		(3" rad, +2 Stealth, b	locks LOS, 1 rnc	l)	INITIATIVE		
MONE	EY POUCH (GP.SP)						CHARM	10	
ARMOR & ITEMS (by slot)	LEGS	Leather Trousers				2	DEFEN:	SE	
	TORSO	Quilted Shirt				2	AC	3	4
	SHOULDERS	Leather Mantle	2	ARMOR	1	5			
	FEET	Leather Boots				2	DODGE	1:	 3
4S	HANDS	Leather Gloves of Minor Striking (+5 hit w/ any weapon, already added) 2					NOISY	С	,
	ARMS		STIFF	C)				
% □		Black Quilted Cap (o	DOUBLE	C					
Ã.		Black Quilted Cape (TRIPLE	C					
M	NECK	Didek Quited cape (RESISTANCI	=5	+/				
ARI	TRINKET		ARCANE						
`	OTHER			ELEMENTAL					
	BACK PACK	Cooking Cook		###	444		NATURAL	19	_
	Standard Pack	Cooking Gear	X		###		HOLY		_
	10 Slot Pack	Silk Rope (20 feet)	X	###	###		DEMONIC		_
		Lightwieght Bolt (6)		###	###				_
	MAX CAPACITY	Stun Bolt (14)		###	###		MENTAL		
	9 slots		### ### ###				INIT. SCORE 1	0+10	112
EMP H	AX: 43): HP/SHIELDS:								
I EALI	TH (BASE: 22)								
XPERI	ENCE: 160								
Z	COMMON: 9								

REPUTATION

THE 50 THIEVES: 14



Cv1.6.2

PASSIVE SKILLS:	DETAILS:						
Armor Proficiencies	Cloth, Leather						
Weapon Proficiencies	Knives, Swords, Bludgeons, Staves, Bows, Crossbows						
Languages	Common & Halfling						
Light of Foot	Can sneak (move while hidden) at 3/4 speed instead of the regular 1/2 speed and						
	always ignore naturally occuring Difficult Terrain movement penalties						
Small Race	smaller than average race, must under-size all armor; cannot wield extra large (XL sized) weapons,						
Sillow redec	gain +2 dam w/ any S sized weapon they have Proficiency with (already incl. in weapon descriptions)						
Thick Footed	don't suffer the -1 movement penalty if not wearing footwear/armor						
Master of Stealth	Offensive or aggressive stealth actions only costs 1 instead of 2 stealth. Treat all weapons as Stealthy (
induction seeden	Treat all weapons as Stealthy unless they are Loud (may re-roll any failed Stealth Check)						
	Can Hide as an instant instead of an action.						
Sneaky	-3 Disadvantage when opponents are attempting to detect you while hiding						
SECONDARY SKILLS:	DETAILS:						
Acrobat, Novice	Receive +1 Advantage on all Agility stat rolls.						
	Also allows the Acrobat to jump twice as far/high as he would normally would be permitted						
Acrobat, Adept	Receives +1 Avoidance, permanently (can't be higher than a natural 20, already added).						
	Passively sustain a modest lifestyle during downtime, as a novice with a troupe of performers.						
Cook, Novice	Can cook a decent meal with available ingredients, providing +20% resting to your party.						
	Can passively sustain a poor lifestyle during downtime, cooking at a low-end tavern or market stall.						
Crossbow Archery	Receive +5 hit and +1 damage when attacking with any type of Crossbow						
Crossbow Wounds	Receive +5% Critical hit chance & -5% Critical miss when attacking any type of Crossbow						
Paired Weapon, Paired	Receive +1 weapon damage to both weapons when wielding two identical weapons						
	(independant of craftings or enchants, already included in weapon descriptions)						
EXTRA:							
Typical Lifestyle	Modest (5sp per day expenses)						
One of Fifty	Having been recently invited to join the ranks of the illustrious Thieves Guild known as the						
	50 Thieves, Cinder must now prove himself worthy to ascend in rank. After all, being known as one						
	of the fifty greatest thieves alive is no small claim. While generally a down to earth and common						
	sensed halfling, Cinder will jump at any opportunity to prove his greatness as a thief.						
The Nightshade Family	The Nightshade family are well known for their skills in thievery as well as the black rune-etched						
	cloaks they wear. Cinder's father and older brother were both part of the 50 Thieves prior to						
	their untimely death during a grandiose heist of a Red Dragons treasure hoard. Now it falls to the						
	youngest Nightshade to not only uphold the family name, but also one day recover the cloaks of his						
	brother and father, now just another trophy in the Red Dragon's lair.						

nown	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
\checkmark	Pick Pocket	1	4	Thievery	-3/0/+3/+6	none	action	Pick a normal pocket (i.e. belt slot, backback, shealthed weapon, etc) by passing a Stealth test (additional advantage/disadavantage 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 shealthed 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 S levels) stealti and becoming undetected if it is reasonable to do so. Can only be used once per battle or once per hour out of combat.
Y	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 al 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)
~	Festering Strike/Shot	2	2	Sabotage	+1 /-1	undetected	action	melee strike or ranged shot that reduces healing effects on the target by 50% for 1 round per Rank
✓	Distract	2	2	Subterfuge	+2/0	none	instant	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
~	Feigning Strike/Shot	2	4	Subterfuge	+3/+2/+1/0	none	action	elect two targets, 1st target becomes vulnerable until the start of thei 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
~	Surprise Attack	2	4	Dirty Fighting	-3/-6/-9/-12	undetected	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