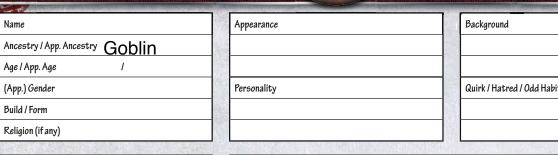
# Shadow of the Demon Lord



Langua	ges Common Tongue
8	Elvish
	Dwarfish
Size	1/2
Speed	12

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ality	Quirk / Hatred / Odd Habit

Racial Talents Immune - damage from disease, charmed, diseased Shadowsight - You see in areas obscured by shadows as if they were lit. Sneaky - When you rol to become hidden or move silently, you make the Agility challenge with 1 boon Iron Vulnerability - You are impaired while you are in contact with iron.

Spring Away - When a creature you can see gets a failure on an attack roll against your Defense or Agility, you can use a triggered action to retreat.

### Attributes & Characteristics



	Professions Beggar
	Burglar
	Grave Robber
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Wealth 3 cp, 1 ss, 4 gc

#### Paths

Fortune

## Novice Path Roque

Story Development

Rogue Cunning - You can use Trickery twice per round.

Dirty Tricks - Your attacks deal 1d6 extra damage when you make an attack roll with 1 boon.

 $\begin{tabular}{ll} \textbf{Talents} & \textbf{Nimble Recovery (1/rest) - Use an action to heal your healing rate and then move up to the balf your Speed without triggering free attacks. \end{tabular}$ 

Trickery (1/round) - Make an attack roll or challenge roll with 1 boon. If attack, your attack deals

Exploit Opportunity (1/round) - When the total of your attack roll is 20+ and exceeds the target number by at least 5, take another turn at any point before the end of the round.

Backstab (1/round) - When you attack with a basic or swift weapon with at least 1 boon, deal 1d6 extra damage

# Expert Path Thief Character Objectives

Quick Reflexes - You can use a triggered action on your turn to hide or retreat.

Talents Move Silently - You make challenge rolls to sneak with 2 boons

Keen Senses - You make all Perception rolls with 1 boon.

lide in Shadows - You can hide in an area at least partially obscured by shadows if being observed

Dodge - You can use an action or a triggered action on your turn to choose one creature you can se within short range. Until the end of the round, the target makes attack rolls against you with 1 bane and you make challenge rolls to resist its attacks with 1 boon.

Master Quest	
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Story Development	

Acrobatics - You gain all of the following benefits:

Talents You can move through spaces occupied by offire creatures.

You move at full Speed across all forms of difficult terrain, even when climbing or swimm

Provided your Speed is greater than 0, you can stand up without using your move.

When you take damage from landing after a fall, you can use a triggered action to make an Agility challenge roll. On a success, you reduce the damage from the fall by the total of your roll. If you reduce the damage from the fall by the total of

### Equipment

Armor Soft Leather	Defense Agility +1
Properties	

Weapon Dagger	Hands Off	Dmg 1d3
Properties Finesse, Throw	wn, Range	e (short)

Weapon	Scimitar	Hands One	Dmg 1d6+1
Propertie	<sup>5</sup> Finesse		

Ranged Weapon Bow	Hands TWO	Dmg 1d6
Properties Range (long)	20 arrows	

Shield Small Shield	Hands Off	Dmg <b>1</b>
Properties Defensive +1		

Gear	Basic Clothing	Lock Picks
	Backpack	
	1 Week of Rations	
	Waterskin	
	Tinderbox	
	2 Torches	
	4 cans of beets	

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