



Name
Ancestry / App. Ancestry <b>Goblin</b>
Age / App. Age /
(App.) Gender
Build / Form
Religion (if any)

Appearance
Personality

Background
Quirk / Hatred / Odd Habit

Languages <b>Common Tongue</b>
<b>Elvish</b>
<b>Dwarfish</b>
Size <b>1/2</b>
Speed <b>12</b>

Racial Talents <b>Immune - damage from disease, charmed, diseased</b>
<b>Shadowsight</b> - You see in areas obscured by shadows as if they were lit.
<b>Sneaky</b> - When you roll to become hidden or move silently, you make the Agility challenge with 1 boon.
<b>Iron Vulnerability</b> - You are impaired while you are in contact with iron.
<b>Spring Away</b> - 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 &amp; Characteristics

<b>8</b> -2 Strength	<b>9</b> -1 Will	<b>16</b> +6 Agility	<b>13</b> +3 Intellect
<b>30</b> Health	<b>7</b> Damage	<b>0</b> Healing Rate	<b>17</b> 18 Insanity
<b>15</b> +5 Power	<b>18</b> Defense	<b>15</b> +5 Corruption	<b>15</b> +5 Perception

Fortune
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Professions <b>Beggar</b>
<b>Burglar</b>
<b>Grave Robber</b>
<b>Fence</b>

Wealth <b>3 cp, 1 ss, 4 gc</b>
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## Paths

Novice Path <b>Rogue</b>
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.
Talents <b>Nimble Recovery</b> (1/rest) - Use an action to heal your healing rate and then move up to half your Speed without triggering free attacks.
Trickery (1/round) - Make an attack roll or challenge roll with 1 boon. If attack, your attack deals 1d6 extra damage.
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 <b>Thief</b>
Character Objectives
Story Development
Talents <b>Quick Reflexes</b> - You can use a triggered action on your turn to hide or retreat.
<b>Move Silently</b> - You make challenge rolls to sneak with 2 boons.
<b>Keen Senses</b> - You make all Perception rolls with 1 boon.
<b>Hide in Shadows</b> - You can hide in an area at least partially obscured by shadows if being observed.
<b>Dodge</b> - You can use an action or a triggered action on your turn to choose one creature you can see 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 Path <b>Acrobat</b>
Master Quest
Story Development
Talents <b>Acrobatics</b> - You gain all of the following benefits: You can move through spaces occupied by other creatures. You move at full Speed across all forms of difficult terrain, even when climbing or swimming. 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 to 0, you land on your feet.

## Equipment

Armor <b>Soft Leather</b>	Defense <b>Agility +1</b>
Properties	

Weapon <b>Dagger</b>	Hands <b>Off</b>	Dmg <b>1d3</b>
Properties <b>Finesse, Thrown, Range (short)</b>		

Weapon <b>Scimitar</b>	Hands <b>One</b>	Dmg <b>1d6+1</b>
Properties <b>Finesse</b>		

Ranged Weapon <b>Bow</b>	Hands <b>Two</b>	Dmg <b>1d6</b>
Properties <b>Range (long) 20 arrows</b>		

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

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

Spellname	Casts/day	Spent	Spellname	Casts/day	Spent
Tradition	Type	Rank	Tradition Type	Type	Rank
Requirement			Requirement		
Target / Area			Target / Area		
Duration	Page		Duration	Page	

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