



# Shadow of the Demon Lord

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>
Size <b>1/2</b>
Speed <b>10</b>

Racial Talents <b>Immune</b> - damage from disease, charmed, diseased
Shadowsight - You see in areas obscured by shadows as if they were lit.
Sneaky - When you roll 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.

## Attributes & Characteristics

<b>8</b> -2 Strength	<b>8</b> -2 Will	<b>15</b> +5 Agility	<b>12</b> +2 Intellect
<b>17</b> Health	<b>4</b> Damage	<b>0</b> Healing Rate	<b>16</b> 17 Insanity
<b>13</b> Power	<b>13</b> +3 Defense	<b>13</b> Corruption	<b>13</b> +3 Perception

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

Wealth <b>3 cp, 8 ss</b>
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## Paths

Novice Path <b>Rogue</b>
Training
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.
<b>Trickery</b> (1/round) - Make an attack roll or challenge roll with 1 boon. If attack, your attack deals 1d6 extra damage.
<b>Exploit Opportunity</b> (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.
<b>Backstab</b> (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.

Master Path
Master Quest
Story Development
Talents

## 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>3 cans of beets</b>	

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Tradition	Type	Rank	Tradition Type	Type	Rank
Requirement			Requirement		
Target / Area			Target / Area		
Duration	Page		Duration	Page	

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