

NAME: **SNIK**

LIFE FORM: **GERBLIN**

TYPE: **SNEAK**

SNIK LIVES IN THE ALLIES AND ROOFTOPS OF
STORY: GREY, TESTING WINDOWS FOR THE NEXT SCORE WORLD: **ALFHEIM**

STR



BASE: _____

LIFE FORM: _____

LOOT: _____

DEX



BASE: **+2**

LIFE FORM: **+1**

LOOT: _____

CON



BASE: **+1**

LIFE FORM: _____

LOOT: _____

INT



BASE: _____

LIFE FORM: _____

LOOT: _____

WIS



BASE: **+1**

LIFE FORM: _____

LOOT: _____

CHA



BASE: _____

LIFE FORM: _____

LOOT: _____

CON + LOOT = DEF

DEF

10 + DEF = ENEMY
TO HIT ROLL



BASE: _____

LIFE FORM: _____

LOOT: **+1**

BASIC



BASE: **+3**

LIFE FORM: _____

LOOT: **+1**

**WEAPONS
& TOOLS**



BASE: **+2**

LIFE FORM: _____

LOOT: _____

GUNS



BASE: _____

LIFE FORM: **+1**

LOOT: _____

**ENERGY
& MAGIC**



BASE: _____

LIFE FORM: _____

LOOT: _____

ULTIMATE



BASE: _____

LIFE FORM: _____

LOOT: _____

LOOT

EQUIPPED CARRIED
MAX 10 MAX 10

FEEL BETTER BEAN: (1) HEAL TARGET TO FULL



BUTTER KNIFE: +1 BASIC



SMOKE POWDER: (4) FILL NEAR AREA WITH SMOKE FOR 1D4 RND5



BARREL ARMOR: +1 DEFENSE, ROLL NEAR WHENEVER HIT

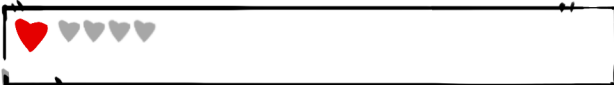


ABILITIES

NIMBLE FINGERS: CLIMBING + LOCK PICKING USE ULTIMATE EFFORT

CAMOUFLAGE: REMAIN STATIONARY, CAN ONLY BE SEEN ON A NAT 20 IF

TARGET IS UNAWARE OF PRESENCE



1D4 RND5
TIL DEAD