

Olaf Darkenvalker

Dane, Assassin, level-1

St 11(+0), Dex 15 (+2), Con 10 (+0), Int 13 (+1), Wis 13 (+1), Cha 11 (+0)

Proficiencies: light armor, shields, simple weapons, martial weapons, Dex and Int checks

Skills: Stealth +4, Deception +2, Perception +3, Traps +, Athletics +2, Disguise +2, Survival +3

Languages: Primary: Norse: Others: English

Special Feature: Mind over Matter: once per day you can levitate up to 20' high for up to 10 minutes as long as you concentrate

Proficiency Bonus: +2; Morale: +3; Max Supply: 13, Max Load: 11,
Max Retainers: 11; Max Hench: 0; Renown: +3

AC: 14 (Gambeson 12, +2 dex) Move: 30'

Hit points: 6

Weapons:

Scimitar: +4 to hit, 1d10+2 slashing, 1 hand

Garrote: +4 to hit 1d10+2 bludgeoning, 2 hands (only from hiding)

GP: 10gp—in coin pouch

XP: 1000

Background: youngest son of a Danish farmer, was traded away to a stranger from the Slavic mountains who trained him in the inner powers of levitation and the art of killing.

Carried Gear:

Item	Load	Location
Gambeson	2	Body
Warbow	2	hands
Garrote	1	belt pouch
Arrows x10	1	belt quiver
Blade Venom x1	0	pocket
Rations x5	1	pack
Copper wire 30'	0.2	pack
Needle and thread	0	pack
Treated sinew	0	pack
Thief's tools	1	pack
SUP x5	1	pack
TOTAL:	9.2	(can carry 1.8 more)

Other Gear/Possessions:

Hammer and chisel	1	home
hooded lantern	1	home
lamp oil x1	0.2	home
SUP x8	2	home

Clothes: cheap trousers and shirt, leather shoes, mask, backpack, belt, coin sack, quiver, scabbard, cloak