



MEDIUM (5'X5')

LEVELS 1 THRU 10

MURPHY

STR 16 +3	DEX 19 +4	CON 13 +1	INT 13 +1	WIS 9 -1	CHA 17 +3
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Murphy can perform **2x Dual Dagger attacks** OR **4x Knife Throws** OR **Assassinate** and **1x Dodge** or **1x Turn Invisible** per turn.

Invisibility (1x p/turn, 3x p/day): Murphy must be able to speak to activate/deactivate invisibility. The power comes from an amulet he wears around his neck.

Knife Throw: Murphy carries twelve throwing knives and can throw four at up to four different targets per turn. Two of his knife throws will occur on his turn while the final two will be thrown at the end of the third player's turn.

Dual Dagger: Murphy carries two large daggers and if he dedicates his turn to using them, he will make four total Dagger attacks during his turn against one target.



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Knife Throw: Ranged weapon attack, 30' range

Dagger: Melee weapon attack, 5' range

Murphy is part of the RPG adventure Assault on the Spider Necromancer's Lair from GlendorsRPGAdventures.com

Level	1	2	3	4	5	6	7	8	9	10
Armor Class	13	13	13	13	13	14	14	14	14	14
Hit Points	15	55	53	46	93	115	81	124	223	245
XP Value	200	440	680	950	1500	2200	2950	3800	4800	5900
Proficiency Bonus	+2	+2	+2	+2	+3	+3	+3	+3	+4	+4
Dagger	3 (1d4+1)	3 (1d4+1)	5 (1d6+2)	8 (1d10+2)	7 (1d8+3)	8 (1d10+2)	13 (2d8+4)	12 (4d4+2)	7 (1d8+3)	8 (1d10+2)
Knife Throw	3 (1d4+1)	2	4 (1d6)	7 (1d8+3)	5 (1d6+2)	6 (1d8+1)	10 (2d6+3)	9 (1d10+4)	5 (1d6+2)	6 (1d8+1)

Other_____

Other_____



MEDIUM (5'X5')

LEVELS 11 THRU 20

MURPHY

STR 16 +3	DEX 19 +4	CON 13 +1	INT 13 +1	WIS 9 -1	CHA 17 +3
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Additional information:

Assassinate: If Murphy begins his turn while invisible, he may dedicate his turn to perform Assassinate.

Murphy can move up to 15' while invisible prior to the attack on the same turn. He must attack his target from behind. Assassinate is two Dagger attacks at quadruple the damage. Once the adventurers determine Murphy is an enemy, Assassinate cannot be used until the current combat has been resolved and the party members are no longer combat ready.

Dodge (3x p/day): Murphy can choose to dodge any melee or spell attack with the exception of AOE spells.

The decision to dodge must be made before damage values are determined.

Murphy can move up to a maximum 30' per turn.



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Knife Throw: Ranged weapon attack, 30' range

Dagger: Melee weapon attack, 5' range

Murphy is part of the RPG adventure *Assault on the Spider Necromancer's Lair* from *GlendorsRPGAdventures.com*

Level	11	12	13	14	15	16	17	18	19	20
Armor Class	15	15	15	15	15	16	16	16	16	16
Hit Points	223	233	278	185	181	150	288	293	319	404
XP Value	7000	8200	9900	11700	13600	15600	17750	20000	22400	25000
Proficiency Bonus	+4	+4	+5	+5	+5	+5	+6	+6	+6	+6

Dagger 11 (1d12+5) 12 (4d4+2) 12 (4d4+2) 22 (2d12+9) 25 (5d6+8) 31 (6d6+11) 20 (4d6+6) 24 (8d4+4) 23 (2d12+11) 19 (4d6+5)

Knife Throw 9 (1d10+4) 10 (2d6+3) 10 (2d6+3) 17 (2d10+6) 20 (4d6+6) 24 (8d4+4) 16 (3D6+6) 19 (4d6+5) 19 (4d6+5) 15 (3D6+5)

Other_____

Other_____