Astrid Swiftblade

Gnome Thief ◆ Level: 1

Traits

Str	-3
Dex	+3
Con	+0
Int	+0
Wis	-2
Cha	+2

Virtue

-10 -5 0 +5 +10

Abilities

Stealthy — Add +2 to all rolls to sneak and remain hidden.

Persuasive — Add +2 to all rolls to persuade and convince.

Lucky — Once per Page: If you roll a 1 on a d20, reroll and take the new result.

Pickpocket — Once per Page when encountering a non-enemy character: Gain d4 in gold. On a result of 4: Lose 1 Virtue Point.

Dodge — Once per Page: Take half of the damage from a single source, rounded up.

Hp	10
Def	14
Atk	+3
Dmg	d6

Weapon: Daggers

Gold:

Equipment & Loot:

Bonus

Astrid Swiftblade

Gnome Thief • Level: 2

Traits

Str	Dex	Con
Int	Wis	Cha

Virtue

-10 -5 0 +5 +10

Abilities

Stealthy	Add +2 to all rolls to sneak and remain hidden.
Persuasive	Add +2 to all rolls to persuade and convince.
Lucky	Once per Page: If you roll a 1 on a d20, reroll and take the new result.
Pickpocket	Once per Page when encountering a non-enemy character: Gain d4 in gold. On a result of 4: Lose 1 Virtue Point.
Dodge	Once per Page: Take half of the damage from a single source, rounded up.
Locksmith	Add +2 to all rolls to pick a lock.
Sneak Attack	Once per Page: Add d4 to a single Attack roll.

HP 13

DEF 14

ATK +3

DMG 2D4

Weapon: Daggers

Gold:

Equipment & Loot:

Bonus

Astrid Swiftblade

Gnome Thief • Level: 3

Traits

Str	Dex	Con
Int	Wis	Cha

Virtue

-10 -5 0 +5 +10

Abilities

Stealthy	Add +2 to all rolls to sneak and remain hidden.
Persuasive	Add +2 to all rolls to persuade and convince.
Lucky	Once per Page: If you roll a 1 on a d20, reroll and take the new result.
Pickpocket	Once per Page when encountering a non-enemy character: Gain d4 in gold. On a result of 4: Lose 1 Virtue Point.
Dodge	Once per Page: Take half of the damage from a single source, rounded up.
Locksmith	Add +2 to all rolls to pick a lock.
Sneak Attack	Once per Page: Add d4 to a single Attack roll.
Athlete	Add +2 to all rolls to overcome physical and athletic hurdles.
Poison Dagger	Once per Page: Add a d4 to a single Damage roll.

HP 16

Def 15

Atk +4

Dmg 2d6

Weapon: Daggers

Gold:

Equipment & Loot:

Bonus

Astrid Swiftblade

Gnome Thief • Level: 4

Traits

Str	Dex	Con
Int	Wis	Cha

Virtue

-10 -5 0 +5 +10

Abilities

Stealthy	Add +2 to all rolls to sneak and remain hidden.
Persuasive	Add +2 to all rolls to persuade and convince.
Lucky	Once per Page: If you roll a 1 on a d20, reroll and take the new result.
Pickpocket	Once per Page when encountering a non-enemy character: Gain d4 in gold. On a result of 4: Lose 1 Virtue Point.
Dodge	Once per Page: Take half of the damage from a single source, rounded up.
Locksmith	Add +2 to all rolls to pick a lock.
Sneak Attack	Once per Page: Add d4 to a single Attack roll.
Athlete	Add +2 to all rolls to overcome physical and athletic hurdles.
Poison Dagger	Once per Page: Add a d4 to a single Damage roll.
Danger Sense	Add +2 to all rolls to avoid traps and surprise hazards.

HP 20

DEF 15

ATK +5

DMG 3D6

Weapon: Daggers

Gold:

Equipment & Loot:

Bonus

Astrid Swiftblade

Gnome Thief • Level: 5

Traits

Str	Dex	Con
Int	Wis	Cha

Virtue

-10 -5 0 +5 +10

Abilities

Stealthy	Add +2 to all rolls to sneak and remain hidden.
Persuasive	Add +2 to all rolls to persuade and convince.
Lucky	Once per Page: If you roll a 1 on a d20, reroll and take the new result.
Pickpocket	Once per Page when encountering a non-enemy character: Gain d4 in gold. On a result of 4: Lose 1 Virtue Point.
Dodge	Once per Page: Take half of the damage from a single source, rounded up.
Locksmith	Add +2 to all rolls to pick a lock.
Sneak Attack	Once per Page: Add d4 to a single Attack roll.
Athlete	Add +2 to all rolls to overcome physical and athletic hurdles.
Poison Dagger	Once per Page: Add a d4 to a single Damage roll.
Danger Sense	Add +2 to all rolls to avoid traps and surprise hazards.
Deadly Strike	Whenever your Attack roll is 20 or more, double the Damage.

HP 24

DEF 16

ATK +6

DMG 3D8

Weapon: Daggers

Gold:

Equipment & Loot:

Bonus

Astrid Swiftblade

Gnome Thief ◆ Level: 6

Traits

Str	Dex	Con
Int	Wis	Cha

Virtue

-10 -5 0 +5 +10

Abilities

Stealthy	Add +2 to all rolls to sneak and remain hidden.
Persuasive	Add +2 to all rolls to persuade and convince.
Lucky	Once per Page: If you roll a 1 on a d20, reroll and take the new result.
Pickpocket	Once per Page when encountering a non-enemy character: Gain d4 in gold. On a result of 4: Lose 1 Virtue Point.
Dodge	Once per Page: Take half of the damage from a single source, rounded up.
Locksmith	Add +2 to all rolls to pick a lock.
Sneak Attack	Once per Page: Add d4 to a single Attack roll.
Athlete	Add +2 to all rolls to overcome physical and athletic hurdles.
Poison Dagger	Once per Page: Add a d4 to a single Damage roll.
Danger Sense	Add +2 to all rolls to avoid traps and surprise hazards.
Deadly Strike	Whenever your Attack roll is 20 or more, double the Damage.
Hide and Sneak	Once per Rest: Make a Stealth roll. Use the result as a pool of points to increase Armor, Damage, or Attack in any rounds of combat.

HP 26

DEF 16

ATK +7

DMG 4D8

Weapon: Daggers

Gold:

Equipment & Loot:

Bonus