



# ASTRID SWIFTBLADE

Gnome Thief ♦ Level: 1

## TRAITS

STR -3

DEX +3

CON +0

INT +0

WIS -2

CHA +2



## VIRTUE



## 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:**

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# ASTRID SWIFTBLADE

Gnome Thief ♦ Level: 2

## TRAITS



STR

DEX

CON

INT

WIS

CHA



## VIRTUE



## 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:

Lined area for equipment and loot tracking.

Bonus



# ASTRID SWIFTBLADE

Gnome Thief ♦ Level: 3

## TRAITS



**STR**  
Icon: hand holding a sword

**DEX**  
Icon: bow and arrow

**CON**  
Icon: human figure

**INT**  
Icon: gears

**WIS**  
Icon: open book

**CHA**  
Icon: figure with a banner



## VIRTUE



## 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  
Icon: heart

**DEF** 15  
Icon: armor

**ATK** +4  
Icon: crossed swords

**DMG** 2D6  
Icon: skull

WEAPON:  
Daggers

**GOLD:**

**EQUIPMENT & LOOT:**

Empty box for equipment and loot.

**Bonus**



# ASTRID SWIFTBLADE

Gnome Thief ♦ Level: 4

## TRAITS



**STR**

**DEX**

**CON**

**INT**

**WIS**

**CHA**



## VIRTUE



## 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



### 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:**

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**EQUIPMENT & LOOT:**

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Bonus



# ASTRID SWIFTBLADE

Gnome Thief ♦ Level: 6

## TRAITS



**STR**

**DEX**

**CON**

**INT**

**WIS**

**CHA**



## VIRTUE



## ABILITIES

**HP** 26

**DEF** 16

**ATK** +7

**DMG** 4D8

WEAPON:

Daggers

**GOLD:**

**EQUIPMENT & LOOT:**

**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.

★ Bonus ★