

Grimrot Slinktail

Plaguebringer Level: 1

Traits

Str
-1

Dex
+1

Con
+2

Int
+0

Wis
+1

Cha
-3

Stats

Hp
Max
/10

Def
+3

Atk
+3

Dmg
d8



Notoriety

0 5 15 20

Minions

0 5 15 20

Gold:

Equipment, Loot, and Notes

Bonus:

Penalty:

Abilities

Danger Sense



Add +2 to all rolls to avoid traps and surprise hazards.

Surges



You have 1 Surge you can use to activate surge abilities. Regain all used surges at the beginning of each page.

Scamperstep



Use 1 Surge: Add +d4 to a single Defense roll.

Toxic Fang



Use 1 Surge: Add +d4 to a single Damage roll.

Grimrot Slinktail

Plaguebringer ♡ Level: 3

Traits



Str



Dex



Con



Int



Wis



Cha

Stats



HP

Max
/ 17



Atk
+4



Dmg
2D8



Def
+6



Notoriety



Minions



Gold:

Equipment, Loot, and Notes

Bonus:

Penalty:

Abilities

Danger Sense



Add +2 to all rolls to avoid traps and surprise hazards.

Stealthy



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

Locksmith



Add +2 to all rolls to bypass or open a lock.

Athlete



Add +2 to all rolls to overcome physical and athletic hurdles.

Resilient



Once per page: Reroll any d20 + Constitution roll and take the new result.

Surges



You have 3 Surges you can use to activate surge abilities. Regain all used surges at the beginning of each page.

Scamperstep



Use 1 Surge: Add +d4 to a single Defense roll.

Toxic Fang



Use 1 Surge: Add +d4 to a single Damage roll.

Lucky



Twice per Page: If you roll a 1 on any d20, reroll and take the new result.

Scavenger



Use 1 Surge: When you loot ingredients (via the backpack icon), gain 1 extra ingredient of the same type.

Grimrot Slinktail

Plaguebringer Level: 4

Traits



Str



Dex



Con



Int



Wis



Cha

Stats



Max
/ 21



Atk
+5



Def
+7

Dmg
2D10



Notoriety



Minions



Gold:

Equipment, Loot, and Notes

Bonus:

Penalty:

Abilities

Danger Sense



Add +2 to all rolls to avoid traps and surprise hazards.

Stealthy



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

Locksmith



Add +2 to all rolls to bypass or open a lock.

Athlete



Add +2 to all rolls to overcome physical and athletic hurdles.

Resilient



Twice per page: Reroll any d20 + Constitution roll and take the new result.

Surges



You have 3 Surges you can use to activate surge abilities. Regain all used surges at the beginning of each page.

Scamperstep



Use 1 Surge: Add +d4 to a single Defense roll.

Toxic Fang



Use 1 Surge: Add +d6 to a single Damage roll.

Lucky



Twice per Page: If you roll a 1 on any d20, reroll and take the new result.

Scavenger



Use 1 Surge: When you loot ingredients (via the backpack icon), gain 1 extra ingredient of the same type.

Carrion



Sacrifice a minion to add +1 to a single attack roll.

Level: 5

Str

Dex

Con

Int

Wis

Cha

Stats

Ир

Max
25Atk
+6

Def

8

Dmg

2D12

Gold:

Equipment, Loot, and Notes

Danger Sense

Add +2 to all rolls to avoid traps and surprise hazards.

Stealthy

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

Locksmith

Add +2 to all rolls to bypass or open a lock.

Athlete

Add +2 to all rolls to overcome physical and athletic hurdles.

Resilient

Twice per page: Reroll any d20 + Constitution roll and take the new result.

Surges

You have 4 Surges you can use to activate surge abilities. Regain all used surges at the beginning of each page.

Scamperstep

Use 1 Surge: Add +d6 to a single Defense roll.

Toxic Fang

Use 1 Surge: Add +d6 to a single Damage roll.

Lucky

Twice per Page: If you roll a 1 on any d20, reroll and take the new result.

Scavenger

Use 1 Surge: When you loot ingredients (via the backpack icon), gain 1 extra ingredient of the same type.

Carrion

Sacrifice a minion to add +1 to a single attack roll.

Persistence

Use 2 Surges: Add your Constitution Modifier to one non-Constitution trait roll on the page.

Grimrot Slinktail

Plaguebringer Level: 6

Traits



Str



Dex



Con



Int



Wis



Cha

Stats



Hp

Max
/30

Atk
+7



Def

+10

Dmg

3D8



Notoriety

0 5 15 20

Minions

0 5 15 20

Gold:

Equipment, Loot, and Notes

Bonus:

Penalty:

Abilities

Danger Sense



Add +2 to all rolls to avoid traps and surprise hazards.

Stealthy



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

Locksmith



Add +2 to all rolls to bypass or open a lock.

Athlete



Add +2 to all rolls to overcome physical and athletic hurdles.

Resilient



Twice per page: Reroll any d20 + Constitution roll and take the new result.

Surges



You have 4 Surges you can use to activate surge abilities. Regain all used surges at the beginning of each page.

Scamperstep



Use 1 Surge: Add +d6 to a single Defense roll.

Toxic Fang



Use 1 Surge: Add +d8 to a single Damage roll.

Lucky



Twice per Page: If you roll a 1 on any d20, reroll and take the new result.

Scavenger



Use 1 Surge: When you loot ingredients (via the backpack icon), gain 1 extra ingredient of the same type.

Carrion



Sacrifice a minion to add +2 to a single attack roll.

Persistence



Use 1 Surges: Add your Constitution Modifier to one non-Constitution trait roll on the page.