

DERGAL VOSS

Gobrant Smuggler • Level:1

TRAITS

Hand icon -1

Lock icon 2

Person icon -1

Hand icon -2

Book icon 1

Run icon 1

Lightning bolt icon

STATS

Heart icon 10

Shield icon 12

Gun icon +2

Arrow icon d12



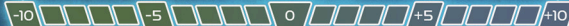
Weapon:
Scattergun

Credits:

EQUIPMENT & LOOT

Bonus:
Penalty

VIRTUE



ABILITIES

Stealthy



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

Locksmith



Add +2 to all rolls to pick a lock.

Pickpocket



When you Pickpocket: Gain d6 in credits. On a result of 6: Lose 1 Virtue Point.

Diversion



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

DERGAL VOSS

Gobrant Smuggler • Level:2

Weapon:
Scattergun

TRAITS



STATS

Health: 14

Strength: +3

Defense: 13

Agility: 2d8

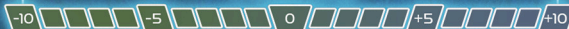


Credits:

EQUIPMENT & LOOT

Bonus:
Penalty:

VIRTUE



ABILITIES

Stealthy



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

Locksmith



Add +2 to all rolls to pick a lock.

Pickpocket



When you Pickpocket: Gain d6 in credits. On a result of 6: Lose 1 Virtue Point.

Diversion



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

Con Artist



Reduce the cost of items by 20%, rounded up. You can't sell back items bought this way.

DERGAL VOSS

Gobrant Smuggler • Level:3

Weapon:
Scattergun

TRAITS



STATS

18



14

+4



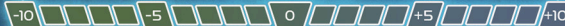
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Credits:

EQUIPMENT & LOOT

Bonus:
Penalty

VIRTUE



ABILITIES

Stealthy



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

Locksmith



Add +2 to all rolls to pick a lock.

Pickpocket



When you Pickpocket: Gain d6 in credits. On a result of 6: Lose 1 Virtue Point.

Danger Sense



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

Persuasive



Add +2 to all rolls to persuade and convince.

Diversion



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

Con Artist



Reduce the cost of items by 20%, rounded up. You can't sell back items bought this way.

DERGAL VOSS

Gobrant Smuggler • Level:4

Weapon:
Scattergun

TRAITS

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STATS

7I 22 14

X-1 > +4 2d12

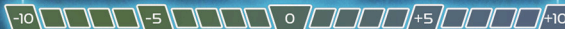


Credits:

EQUIPMENT & LOOT

Bonus:
Penalty

VIRTUE



ABILITIES

Stealthy



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

Locksmith



Add +2 to all rolls to pick a lock.

Pickpocket



When you Pickpocket: Gain d6 in credits. On a result of 6: Lose 1 Virtue Point.

Danger Sense



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

Persuasive



Add +2 to all rolls to persuade and convince.

Diversion



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

Con Artist



Reduce the cost of items by 20%, rounded up. You can't sell back items bought this way.

Lucky



Whenever you roll a 1 on a d20, reroll and take the new result.

Scoundrel



Once per Page: Add d4 to a single roll for Str, Dex, Con, Wis, Int, or Cha.

DERGAL VOSS

Gobrant Smuggler • Level:5

Weapon:
Scattergun

TRAITS



STATS

HP 26
DEF 15

ATT +5
AGI 3d10

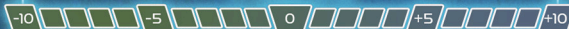


Credits:

EQUIPMENT & LOOT

Bonus:
Penalty:

VIRTUE



ABILITIES

Stealthy



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

Locksmith



Add +2 to all rolls to pick a lock.

Pickpocket



When you Pickpocket: Gain d6 in credits. On a result of 6: Lose 1 Virtue Point.

Danger Sense



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

Persuasive



Add +2 to all rolls to persuade and convince.

Diversion



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

Con Artist



Reduce the cost of items by 20%, rounded up. You can't sell back items bought this way.

Lucky



Whenever you roll a 1 on a d20, reroll and take the new result.

Scoundrel



Once per Page: Add d4 to a single roll for Str, Dex, Con, Wis, Int, or Cha.

Sabotage



Once per Page: Reduce your Damage rolls by -2 to gain a +1 to Defense for the Page.

Deception



Once per Page: Reduce your Damage rolls by -4 and add +2 to all Attack rolls for the Page.

DERGAL VOSS

Gobrant Smuggler • Level:6

Weapon:
Scattergun

TRAITS



STATS

HP 30

DEF 16

STR +5

DEX 3d12

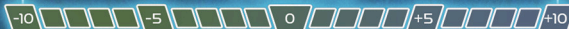


Credits:

EQUIPMENT & LOOT

Bonus:
Penalty

VIRTUE



ABILITIES

Stealthy



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

Locksmith



Add +2 to all rolls to pick a lock.

Pickpocket



When you Pickpocket: Gain d6 in credits. On a result of 6: Lose 1 Virtue Point.

Danger Sense



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

Persuasive



Add +2 to all rolls to persuade and convince.

Diversion



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

Con Artist



Reduce the cost of items by 20%, rounded up. You can't sell back items bought this way.

Lucky



Whenever you roll a 1 on a d20, reroll and take the new result.

Scoundrel



Once per Page: Add d4 to a single roll for Str, Dex, Con, Wis, Int, or Cha.

Sabotage



Once per Page: Reduce your Damage rolls by -2 to gain a +1 to Defense for the Page.

Deception



Once per Page: Reduce your Damage rolls by -4 and add +2 to all Attack rolls for the Page.

Forgery



Once per Page: Reroll any die roll and take the new result.