Grimrot Slinktail

Plaguebringer ◆ Level: 1

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.

Traits

- **Str** -1
- **Dex** +1
- **Con** +2
- **Int** +0
- **Wis** +1
- **Cha** -3

Notoriety

0   5   10   15   20

Minions

0   5   10   15   20

Gold:

Equipment, Loot, and Notes

Stats

- **Hp** **Max** /10
- **Atk** +3
- **Def** +3
- **Dmg** d8

Bonus: _____

Penalty: _____

Grimrot Slinktail

Plaguebringer ❖ Level: 2

Traits

- Str
- Dex
- Con
- Int
- Wis
- Cha
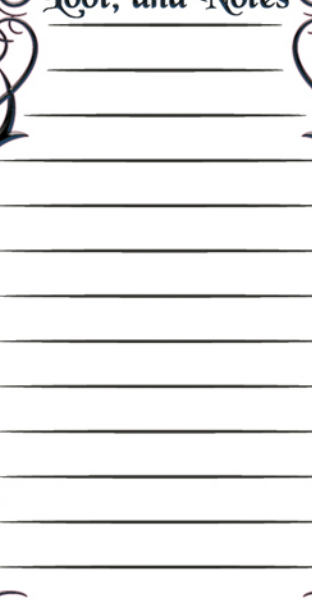
Notoriety

0   5   15   20

Minions

0   5   15   20

Gold:

Equipment, Loot, and Notes

Stats

| Hp | Max /13 | Atk +4 |
| Def +5 | | Dmg d12 |

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.

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

Surges — You have 2 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.

Grimrot Slinktail

Plaguebringer ◆ Level: 3

Traits

- Str
- Dex
- Con
- Int
- Wis
- Cha

Notoriety

0   5   15   20

Minions

0   5   15   20

Gold:

Equipment, Loot, and Notes

Stats

Hp Max /17

Atk +4

Def +6

Dmg 2D8

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

- **Hp** **Max** /21 **Atk** +5
- **Def** +7 **Dmg** 2D10

Notoriety

0   5   15   20

Minions

0   5   15   20

Gold:

Equipment, Loot, and Notes

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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.

Grimrot Slinktail

Plaguebringer ◊ **Level: 5**

Traits

- Str
- Dex
- Con
- Int
- Wis
- Cha

Notoriety

0 — 5 — 15 — 20

Minions

0 — 5 — 15 — 20

Gold:

Equipment, Loot, and Notes

Bonus: _____

Penalty: _____

Stats

- **Hp** ___ / **Max** 25
- **Atk** +6
- **Def** +8
- **Dmg** 2D12

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 +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.

Persistance — 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

Notoriety

0   5   15   20

Minions

0   5   15   20

Gold:

Equipment, Loot, and Notes

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Bonus: _____

Penalty: _____

Stats

- ❤ **Hp**
- **Max** /30
- ⚔ **Atk** +7
- 🛡 **Def** +10
- 💀 **Dmg** 3D8

Abilities

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