

Nargle Nightbane

Filthreaper ♡ Level: 1

Traits

Str
+1

Dex
+3

Con
+0

Int
-4

Wis
+0

Cha
+0

Stats

Hp
Max
/10

Def
+1

Atk
+4

Dmg
d10



Notoriety

0 5 15 20

Minions

0 5 15 20

Gold:

Equipment, Loot, and Notes

Bonus:

Penalty:

Abilities

Locksmith



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

Pickpocket



When you Pickpocket: Gain d6 in gold. (see pickpocket rules)

Nimble



Once per Page: Reroll any d20 + Dexterity roll and take the new result.

Twist the Blade



Once per Page: Reroll a Damage roll and take the new result if it is higher.

Nargle Nightbane

Filthreaper  Level: 2

Traits



Stats



Notoriety



Minions



Gold:

Equipment, Loot, and Notes

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Bonus:

Penalty:

Abilities

Locksmith



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

Survivalist



Add +2 to all rolls to endure long journeys.

Stealthy



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

Pickpocket



When you Pickpocket: Gain d6 in gold. (see pickpocket rules)

Nimble



Once per Page: Reroll any d20 + Dexterity roll and take the new result.

Twist the Blade



Once per Page: Reroll a Damage roll and take the new result if it is higher.

Gang of Thieves



Sacrifice a Minion to add +2 to a single defense roll.

Nargle Nightbane

Filthreaper  Level: 3

Traits

Str

Dex

Con

Int

Wis

Cha

Stats

Up

Max
19

Atk
+7

Def

+3

Dmg

2D6

Notoriety

Minions

Gold:

Equipment, Loot, and Notes

Abilities

Locksmith

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

Survivalist

Add +2 to all rolls to endure long journeys.

Stealthy

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

Investigator

Add +2 to all rolls to search and investigate.

Pickpocket

When you Pickpocket: Gain d6 in gold. (see pickpocket rules)

Nimble

Once per Page: Reroll any d20 + Dexterity roll and take the new result.

Twist the Blade

Once per Page: Reroll a Damage roll and take the new result if it is higher.

Gang of Thieves

Sacrifice a Minion to add +2 to a single defense roll.

Backstab

Once per Rest: Add +d4 to all Damage rolls on the Page.

Sneak Attack

Once per Rest: Add +d4 to all Attack rolls on the Page.

Nargle Nightbane

Filthreaper Level: 5

Traits

Str

Dex

Con

Int

Wis

Cha

Stats

Up

Max
28

Atk

+10

Def

+5

Dmg

2010

Notoriety

Minions

Gold:

Equipment, Loot, and Notes

Abilities

Locksmith

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

Survivalist

Add +2 to all rolls to endure long journeys.

Stealthy

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

Investigator

Add +2 to all rolls to search and investigate.

Pickpocket

When you Pickpocket: Gain d6 in gold. (see pickpocket rules)

Nimble

Twice per Page: Reroll any d20 + Dexterity roll and take the new result.

Twist the Blade

Once per Page: Reroll a Damage roll and take the new result if it is higher.

Gang of Thieves

Sacrifice a Minion to add +2 to a single defense roll.

Backstab

Twice per Rest: Add +d6 to all Damage rolls on the Page.

Sneak Attack

Once per Rest: Add +d4 to all Attack rolls on the Page.

Pack Tactics

Once per Page: Sacrifice a Minion to negate all damage from a single source.

Bonus:

Penalty:

