DERGAL VOSS

Gobrant Smuggler ◆ Level:1

Weapon: Scattergun

-10 | -5 | 0 | +5 | +10

TRAITS

- STR **-1**
- DEX **2**
- CON **-1**
- INT **-2**
- WIS **1**
- CHA **1**

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.

Credits:

EQUIPMENT & LOOT

Bonus : Penalty

STATS

- HP
- MAX **10**
- DEF **12**
- ATK **+2**
- DMG **d12**

DERGAL VOSS

Gobrant Smuggler ◆ Level: 2

Weapon:
Scattergun

-10 ▮▮▮▮▮ -5 ▮▮▮▮▮ 0 ▮▮▮▮▮ +5 ▮▮▮▮▮ +10

TRAITS

- STR
- DEX
- CON
- INT
- WIS
- CHA

STATS

- HP — MAX 14 — DEF 13
- ATK +3 — DMG 2d8

Credits:

EQUIPMENT & LOOT

Bonus :
Penalty

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

TRAITS

- STR
- DEX
- CON
- INT
- WIS
- CHA

Weapon:
Scattergun

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.

Credits:

EQUIPMENT & LOOT

Bonus :
Penalty

STATS

- HP | MAX 18 | DEF 14
- ATK +4 | DMG 2d10

DERGAL VOSS

Gobrant Smuggler ◆ Level: 4

Weapon:
Scattergun

TRAITS

- STR
- DEX
- CON
- INT
- WIS
- CHA

STATS

| HP | MAX | 22 | DEF | 14 |
| ATK | +4 | DMG | 2d12 |

Credits:

EQUIPMENT & LOOT

Bonus :
Penalty

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

-10 | -5 | 0 | +5 | +10

TRAITS

STR
DEX
CON
INT
WIS
CHA

STATS

HP | MAX 26 | DEF 15
ATK +5 | DMG 3d10

Credits:

EQUIPMENT & LOOT

Bonus:
Penalty

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

VIRTUE

-10 ▮▮▮▮▮ -5 ▮▮▮▮▮ 0 ▮▮▮▮▮ +5 ▮▮▮▮▮ +10

TRAITS

- STR
- DEX
- CON
- INT
- WIS
- CHA

STATS

| HP | | MAX | 30 | DEF | 16 |
| ATK | +5 | | | DMG | 3d12 |

Credits:

EQUIPMENT & LOOT

Bonus :
Penalty

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.