

# Jasper



Jasper grew up as a sewer rat in Dantir, where he apprenticed to an apothecary before turning to his current path.

**NAME** Jasper      **ARCHETYPE** Specialist      **LEVEL** 2  
**VOCATION** Herbalist      **XP** 0  
**COMPLICATION** Kleptomaniac      **XP TO LVL** 3

#### WEAPONS AND ARMOR

Armour: Leather (-1 damage reduction)

Weapon: Short Sword (1D4 damage)

Weapon: Throwing Dagger (1D4 damage)

**PHY**

8

**AGI**

15

**INT**

10

**WIL**

12

**HP**

12

**HIT DIE**

D8

**Luck**

4

6

8

10

12

#### CLASS ABILITIES

**Luckiest of Them All:** Each morning, if the Specialist's Luck Die has been downgraded, it is restored by 1 step.

**Sneak Attack:** When attacking an unaware enemy with discernible anatomy, the Specialist receives a Positive Die and deals triple damage.

**Improved Reflexes:** When trying to avoid damage or effects with Agility, the Specialist receives a Positive Die.

**Specialist's Skills:** A Specialist always rolls with a Positive Die when performing delicate tasks such as moving stealthily, hiding, hearing noises, deciphering languages, and climbing and opening locks.

#### LOOT SPELLS NOTES