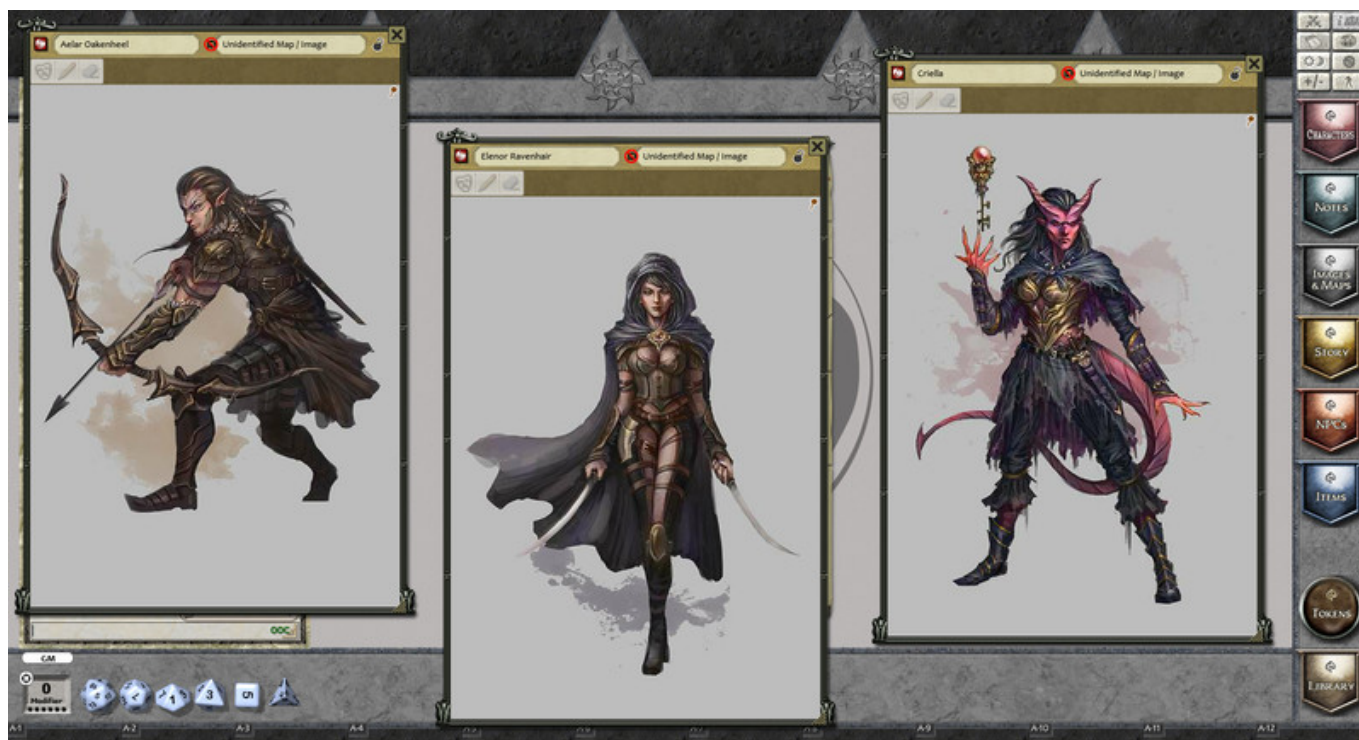


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## Fantasy Grounds - Ultimate NPCs: Skullduggery (PFRPG) Torrent Download [full Version]



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### About This Content

#### Ultimate NPCs - Skullduggery (PFRPG)

This book was written to be a resource to Game Masters and Players alike. It contains a wealth of information for developing plot points, character behaviors, histories, guilds, and many other valuable assets designed to aid in the running and playing of fantasy role playing games.

*This module includes 30 finely crafted NPCs at levels 1, 4, 8, 12, 16, and 20 making 180 unique characters with:*

- back stories
- personality traits
- role playing cues
- unique items
- unique spells
- Including 8 generic NPCs

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**Requires:** An active subscription or 1-time standard or Ultimate license of Fantasy Grounds and the included Pathfinder ruleset.

Conversion by: Danny Stratton

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Title: Fantasy Grounds - Ultimate NPCs: Skullduggery (PFRPG)

Genre: Indie, RPG, Strategy

Developer:

SmiteWorks USA, LLC

Release Date: 8 Nov, 2016

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**Minimum:**

**OS:** Windows XP, Vista, 7x , 8x or 10x

**Processor:** 1.6 GHz or higher processor

**Memory:** 1 GB RAM

**Graphics:** Graphics card recommended

**DirectX:** Version 9.0c

**Network:** Broadband Internet connection

**Storage:** 500 MB available space

**Sound Card:** N/A

**Additional Notes:** Requirements vary by the add-ons installed and the number of players connecting to your game.

English

### Encounter Table

1630	Name	Race	Alignment	Class
1	Aelar Oakensheel	Elf	Neutral Good	Ranger
2	Alcius Greenmoss	Halling	Neutral Good	Bard
3	Cogrin Heavyfist	Human	Chaotic Good	Barbarian
4	Criella	Tiefling		
5	Elenor Ravenhair	Human		
6	Mardren Mar	Human		
7	Natterjack	Gnome		
8	Nell	Human		
9	Tam Fletcher	Human		

#### AELAR OAKENSHEEL

Aelar Oakensheel (image)

**OVERVIEW**

Aelar spent his youth tracking and hunting wild animals in a forested valley near his tribe's village, selling the pelts to traveling merchants. It was a simple life, but when he reached maturity he wanted more. He sought fortune in the settlements he had learned about from passing traders and weary travelers. He joined a caravan and journeyed far from home over several weeks. It wasn't long after reaching the first city that he realized civilization isn't very civilized.

His entire stock of pelts which he brought with him was stolen on the first night they arrived, along with many other things from the other traders' wagons. The city was in an uproar over the theft to the first person to bring the thief having a vested interest in the matter had fled with the stolen merchandise and to a nearby river. There was no arrows found their mark and all the bark of the river as they loaded the were returned to their rightful owners handsome reward.

In the decades since, he has spent it contracts for outlaws, murders as while, he has gained much fame, and now he finds himself the target of looking to collect a bounty on him.

It would seem that he has unwritten on contracts for important members. Whenever he spends time in and around his face, and is habitually looking.

**ROLE-PLAYING AELAR**

#### CRIELLA

Criella (image)

**OVERVIEW**

Criella was abandoned too young to remember her parents. It was a miracle that she survived, having been left on the filthy streets of the peasant quarter. It is said that siblings are not of this world, and that they are more demon than mortal. Much is said, but what is true is that their infants are not as helpless as those of men, and that they.

Strong in spirit and in body, she climbed the sheer stone walls on rainy nights. She try to hide her more out: Criella was proud of what she was, and proud of what she wanted, with judgments of others and, same.

There came a time when burglarizing homes, only here, a trinket there, but targets. Rumors among about a greedy demon v. to take anything shiny th

#### ELENOR RAVENHAIR

Elenor Ravenhair (image)

**OVERVIEW**

Strong in spirit and in body, she climbed the sheer stone walls on rainy nights. She try to hide her more out: Criella was proud of what she was, and proud of what she wanted, with judgments of others and, same.

There came a time when burglarizing homes, only here, a trinket there, but targets. Rumors among about a greedy demon v. to take anything shiny th

**ELENOR IN YOUR GAME**

Elenor will, of course, attempt to seduce, drug, and steal

#### Elenor Ravenhair (Level 1)

Type: Female human rogue 1  
CG Medium humanoid (human)

Initiative: +3 CR: 0.5

Senses: Perception

**DEFENSE**

AC: 16, touch 1

HD: 10E

HP: 8

Saves: Fortitude

SQ: trapfinding

**OFFENSE**

Speed: 30 ft.

Attack: short sword +3 (1d6/19-)

Full Attack: 2 short sw

#### Elenor Ravenhair (Level 4)

Type: Female human rogue 4  
CG Medium humanoid (human)

Initiative: +3 CR: 3

Senses: Perception +8

**DEFENSE**

AC: 16, touch 1

HD: 4E8

HP: 21

Saves: Fortitude +1

SQ: evasion, talents (trapfind)

**OFFENSE**

Speed: 30 ft.

Attack: mwk. shc. crossbow

#### Elenor Ravenhair (Level 8)

Type: Female human rogue 8  
CG Medium humanoid (human)

Initiative: +3 CR: 12

Senses: Perception +12

**DEFENSE**

AC: 18, touch 14, flat-footed 1 (dodge)

HD: 8E8

HP: 39

Saves: Fortitude +2, Reflex +9

SQ: evasion, improved uncanny evasion, +2, rogue talents (fast sh. ledge walker, quick disab

**OFFENSE**

Speed: 30 ft.

Attack: +1 short sword +10 (1d6/19-)

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ULTIMATE NPCs - SKULDUGGERY

0.1.0 LEGAL AND CREDITS

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3.0 ENCOUNTER TABLE

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5.0 GOOD ALIGNED CHARACTER

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7.0 NEUTRAL ALIGNED CHARACTER

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10.0 GENERIC NPCs

11.0 UNIQUE ITEMS

12.0 UNIQUE SPELLS

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13.0 ACKNOWLEDGMENTS

14.0 LEGAL APPENDIX

**REFERENCE**

**12.1 Unique Spells**

**UNIQUE SPELLS**

A life spent on the wrong side of the law requires a particular set of spells to aid a crafty character in their skulduggery affairs. The following selection of spells were designed for just this purpose, and are ready to be put to good (or morally questionable) use.

- Donnybrook (Spell)
- Fade (Spell)
- Invisible Arrow (Spell)
- Lucky Cricket (Spell)
- Patter (Spell)
- Shadow Path (Spell)
- Sticky Fingers (Spell)
- Talk the Talk (Spell)
- Thief's Eye (Spell)
- Unlock (Spell)
- Windfall (Spell)



CHARACTERS

NOTES

LOGS & MAPS

STORY

NPCS

ITEMS

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A.1 A.2 A.3 A.4 A.5 A.6 A.7 A.8 A.9

**Donnybrook**

enchantment (compulsion)  
[mind-affecting]

Level bard 4

Components V, S

Casting Time 1 star

Range close

Effect/Target creat  
sper

Duration 1 rou  
dich

Saving Throw Will r

Spell Resist. Yes

You shout the word "common tongue into

**Fade**

illusion (glamer)

Level alchemist 1, magus 1,  
measmerist 1, psychic 1, ranger  
1, shac  
witch

Components S, M (ch  
arac

Casting Time 1 star

Range perso

Effect/Target you

Duration 1 min

Saving Throw

Spell Resist.

**Invisible Arrow**

illusion (glamer)

Level antipaladin 1, bard 0, inquisitor  
0, medium 0, measmerist 0,  
occultist 0, psychic 0,  
sorcerer/wizard 0, spiritualist 0,  
summoner 0

Components V, F (a weapon requiring  
ammunition)

ULTIMATE NPCs - SKULDUGGERY

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9.0 EVIL ALIGNED CHARACTER

10.0 GENERIC NPCs

10.1 Generic NPCs

10.2.1 Brigands

10.2.2 Ruffians

10.2.3 Swindlers

10.2.4 Thieves

10.2.5 Bandits

10.2.6 Assassins

11.0 UNIQUE ITEMS

**REFERENCE**

**10.1 Generic NPCs**

**GENERIC NPCs**

This section contains examples of unnamed NPCs that can be used individually, or in groups. Their attributes, skills, features, and actions have been carefully chosen to provide many different encounter possibilities with different challenge ratings.

**INDIVIDUAL ENCOUNTER TABLE**

The following table can be used to generate a random NPC from this section. They are arranged by challenge rating if you are looking to fit a particular encounter.

Generic Npcs (Table)

**GROUP ENCOUNTER TABLES**

For generating encounter groups quickly, generate the group randomly by rolling rating. If you want to add a bit more choice, the earlier chapters in this book, or one.

**BRIGANDS**

The party is most likely to encounter a post-very establishment that serves goods.

Brigands (Table)

**RUFFIANS**

The party may be set upon by a group of settlements. An encounter could happen particularly if the ruffians can see the d

**Generic NPCs - Individual Encounter Table**

The following table can be used to generate a random NPC from this section. They are arranged by challenge rating if you are looking to fit a particular encounter.

Roll:  Custom  Chat

1d100	CR	Table	
1	2	1/3	<input checked="" type="checkbox"/> Basic Brigand
3	4	1/3	<input checked="" type="checkbox"/> Basic Ruffian
5	6	1/3	<input checked="" type="checkbox"/> Basic Thief
7	8	1/3	<input checked="" type="checkbox"/> Basic Bandit
9	10	1/2	<input checked="" type="checkbox"/> Average Brigand
11	12	1/2	<input checked="" type="checkbox"/> Average Ruffian
13	14	1/2	<input checked="" type="checkbox"/> Basic Swindler
15	16	1/2	<input checked="" type="checkbox"/> Average Thief
17	18	1/2	<input checked="" type="checkbox"/> Average Bandit
19	20	1/2	<input checked="" type="checkbox"/> Basic Assassin
21	22	1	<input checked="" type="checkbox"/> Skilled Brigand
23	24	1	<input checked="" type="checkbox"/> Skilled Ruffian

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