



# AZMYRA THE RECKLESS

Half-Demon Swashbuckler ♦ Level: 1

## TRAITS

STR +0

DEX +2

CON -2

INT -1

WIS -1

CHA +2



## VIRTUE



## ABILITIES

**LUCKY** ♦ Once per Page: If you roll a 1 on a d20, reroll and take the new result.

**PICKPOCKET** 🗑 Once per Page when encountering a non-enemy character: Gain d4 in gold. On a result of 4: Lose 1 Virtue Point.

**LOCKSMITH** Add +2 to all rolls to pick a lock.

**DODGE** ♦ Once per Page: Take half of the damage from a single source, rounded up.

**PARRY** If you take damage from an enemy, add +2 to your next attack roll.

HP 9



DEF 12

ATK +3

DMG D10

WEAPON:  
**Rapier**

**GOLD:**

**EQUIPMENT & LOOT:**


★ Bonus ★



# AZMYRA THE RECKLESS

Half-Demon Swashbuckler ♦ Level: 2

## TRAITS



**STR**

**DEX**

**CON**

**INT**

**WIS**

**CHA**



## VIRTUE



## ABILITIES

**LUCKY** ♦ Once per Page: If you roll a 1 on a d20, reroll and take the new result.

**PICKPOCKET** Once per Page when encountering a non-enemy character: Gain d4 in gold. On a result of 4: Lose 1 Virtue Point.

**LOCKSMITH** Add +2 to all rolls to pick a lock.

**PERSUASIVE** Add +2 to all rolls to persuade and convince.

**DODGE** ♦ Once per Page: Take half of the damage from a single source, rounded up.

**PARRY** If you take damage from an enemy, add +2 to your next attack roll.

**THRUST** ♦ Once per Page: Add d6 to your Damage roll.

**HP** 13

**DEF** 13

**ATK** +4

**DMG** D12

WEAPON:  
**Rapier**

**GOLD:**

**EQUIPMENT & LOOT:**

Empty box for recording gold and equipment/loot.



# AZMYRA THE RECKLESS

Half-Demon Swashbuckler ♦ Level: 3

## TRAITS



## VIRTUE



## ABILITIES

**LUCKY** ♦ Once per Page: If you roll a 1 on a d20, reroll and take the new result.

**PICKPOCKET** Once per Page when encountering a non-enemy character: Gain d4 in gold. On a result of 4: Lose 1 Virtue Point.

**LOCKSMITH** Add +2 to all rolls to pick a lock.

**PERSUASIVE** Add +2 to all rolls to persuade and convince.

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

**DANGER SENSE** Add +2 to all rolls to avoid traps and surprise hazards.

**DODGE** ♦ Once per Page: Take half of the damage from a single source, rounded up.

**PARRY** If you take damage from an enemy, add +2 to your next attack roll.

**THRUST** ♦ Once per Page: Add d6 to your Damage roll.

**HP** 16

**DEF** 13

**ATK** +5

**DMG** 2D8

WEAPON:  
**Rapier**

**GOLD:**

**EQUIPMENT & LOOT:**

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Bonus

# AZMYRA THE RECKLESS

Half-Demon Swashbuckler ♦ Level: 4

## TRAITS

**STR**

**DEX**

**CON**

**INT**

**WIS**

**CHA**



## VIRTUE



## ABILITIES

**LUCKY** ♦ Once per Page: If you roll a 1 on a d20, reroll and take the new result.

**PICKPOCKET** ◊ Once per Page when encountering a non-enemy character: Gain d4 in gold. On a result of 4: Lose 1 Virtue Point.

**LOCKSMITH** ◊ Add +2 to all rolls to pick a lock.

**PERSUASIVE** ◊ Add +2 to all rolls to persuade and convince.

**STEALTHY** ◊ Add +2 to all rolls to sneak and remain hidden.

**DANGER SENSE** ◊ Add +2 to all rolls to avoid traps and surprise hazards.

**ATHLETE** ◊ Add +2 to all rolls to overcome physical and athletic hurdles.

**DODGE** ◊ Once per Page: Take half of the damage from a single source, rounded up.

**PARRY** ◊ If you take damage from an enemy, add +2 to your next attack roll.

**THRUST** ◊ Once per Page: Add d6 to your Damage roll.

**FANCY FOOTWORK** ◊ Once per Page: Add your Dexterity Modifier to a single Attack and Damage roll.



**HP**  
 19

**DEF**  
 14

**ATK**  
 +6

**DMG**  
 2d10

**WEAPON:**  
**Rapier**

**GOLD:**

**EQUIPMENT & LOOT:**


★ Bonus ★

# AZMYRA THE RECKLESS

Half-Demon Swashbuckler ♦ Level: 5



## TRAITS



STR

DEX

CON

INT

WIS

CHA



## VIRTUE



## ABILITIES

**LUCKY** ♦ Once per Page: If you roll a 1 on a d20, reroll and take the new result.

**PICKPOCKET** Once per Page when encountering a non-enemy character: Gain d4 in gold. On a result of 4: Lose 1 Virtue Point.

**LOCKSMITH** Add +2 to all rolls to pick a lock.

**PERSUASIVE** Add +2 to all rolls to persuade and convince.

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

**DANGER SENSE** Add +2 to all rolls to avoid traps and surprise hazards.

**ATHLETE** Add +2 to all rolls to overcome physical and athletic hurdles.

**DODGE** ♦ Once per Page: Take half of the damage from a single source, rounded up.

**PARRY** If you take damage from an enemy, add +2 to your next attack roll.

**THRUST** ♦ Once per Page: Add d6 to your Damage roll.

**FANCY FOOTWORK** ♦ Once per Page: Add your Dexterity Modifier to a single Attack and Damage roll.

**EN GARDE** ♦♦ Twice per Page: Reduce your Attack rolls by 2 to gain a +1 to Defense.

HP 23

DEF 15

ATK +6

DMG 3d8

WEAPON:  
**Rapier**

**GOLD:**

**EQUIPMENT & LOOT:**

Empty lines for equipment and loot tracking.

Bonus



# AZMYRA THE RECKLESS

Half-Demon Swashbuckler ♦ Level: 6

## TRAITS



## VIRTUE



## ABILITIES

HP 27

DEF 16

ATK +7

DMG 3d10

WEAPON:

Rapier

GOLD:

EQUIPMENT & LOOT:

LUCKY Once per Page: If you roll a 1 on a d20, reroll and take the new result.

PICKPOCKET Once per Page when encountering a non-enemy character: Gain d4 in gold. On a result of 4: Lose 1 Virtue Point.

LOCKSMITH Add +2 to all rolls to pick a lock.

PERSUASIVE Add +2 to all rolls to persuade and convince.

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

DANGER SENSE Add +2 to all rolls to avoid traps and surprise hazards.

ATHLETE Add +2 to all rolls to overcome physical and athletic hurdles.

DODGE Once per Page: Take half of the damage from a single source, rounded up.

PARRY If you take damage from an enemy, add +2 to your next attack roll.

THRUST Once per Page: Add d6 to your Damage roll.

FANCY FOOTWORK Once per Page: Add your Dexterity Modifier to a single Attack and Damage roll.

EN GARDE Twice per Page: Reduce your Attack rolls by 2 to gain a +1 to Defense.

MASTER DUELIST Once per Page: Make an extra Attack and Damage roll.

Bonus