

THATCH SPRINGWILLOW

Thorn Weaver

Level: 1

TRAITS

Str
+0

Dex
+2

Con
-2

Int
+2

Wis
-2

Cha
+0

STATS

HP
Max
10

Atk
+3

Def
+1

Dmg
D10



VIRTUE



Weapon: Thorn Whip

Amber: 0

EQUIPMENT AND LOOT

Lined area for equipment and loot details.

Bonus:

Penalty:

ABILITIES

Investigator



Add +2 to all rolls to search and investigate.

Spells



You have 2 Spell Points you can use to cast spells. Regain all used spell points on a Rest.

Barkfur Armor



Use 1 Spell Point: Add D4 bonus to all Defense rolls on the page.

Petal Storm



Use 1 Spell Point: Add D4 bonus to all Damage rolls on the page.

THATCH SPRINGWILLOW

Thorn Weaver

Level: 2

TRAITS

Str 

Dex 

Con 


Int 

Wis 

Cha 

STATS

HP Max 15 

Atk +4 

Def +2 

Dmg D12 



VIRTUE



Weapon: Thorn Whip

Amber:

EQUIPMENT AND LOOT

Blank lined area for equipment and loot.

Bonus:

Penalty:

ABILITIES

Investigator



Add +2 to all rolls to search and investigate.

Bug Tamer



Add +2 to all rolls to train and handle bugs.

Arcane Adept



Add +2 to all rolls to handle and deal with magic.

Mnemonic Mastery



Once per Page: Reroll any D20 + Intellect roll and take the new result.

Spells



You have 4 Spell Points you can use to cast spells. Regain all used spell points on a Rest.

Barkfar Armor



Use 1 Spell Point : Add D4 bonus to all Defense rolls on the page.

Petal Storm



Use 1 Spell Point : Add D4 bonus to all Damage rolls on the page.

THATCH SPRINGWILLOW

Thorn Weaver

Level: 3

TRAITS

Str

Dex

Con

Int

Wis

Cha

STATS

HP Max **18**

Def **+3**

Atk **+5**

Dmg **2D8**



VIRTUE



Weapon: Thorn Whip

Amber:

EQUIPMENT AND LOOT

Equipment and Loot tracking area with 10 horizontal lines.

Bonus:
Penalty:

ABILITIES

Investigator



Add +2 to all rolls to search and investigate.

Bug Tamer



Add +2 to all rolls to train and handle bugs.

Arcane Adept



Add +2 to all rolls to handle and deal with magic.

Survivalist



Add +2 to all rolls to endure long journeys.

Mnemonic Mastery



Once per Page: Reroll any D20 + Intellect roll and take the new result.

Spells



You have 6 Spell Points you can use to cast spells. Regain all used spell points on a Rest.

Barkfur Armor



Use 1 Spell Point: Add D4 bonus to all Defense rolls on the page.

Petal Storm



Use 1 Spell Point: Add D4 bonus to all Damage rolls on the page.

Photosynthesis



Use 1 Spell Point: Restore D4 health.

THATCH SPRINGWILLOW

Thorn Weaver

Level: 4

TRAITS



Str



Dex



Con



Int



Wis



Cha

STATS



HP

Max
22



Def

+4



Atk

+6



Dmg

2D10



VIRTUE



Weapon: Thorn Whip

Amber:

EQUIPMENT AND LOOT

Blank lined area for equipment and loot.

Bonus:

Penalty:

ABILITIES

Investigator



Add +2 to all rolls to search and investigate.

Bug Tamer



Add +2 to all rolls to train and handle bugs.

Arcane Adept



Add +2 to all rolls to handle and deal with magic.

Survivalist



Add +2 to all rolls to endure long journeys.

Mnemonic Mastery



Once per Page: Reroll any D20 + Intellect roll and take the new result.

Verdant Viel



Twice per Rest: Reroll a Defense roll and take the new result.

Spells



You have 9 Spell Points you can use to cast spells. Regain all used spell points on a Rest.

Barkfur Armor



Use 1 Spell Point: Add D4 bonus to all Defense rolls on the page.

Petal Storm



Use 1 Spell Point: Add D6 bonus to all Damage rolls on the page.

Photosynthesis



Use 1 Spell Point: Restore D4 health.

THATCH SPRINGWILLOW

Thorn Weaver

Level: 5

TRAITS



Str

Dex

Con

Int

Wis

Cha

STATS

HP Max 26

Atk +6

Def +5

Dmg 3D8

VIRTUE



Weapon: Thorn Whip

Amber:

EQUIPMENT AND LOOT

Blank lined area for equipment and loot.

Bonus:

Penalty:

ABILITIES

Investigator



Add +2 to all rolls to search and investigate.

Bug Tamer



Add +2 to all rolls to train and handle bugs.

Arcane Adept



Add +2 to all rolls to handle and deal with magic.

Survivalist



Add +2 to all rolls to endure long journeys.

Mnemonic Mastery



Twice per Page: Reroll any D20 + Intellect roll and take the new result.

Verdant Viel



Twice per Rest: Reroll a Defense roll and take the new result.

Spells



You have 11 Spell Points you can use to cast spells. Regain all used spell points on a Rest.

Barkfur Armor



Use 1 Spell Point: Add D4 bonus to all Defense rolls on the page.

Petal Storm



Use 1 Spell Point: Add D6 bonus to all Damage rolls on the page.

Photosynthesis



Use 1 Spell Point: Restore D4 health.

Sylvan Surge



Use 1 Spell Point: Add D8 bonus to all rolls for INT, WIS, and CHA on the page.

THATCH SPRINGWILLOW

Thorn Weaver

Level: 6

TRAITS



Str

Dex

Con

Int

Wis

Cha

STATS

HP Max 30

Atk +7

Def +5

Dmg 3D10

VIRTUE



Weapon: Thorn Whip

Amber:

EQUIPMENT AND LOOT

Blank lined area for equipment and loot.

Bonus:

Penalty:

ABILITIES

Investigator



Add +2 to all rolls to search and investigate.

Bug Tamer



Add +2 to all rolls to train and handle bugs.

Arcane Adept



Add +2 to all rolls to handle and deal with magic.

Survivalist



Add +2 to all rolls to endure long journeys.

Mnemonic Mastery



Twice per Page: Reroll any D20 + Intellect roll and take the new result.

Verdant Viel



Twice per Rest: Reroll a Defense roll and take the new result.

Spells



You have 12 Spell Points you can use to cast spells. Regain all used spell points on a Rest.

Barkfur Armor



Use 1 Spell Point: Add D4 bonus to all Defense rolls on the page.

Petal Storm



Use 1 Spell Point: Add D6 bonus to all Damage rolls on the page.

Photosynthesis



Use 1 Spell Point: Restore D4 health.

Sylvan Surge



Use 1 Spell Point: Add D8 bonus to all rolls for INT, WIS, and CHA on the page.

Toxic Bloom



Use 1 Spell Point: Add D8 bonus to all Attack rolls on the page.