Azmyra The Reckless

Half-Demon Swashbuckler ◆ Level: 1

Traits

Str	+0
Dex	+2
Con	-2
Int	-1
Wis	-1
Cha	+2

Virtue

-10 -5 0 +5 +10

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

-10 -5 0 +5 +10

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:

Bonus

Azmyra The Reckless

Half-Demon Swashbuckler ◆ Level: 3

Traits

Str	Dex	Con
Int	Wis	Cha

Virtue

-10 -5 0 +5 +10

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:

Bonus

Azmyra The Reckless

Half-Demon Swashbuckler ◆ Level: 4

Traits

Str	Dex	Con

Int	Wis	Cha

Virtue

-10 -5 0 +5 +10

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

-10 -5 0 +5 +10

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:

Bonus

Azmyra The Reckless

Half-Demon Swashbuckler ◆ Level: 6

Traits

Str	Dex	Con
Int	Wis	Cha

Virtue

-10 -5 0 +5 +10

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.
Master Duelist	Once per Page: Make an extra Attack and Damage roll.

HP 27

DEF 16

ATK +7

DMG 3d10

Weapon: Rapier

Gold:

Equipment & Loot:

Bonus