

Zeraphine Morgrave

Blooddrinker Level: 1

Traits

Str

k-2

Dex

-1

Con

 $\lim_{k \rightarrow \infty} \mathbf{0} = \mathbf{0}$

Int

+

Wis

 $k+1$

Cha

+2



Notoriety

Minions

Gold:

Equipment, Loot, and Notes

Bonus:

Penalty:

Abilities

Persuasive

Add +2 to all rolls to persuade and convince.

Velvet Allure

Once per Page: Reroll any d20 + Charisma roll and take the new result.

Surges

You have 1 Surges you can use to activate surge abilities. Regain all used surges at the beginning of each page.

Montrous Form

Use 1 Surge: Add +d4 to a single d20 Strength, Dexterity, or Constitution roll.

Zeraphine Morgrave

Blooddrinker Level: 2

Traits

Str

Dex

Con

Int

Wis

Cha

Stats

¶

Max
20

Atk
+4

Def

+3

Dmg

d10

Notoriety

0

5

15

20

Minions

0

5

15

20

Gold:

Equipment, Loot, and Notes

Abilities

Persuasive

Add +2 to all rolls to persuade and convince.

Stealthy

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

Student

Add +2 to all rolls to recall history and knowledge.

Velvet Allure

Once per Page: Reroll any d20 + Charisma roll and take the new result.

Surges

You have 2 Surges you can use to activate surge abilities. Regain all used surges at the beginning of each page.

Monstrous Form

Use 1 Surge: Add +d4 to a single d20 Strength, Dexterity, or Constitution roll.

Ferocious Bite

Use 1 Surge: Add +d4 to a single Attack roll.

Zeraphine Morgrave

Blooddrinker  Level: 3

Traits

Str

Dex

Con

Int

Wis

Cha

Stats

Hp

Max
25

Atk
+5

Def

+4

Dmg

d12.

Notoriety

Minions

Gold:

Equipment, Loot, and Notes

Abilities

Persuasive

Add +2 to all rolls to persuade and convince.

Stealthy

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

Student

Add +2 to all rolls to recall history and knowledge.

Danger Sense

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

Velvet Allure

Once per Page: Reroll any d20 + Charisma roll and take the new result.

Blood Sacrifice

Once per Page: Reduce your Health by -1 to gain a +2 bonus to a single Attack, Damage, and Defense roll.

Surges

You have 3 Surges you can use to activate surge abilities. Regain all used surges at the beginning of each page.

Monstrous Form

Use 1 Surge: Add +d4 to a single d20 Strength, Dexterity, or Constitution roll.

Ferocious Bite

Use 1 Surge: Add +d4 to a single Attack roll.

Regeneration

Once per Page: Use 2 Surges and Sacrifice 1 Minion: Restore your Health by d4 up to your maximum.

Bonus:

Penalty:

Zeraphine Morgrave

Blooddrinker Level: 5

Traits

Str
Dex
Con
Int
Wis
Cha



Stats

Hp Max / 35
Def +6
Atk +7
Dmg 2D10

Notoriety



Minions



Gold:

Equipment, Loot, and Notes

Equipment, Loot, and Notes

Bonus:

Penalty:

Abilities

Persuasive

Add +2 to all rolls to persuade and convince.

Stealthy

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

Student

Add +2 to all rolls to recall history and knowledge.

Danger Sense

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

Velvet Allure

Twice per Page: Reroll any d20 + Charisma roll and take the new result.

Blood Sacrifice

Twice per Page: Reduce your Health by -1 to gain a +2 bonus to a single Attack, Damage, and Defense roll.

Surges

You have 4 Surges you can use to activate surge abilities. Regain all used surges at the beginning of each page.

Monstrous Form

Use 1 Surge: Add +d6 to a single d20 Strength, Dexterity, or Constitution roll.

Ferocious Bite

Use 1 Surge: Add +d6 to a single Attack roll.

Regeneration

Once per Page: Use 2 Surges and Sacrifice 1 Minion: Restore your Health by d4 up to your maximum.

Draining Bite

Once per Page: Use 1 Surge: Add +d4 to a single Damage roll and restore 1 Health.

Dominate Gaze

Use 2 Surges: Add your Charisma Modifier to one non-Charisma trait roll on the page.

Zeraphine Morgrave

Blooddrinker  Level: 6

Traits

Str

Dex

Con

Int

Wis

Ch

Stats

Up

Max
40

Atk
-80

De

Dmg
2D12

Dmg

Notoriety

Minions

Gold:

Equipment, Loot, and Notes

Abilities

Persuasive

Add +2 to all rolls to persuade and convince.

Stealthy

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

Student

Add +2 to all rolls to recall history and knowledge.

Danger Sense

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

Velvet Allure

Twice per Page: Reroll any d20 + Charisma roll and take the new result.

Blood Sacrifice

Three times per Page: Reduce your Health by -1 to gain a +2 bonus to a single Attack, Damage, and Defense roll.

Surges

You have 4 Surges you can use to activate surge abilities. Regain all used surges at the beginning of each page.

Monstrous Form

Use 1 Surge: Add +d6 to a single d20 Strength, Dexterity, or Constitution roll.

Ferocious Bite

Use 1 Surge: Add +d6 to a single Attack roll.

Regeneration

Once per Page: Use 1 Surge and Sacrifice 1 Minion: Restore your Health by d6 up to your maximum.

Draining Bite

Once per Page: Use 1 Surge: Add +d6 to a single Damage roll and restore 1 Health.

Dominant Gaze

Use 2 Surges: Add your Charisma Modifier to one non-Charisma trait roll on the page.