

QUILL MUDSONG

Spell Keeper

Level: 1

TRAITS

Str
-1

Dex
-1

Con
-1

Int
+2

Wis
+2

Cha
-1



VIRTUE



Weapon: Arcane Bolt

Amber: 3

EQUIPMENT AND LOOT

Blank lined area for equipment and loot.

Bonus:

Penalty:

ABILITIES

Arcane Adept



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

Eldritch Insight



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

Spells



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

Chaos Surge



Use 1 Spell Point: Add your Wisdom modifier to all Damage rolls on the page.

STATS

HP Max 11 Atk +2

Def +1 Dmg D10

QUILL MUDSONG

Spell Keeper

Level: 2

TRAITS



Str

Dex

Con

Int

Wis

Cha

STATS

HP Max 16

Atk +3

Def +2

Dmg D12

VIRTUE



Weapon: Arcane Bolt

Amber:

EQUIPMENT AND LOOT

Blank lined area for equipment and loot.

Bonus:

Penalty:

ABILITIES

Arcane Adept



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

Bug Tamer



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

Student



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

Eldritch Insight



Once per Page: Reroll any D20 + Wisdom 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.

Chaos Surge



Use 1 Spell Point: Add your Wisdom modifier to all Damage rolls on the page.

Glyph of Power



Use 1 Spell Point: Add D8 bonus to all rolls for STR, DEX, and CON on the page.

QUILL MUDSONG

Spell Keeper

Level: 3

TRAITS

Str

Dex

Con

Int

Wis

Cha

STATS

HP

Max
21

Atk

+4

Def

+3

Dmg

2D8

VIRTUE

-10 -5 +5 +10

Weapon: Arcane Bolt

Amber:

EQUIPMENT AND LOOT

Bonus:

Penalty:

ABILITIES

Arcane Adept



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

Bug Tamer



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

Student



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

Persuasive



Add +2 to all rolls to persuade and convince.

Eldritch Insight



Once per Page: Reroll any D20 + Wisdom 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.

Glyph of Power



Use 1 Spell Point: Add D8 bonus to all rolls for STR, DEX, and CON on the page.

Chaos Surge



Use 1 Spell Point: Add your Wisdom modifier to all Damage rolls on the page.

Mystic Ward



Use 1 Spell Point: Add your Wisdom modifier to all Defense rolls on the page.

QUILL MUDSONG

Spell Keeper

Level: 4

TRAITS

Str 

Dex 

Con 

Int 

Wis 

Cha 

STATS

HP Max 26 

Def +4 

Atk +5 

Dmg 2D10 



VIRTUE



Weapon: Arcane Bolt

Amber:

EQUIPMENT AND LOOT

Blank lined area for equipment and loot.

Bonus:

Penalty:

ABILITIES

Arcane Adept



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

Bug Tamer



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

Student



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

Persuasive



Add +2 to all rolls to persuade and convince.

Eldritch Insight



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

Arcane Mark



You can acquire and save a second Boon.

Spells



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

Chaos Surge



Use 1 Spell Point: Add your Wisdom modifier to all Damage rolls on the page.

Glyph of Power



Use 1 Spell Point: Add D8 bonus to all rolls for STR, DEX, and CON on the page.

Mystic Ward



Use 1 Spell Point: Add your Wisdom modifier to all Defense rolls on the page.

QUILL MUDSONG

Spell Keeper

Level: 5

TRAITS

Str

Dex

Con

Int

Wis

Cha

STATS

HP

Max
31

Atk

+6

Def

+5

Dmg

3D8



VIRTUE



Weapon: Arcane Bolt

Amber:

EQUIPMENT AND LOOT

Bonus:

Penalty:

ABILITIES

Arcane Adept



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

Bug Tamer



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

Student



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

Persuasive



Add +2 to all rolls to persuade and convince.

Eldritch Insight



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

Arcane Mark



You can acquire and save a second Boon.

Spells



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

Chaos Surge



Use 1 Spell Point: Add your Wisdom modifier to all Damage rolls on the page.

Glyph of Power



Use 1 Spell Point: Add D10 bonus to all rolls for STR, DEX, and CON on the page.

Mystic Ward



Use 1 Spell Point: Add your Wisdom modifier to all Defense rolls on the page.

Arcane Healing



Use 1 Spell Point: Restore D4 health.

QUILL MUDSONG

Spell Keeper

Level: 6

TRAITS



Str

Dex

Con

Int

Wis

Cha

VIRTUE



Weapon: Arcane Bolt

Amber:

EQUIPMENT AND LOOT

Bonus:
Penalty:

ABILITIES

- Arcane Adept**: Add +2 to all rolls to handle and deal with magic.
- Bug Tamer**: Add +2 to all rolls to train and handle bugs.
- Student**: Add +2 to all rolls to recall history and knowledge.
- Persuasive**: Add +2 to all rolls to persuade and convince.
- Eldritch Insight**: Twice per Page: Reroll any D20 + Wisdom roll and take the new result.
- Arcane Mark**: You can acquire and save a second Boon.
- Spells**: You have 12 Spell Points you can use to cast spells. Regain all used spell points on a Rest.
- Chaos Surge**: Use 1 Spell Point: Add your Wisdom modifier to all Damage rolls on the page.
- Glyph of Power**: Use 1 Spell Point: Add D10 bonus to all rolls for STR, DEX, and CON on the page.
- Mystic Ward**: Use 1 Spell Point: Add your Wisdom modifier to all Defense rolls on the page.
- Arcane Healing**: Use 1 Spell Point: Restore D4 health.
- Arcane Sight**: Use 1 Spell Point: Add your Wisdom modifier to all Attack rolls on the page.

STATS

HP Max **36** **Atk** +6

Def +6 **Dmg** 3D10