

Zeraphine Morgrave

Blooddrinker Level: 1

Traits

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



Stats

Hp Max / 15
Def +1
Atk +2
Dmg d8

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



Hp

Max
/20



Def

+3

Atk
+4

Dmg
d10



Notoriety

0 5 15 20

Minions

0 5 15 20

Gold:

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.

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.

Blooddrinker Level: 3

Traits

Str

Dex

Con

Int

Wis

Cha

Stats

Up

Max
25

Atk
+5

Def

+4

Dmg

d12

Notoriety

Minions

Gold:

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 Assure

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.

Zeraphine Morgrave

Blooddrinker  Level: 4

Traits

Str

Dex

Con

Int

Wis

Cha

Stats

Up

Max
30

Atk
+60

Def

45

Dmg

208

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.

Draining Bite

Once per Page: Use 1 Surge: Add +d4 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.

Zeraphine Morggrave

Blooddrinker Level: 5

Traits



Str



Dex



Con



Int



Wis



Cha

Stats



Hp

Max
/35



Def

+6



Atk
+7

Dmg

2D10



Notoriety

0 5 15 20

Minions

0 5 15 20

Gold:

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

Cha

Stats

Up

Max
40Atk
+80

Def

7

Dmg

2D12

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.

Dominate Gaze

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