

Severin Mortis

Death Weaver ♀ Level: 1

Death Weaver  Level: 1

Traits

Str

6-1

De



Con

 $6+1$

Int



Wis

+

Chapter

Stats

Ир

Max
10

Atk
+3

Def

+

Dmg

410

Notoriety

Minions

Gold:

Equipment, Loot, and Notes

Bonus:

Penalty:

Abilities

Arcane Adept

Add +2 to all rolls to handle and deal with magic (non-combat).

Arcane Knowledge

Once per Page: Reroll any d20 + Intellect 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.

Blight Touch

Use 1 Spell Point: Add +d4 to all Attack rolls for the Page.

Bone Shield

Use 1 Spell Point: Add +d4 to all Defense rolls for the Page.

Severin Mortis

Death Weaver ♀ Level: 2

Death Weaver  Level: 2

Traits



Stats



Notoriety

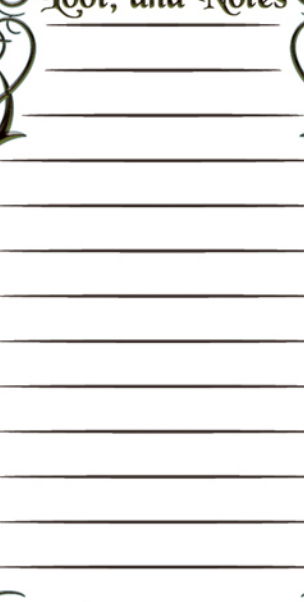


Minions



Gold:

Equipment, Loot, and Notes



Equipment,
Loot, and Notes

Bonus:

Penalty:

Abilities

Arcane Adept



Add +2 to all rolls to handle and deal with magic (non-combat).

Investigator



Add +2 to all rolls to search and investigate.

Student



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

Arcane Knowledge



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.

Blight Touch



Use 1 Spell Point: Add +d4 to all Attack rolls for the Page.

Bone Shield



Use 1 Spell Point: Add +d4 to all Defense rolls for the Page.

Skeletal Minions



Use 1 Spell Point: Add +d6 to all rolls for Strength, Dexterity, and Constitution on the Page.

Severin Mortis

Death Weaver ♀ Level: 3

Death Weaver  Level: 3

Traits

Str

Dex

Con

Int

Wis

Cha

Stats

Ир

Max
16

Atk
+50

Def

+4

Dmg

2D8.

Notoriety

Minions

Gold:

Equipment, Loot, and Notes

Abilities

Arcane Adept

Add +2 to all rolls to handle and deal with magic (non-combat).

Investigator

Add +2 to all rolls to search and investigate.

Student

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

Intimidating

Add +2 to all rolls to threaten and intimidate.

Arcane Knowledge

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

Raise the Dead

When you defeat an enemy in combat, roll a d6. On a 5 or 6, gain 1 Minion.

Soul Trap

You can acquire and save a second boon.

Spells

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

Blight Touch

Use 1 Spell Point: Add +d4 to all Attack rolls for the Page.

Bone Shield

Use 1 Spell Point: Add +d4 to all Defense rolls for the Page.

Skeletal Minions

Use 1 Spell Point: Add +d6 to all rolls for Strength, Dexterity, and Constitution on the Page.

Bonus:

Penalty:

Severin Mortis

Death Weaver  Level: 4

Traits

Str

Dex

Con

Int

Wis

Cha

Stats

Up

Max
20Atk
+6

Def

9-5

Dmg

2D10

Notoriety

Minions

Gold:

Equipment, Loot, and Notes

Abilities

Arcane Adept

Add +2 to all rolls to handle and deal with magic (non-combat).

Investigator

Add +2 to all rolls to search and investigate.

Student

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

Intimidating

Add +2 to all rolls to threaten and intimidate.

Arcane Knowledge

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

Raise the Dead

When you defeat an enemy in combat, roll a d6. On a 5 or 6, gain 1 Minion.

Soul Trap

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.

Blight Touch

Use 1 Spell Point: Add +d4 to all Attack rolls for the Page.

Bone Shield

Use 1 Spell Point: Add +d8 to all Defense rolls for the Page.

Skeletal Minions

Use 1 Spell Point: Add +d6 to all rolls for Strength, Dexterity, and Constitution on the Page.

Bonus:

Penalty:

Severin Mortis

Death Weaver ♀ Level: 5

Death Weaver Level: 5

Traits

Str

Dex

Con

Int

Wis

Cha

Stats

Ир

Max
24

Atk
+7

Def

6+6

Dmg

3D8.

Notoriety

Minions

Gold:

Equipment, Loot, and Notes

Abilities

Arcane Adept

Add +2 to all rolls to handle and deal with magic (non-combat).

Investigator

Add +2 to all rolls to search and investigate.

Student

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

Intimidating

Add +2 to all rolls to threaten and intimidate.

Arcane Knowledge

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

Raise the Dead

When you defeat an enemy in combat, roll a d6. On a 5 or 6, gain 1 Minion.

Soul Trap

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.

Blight Touch

Use 1 Spell Point: Add +d8 to all Attack rolls for the Page.

Bone Shield

Use 1 Spell Point: Add +d8 to all Defense rolls for the Page.

Skeletal Minions

Use 1 Spell Point: Add +d10 to all rolls for Strength, Dexterity, and Constitution on the Page.

Bonus:

Penalty:

