

MORI'AN CORVUS

Avian Necromancer • Level: 1

TRAITS



VIRTUE



ABILITIES

- ARCANE ADEPT** Add +2 to all rolls to handle and deal with magic.
- STUDENT** Add +2 to all rolls to recall history and knowledge.
- LEACH LIFE** When you kill an enemy, regain 1 Health Point, up to your maximum health.
- BLOOD RITUAL** Once per Page: Reduce your health by 1 to gain a +2 bonus to a single dice roll.
- SPELLS** You have 2 Spell Points you can use to cast spells. Regain all used spell points after a Rest.
- SPELL: BONE SHIELD** Use 1 Spell Point: Gain a +2 Defense bonus for the Page.



WEAPON:
Scythe

GOLD:

EQUIPMENT & LOOT:



MORI'AN CORVUS

Avian Necromancer ♦ Level: 2

TRAITS



STR



DEX



CON



INT



WIS



CHA

VIRTUE



ABILITIES



HP 16



DEF 13



ATK +2



DMG 2D8

WEAPON:
Scythe

- 🌿 **ARCANE ADEPT** Add +2 to all rolls to handle and deal with magic.
- 🌿 **STUDENT** Add +2 to all rolls to recall history and knowledge.
- 🌿 **LEACH LIFE** When you kill an enemy, regain 1 Health Point, up to your maximum health.
- 🌿 **BLOOD RITUAL** ◇ Once per Page: Reduce your health by 1 to gain a +2 bonus to a single dice roll.
- 🌿 **SPELLS** ◇◇ You have 4 Spell Points you can use to cast spells. Regain all used spell points after a Rest.
- 🌿 **SPELL: BONE SHIELD** Use 1 Spell Point: Gain a +2 Defense bonus for the Page.
- 🌿 **SPELL: FRIGHTEN** Use 1 Spell Point: Add +20 to your Intimidation roll.
- 🌿 **SPELL: DRAIN LIFE** Use 1 Spell Point: Deal an additional d6 on a Damage roll and gain the same amount in health, up to your maximum.

GOLD:

EQUIPMENT & LOOT:



MORI'AN CORVUS

Avian Necromancer • Level: 3

TRAITS



VIRTUE



ABILITIES

HP 21

DEF 13

ATK +3

DMG 2D10

WEAPON:
Scythe

GOLD:

EQUIPMENT & LOOT:

- ARCANE ADEPT** Add +2 to all rolls to handle and deal with magic.
- STUDENT** Add +2 to all rolls to recall history and knowledge.
- LEACH LIFE** When you kill an enemy, regain 1 Health Point, up to your maximum health.
- BLOOD RITUAL** Once per Page: Reduce your health by 1 to gain a +2 bonus to a single dice roll.
- SPELLS** You have 5 Spell Points you can use to cast spells. Regain all used spell points after a Rest.
- SPELL: BONE SHIELD** Use 1 Spell Point: Gain a +2 Defense bonus for the Page.
- SPELL: FRIGHTEN** Use 1 Spell Point: Add +20 to your Intimidation roll.
- SPELL: DRAIN LIFE** Use 1 Spell Point: Deal an additional d6 on a Damage roll and gain the same amount in health, up to your maximum.
- SPELL: BLINDNESS** Add +20 to your Stealth roll.



MORI'AN CORVUS

Avian Necromancer • Level: 4

TRAITS



VIRTUE



ABILITIES

HP 27

DEF 14

ATK +3

DMG 2D12

WEAPON:
Scythe

GOLD:

EQUIPMENT & LOOT:

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

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

LEACH LIFE When you kill an enemy, regain 1 Health Point, up to your maximum health.

BLOOD RITUAL Twice per Page: Reduce your health by 1 to gain a +2 bonus to a single dice roll.

ANIMATE DEAD Once per Rest: When your health drops to zero, restore it to 25% of your max health, rounded up.

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

SPELL: BONE SHIELD Use 1 Spell Point: Gain a +2 Defense bonus for the Page.

SPELL: FRIGHTEN Use 1 Spell Point: Add +20 to your Intimidation roll.

SPELL: DRAIN LIFE Use 1 Spell Point: Deal an additional d6 on a Damage roll and gain the same amount in health, up to your maximum.

SPELL: BLINDNESS Add +20 to your Stealth roll.



MORI'AN CORVUS

Avian Necromancer • Level: 5

TRAITS



STR

DEX

CON

INT

WIS

CHA



VIRTUE



ABILITIES

HP 31

DEF 15

ATK +4

DMG 3d10

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

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

LEACH LIFE When you kill an enemy, regain 1 Health Point, up to your maximum health.

BLOOD RITUAL Twice per Page: Reduce your health by 1 to gain a +2 bonus to a single dice roll.

ANIMATE DEAD Once per Rest: When your health drops to zero, restore it to 25% of your max health, rounded up.

SPELLS You have 7 Spell Points you can use to cast spells. Regain all used spell points after a Rest.

SPELL: BONE SHIELD Use 1 Spell Point: Gain a +2 Defense bonus for the Page.

SPELL: FRIGHTEN Use 1 Spell Point: Add +20 to your Intimidation roll.

SPELL: DRAIN LIFE Use 1 Spell Point: Deal an additional d6 on a Damage roll and gain the same amount in health, up to your maximum.

SPELL: BLINDNESS Use 1 Spell Point: Add +20 to your Stealth roll.

SPELL: REAPER Use 1 Spell Point: Add d4 on all Attack and Damage rolls for the Page.

WEAPON:
Scythe

GOLD:

EQUIPMENT & LOOT:

Blank lines for equipment and loot entry.

Bonus



MORI'AN CORVUS

Avian Necromancer • Level: 6

TRAITS

STR DEX CON
INT WIS CHA

VIRTUE



ABILITIES

HP 36
DEF 15
ATK +4
DMG 3D12

WEAPON:
Scythe

GOLD:

EQUIPMENT & LOOT:

- ARCANE ADEPT** Add +2 to all rolls to handle and deal with magic.
- STUDENT** Add +2 to all rolls to recall history and knowledge.
- LEACH LIFE** When you kill an enemy, regain 1 Health Point, up to your maximum health.
- BLOOD RITUAL** Three times per Page: Reduce your health by 1 to gain a +2 bonus to a single dice roll.
- ANIMATE DEAD** Once per Rest: When your health drops to zero, restore it to 25% of your max health, rounded up.
- SPELLS** You have 7 Spell Points you can use to cast spells. Regain all used spell points after a Rest.
- SPELL: BONE SHIELD** Use 1 Spell Point: Gain a +2 Defense bonus for the Page.
- SPELL: FRIGHTEN** Use 1 Spell Point: Add +20 to your Intimidation roll.
- SPELL: DRAIN LIFE** Use 1 Spell Point: Deal an additional d6 on a Damage roll and gain the same amount in health, up to your maximum.
- SPELL: BLINDNESS** Use 1 Spell Point: Add +20 to your Stealth roll.
- SPELL: REAPER** Use 1 Spell Point: Add d4 on all Attack and Damage rolls for the Page.
- SOUL HARVEST** Once per Rest: When you kill an enemy, regain 2 Spell Points.

Bonus