

MERRIK LIGHTFOOT

Shadow Weaver

Level: 1

TRAITS

Str
-1

Dex
+1

Con
+2

Int
-2

Wis
-1

Cha
+1



VIRTUE



Weapon: Crossbow

Amber: 0

EQUIPMENT AND LOOT

Bonus:
Penalty:

ABILITIES

Locksmith



Add +2 to all rolls to bypass or open a lock.

Lucky



Whenever you roll a 1 on a D20, reroll and take the new result.

Twilight's Embrace



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

Void Bolt



Once per Page: Add D4 to a single Attack roll.

STATS

HP Max **10** **Atk** +1

Def +3 **Dmg** D10

MERRIK LIGHTFOOT

Shadow Weaver

Level: 2

TRAITS

Str

Dex

Con

Int

Wis

Cha

STATS

HP Max 14 Atk +2

Def +4 Dmg 2D6

VIRTUE



Weapon: Crossbow

Amber:

EQUIPMENT AND LOOT

Bonus:
Penalty:

ABILITIES

Locksmith



Add +2 to all rolls to bypass or open a lock.

Danger Sense



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

Stealthy



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

Lucky



Whenever you roll a 1 on a D20, reroll and take the new result.

Thief



When you Pickpocket: Gain D6 in amber. On a result of 6: Lose 1 Virtue.

Twilight's Embrace



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

Void Bolt



Once per Page: Add D4 to a single Attack roll.

MERRIK LIGHTFOOT

Shadow Weaver

Level: 3

TRAITS

Str 

Dex 

Con 

Int 

Wis 

Cha 



VIRTUE



Weapon: Crossbow

Amber:

EQUIPMENT AND LOOT

Blank lines for equipment and loot.

Bonus:

Penalty:

ABILITIES

Locksmith



Add +2 to all rolls to bypass or open a lock.

Danger Sense



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

Stealthy



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

Investigator



Add +2 to all rolls to search and investigate.

Lucky



Whenever you roll a 1 on a D20, reroll and take the new result.

Thief



When you Pickpocket: Gain D6 in amber. On a result of 6: Lose 1 Virtue.

Twilight's Embrace



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

Void Bolt



Once per Page: Add D6 to a single Attack roll.

Vorpal Strike



Once per Page: Add D4 to a single Damage roll.

STATS

HP Max 19 

Atk +3 

Def +5 

Dmg 2D8 

MERRIK LIGHTFOOT

Shadow Weaver

Level: 4

TRAITS



Str



Dex



Con



Int



Wis



Cha

STATS



HP

Max
24



Def

+6



Atk

+4



Dmg

2D12



VIRTUE



Weapon: Crossbow

Amber:

EQUIPMENT AND LOOT

Bonus:

Penalty:

ABILITIES

Locksmith



Add +2 to all rolls to bypass or open a lock.

Danger Sense



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

Stealthy



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

Investigator



Add +2 to all rolls to search and investigate.

Lucky



Whenever you roll a 1 on a D20, reroll and take the new result.

Thief



When you Pickpocket: Gain D6 in amber. On a result of 6: Lose 1 Virtue.

Twilight's Embrace



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

Void Bolt



Once per Page: Add D6 to a single Attack roll.

Vorpal Strike



Once per Page: Add D4 to a single Damage roll.

Dusk Shroud



Once per Page: Take half of the damage from a single source, rounded up.

MERRIK LIGHTFOOT

Shadow Weaver

Level: 5

TRAITS



Str



Dex



Con



Int



Wis



Cha



VIRTUE

-10 -5 0 +5 +10

Weapon: Crossbow

Amber:

EQUIPMENT AND LOOT

Bonus:

Penalty:

ABILITIES

Locksmith



Add +2 to all rolls to bypass or open a lock.

Danger Sense



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

Stealthy



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

Investigator



Add +2 to all rolls to search and investigate.

Lucky



Whenever you roll a 1 on a D20, reroll and take the new result.

Thief



When you Pickpocket: Gain D6 in amber. On a result of 6: Lose 1 Virtue.

Twilight's Embrace



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

Void Bolt



Once per Page: Add D6 to a single Attack roll.

Vorpal Strike



Once per Page: Add D6 to a single Damage roll.

Dusk Shroud



Once per Page: Take half of the damage from a single source, rounded up.

Cloaked in Shadows



Twice per Rest: Add D4 bonus to all Defense rolls on the page.

STATS



HP

Max
28



Def

+7



Atk

+5



Dmg

3D10



MERRIK LIGHTFOOT

Shadow Weaver

Level: 6

TRAITS

Str

Dex

Con

Int

Wis

Cha



STATS

HP Max 32

Atk +6

Def +7

Dmg 3D12

VIRTUE



Weapon: Crossbow

Amber:

EQUIPMENT AND LOOT

Blank lines for equipment and loot entry.

Bonus:

Penalty:

ABILITIES

Locksmith



Add +2 to all rolls to bypass or open a lock.

Danger Sense



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

Stealthy



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

Investigator



Add +2 to all rolls to search and investigate.

Lucky



Whenever you roll a 1 on a D20, reroll and take the new result.

Thief



When you Pickpocket: Gain D6 in amber. On a result of 6: Lose 1 Virtue.

Twilight's Embrace



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

Void Bolt



Once per Page: Add D6 to a single Attack roll.

Vorpal Strike



Once per Page: Add D6 to a single Damage roll.

Dusk Shroud



Twice per Page: Take half of the damage from a single source, rounded up.

Cloaked in Shadows



Twice per Rest: Add D4 bonus to all Defense rolls on the page.

Nightfall Fury



Twice per Rest: Add D4 bonus to all Attack rolls on the page.