

QUILL MUDSONG

Spell Keeper

Level: 1

TRAITS

 Str
-1

 Dex
-1

 Con
-1

 Int
+2

 Wis
+2

 Cha
-1

STATS

 HP
Max
11

 Atk
+2

 Def
+1

 Dmg
D10



VIRTUE



Weapon: Arcane Bolt

Amber: 3

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.

QUILL MUDSONG

Spell Keeper

Level: 2

TRAITS



Str



Dex



Con



Int



Wis



Cha

STATS



HP

Max
16



Def

+2



Atk

+3



Dmg

D12

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.

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



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

Atk  +5

Def  +4

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 



VIRTUE



Weapon: Arcane Bolt

Amber:

EQUIPMENT AND LOOT

Blank lines for equipment and loot entry.

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.

STATS

HP Max 31 

Def +5 

Atk +6 

Dmg 3D8 





QUILL MUDSONG

Spell Keeper

Level: 6

TRAITS

Str 

Dex 

Con 

Int 

Wis 

Cha 

STATS

HP  Max 36

Def  +6

Atk  +6

Dmg  3D10



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 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.