MERRIK LIGHTFOOT

Shadow Weaver — Level: 1

TRAITS

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

VIRTUE

-10 -5 +5 +10

Weapon: Crossbow

Amber: 0

EQUIPMENT AND LOOT

STATS

HP	
Max	10
Atk	+1
Def	+3
DmG	D10

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.

MERRIK LIGHTFOOT

Shadow Weaver — Level: 2

TRAITS

Str

Dex

Con

Int

Wis

Cha

STATS

HP	Max	Atk
	14	+2

Def	DmG
+4	2D6

VIRTUE

-10 -5 +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.

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.

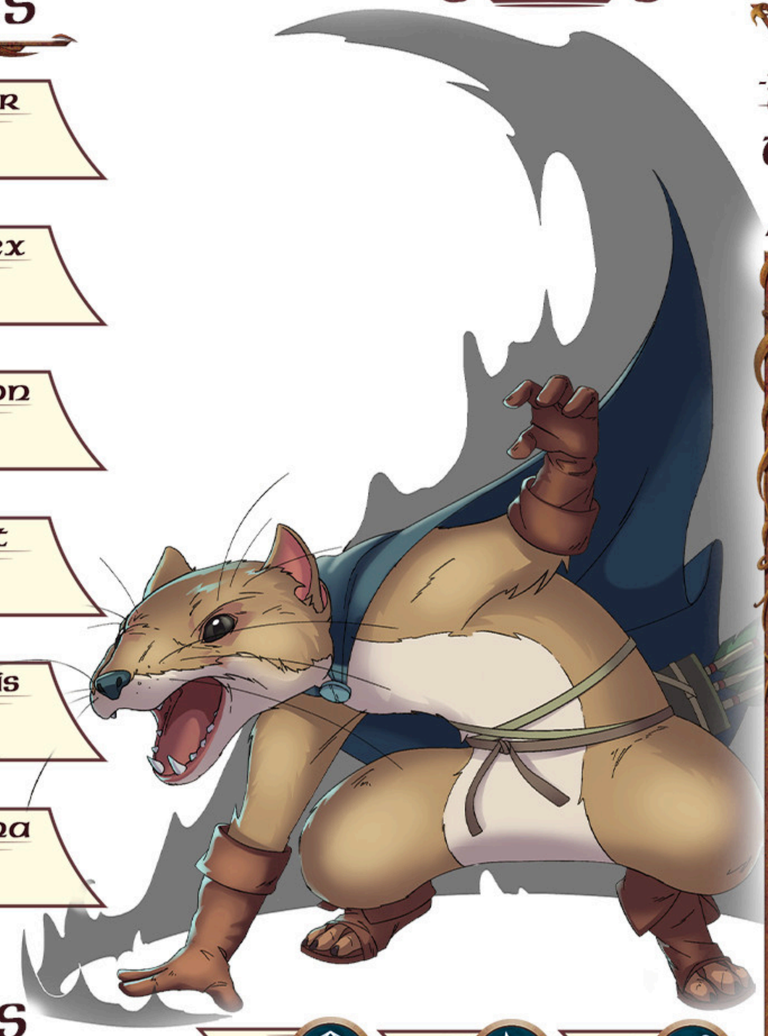
Void Bolt — Once per Page: Add D4 to a single Attack roll.

MERRIK LIGHTFOOT

Shadow Weaver — Level: 3

TRAITS

- Str
- Dex
- Con
- Int
- Wis
- Cha



STATS

HP	Max	Atk
	19	+3

Def	DmG
+5	2D8

VIRTUE

-10 -5 +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	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.

MERRIK LIGHTFOOT

Shadow Weaver — Level: 4

TRAITS

- Str
- Dex
- Con
- Int
- Wis
- Cha

STATS

HP	Max 24	Atk +4
Def +6		DmG 2D12

VIRTUE

-10 -5 +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 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

STATS

HP	Max	Atk
	28	+5

Def	DmG
+7	3D10

VIRTUE

-10 -5 +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.

MERRIK LIGHTFOOT

Shadow Weaver — Level: 6

TRAITS

- Str
- Dex
- Con
- Int
- Wis
- Cha

STATS

HP	Max 32	Atk +6
Def +7		DmG 3D12

VIRTUE

-10 -5 +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	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.