Sir Gareth Stalworth

Human Cleric ◆ Level: 1

Traits

Str	+2
Dex	+0
Con	+1
Int	−1
Wis	+0
Cha	−2

Virtue

−10 −5 0 +5 +10

Abilities

Intimidating	Add +2 to all rolls to threaten and intimidate.
Athlete	Add +2 to all rolls to overcome physical and athletic hurdles.
Survivalist	Add +2 to all rolls to survive while traveling.
Spells	You have 3 Spell Points you can use to cast spells. Regain all used spell points after a Rest.
Spell: Divine Strike	Use 1 Spell Point: Add your current Virtue amount to all Attack rolls for the Page.
Spell: Smite	Use 1 Spell Point: Add your current Virtue amount to all Damage rolls for the the Page.

Hp	10
Def	14
Atk	+3
Dmg	D8

Weapon: Greatsword

Gold:

Equipment & Loot:

Bonus

Sir Gareth Stalworth

Human Cleric ◆ Level: 2

Traits

Str	Dex	Con
Int	Wis	Cha

Virtue

-10 -5 0 +5 +10

Abilities

Intimidating	Add +2 to all rolls to threaten and intimidate.
Athlete	Add +2 to all rolls to overcome physical and athletic hurdles.
Survivalist	Add +2 to all rolls to survive while traveling.
Investigator	Add +2 to all rolls to search and investigate.
Spells	You have 4 Spell Points you can use to cast spells. Regain all used spell points after a Rest.
Spell: Divine Strike	Use 1 Spell Point: Add your current Virtue amount to all Attack rolls for the Page.
Spell: Smite	Use 1 Spell Point: Add your current Virtue amount to all Damage rolls for the the Page.
Spell: Healing Light	Use 1 Spell Point: Restore your Health by the amount of your current Virtue.

Hp 13

Def 15

Atk +4

Dmg D10

Weapon: Greatsword

Gold:

Equipment & Loot:

Bonus

Sir Gareth Stalworth

Human Cleric • Level: 3

Traits

Str | Dex | Con

Int | Wis | Cha

Virtue

-10 -5 0 +5 +10

Abilities

Intimidating	Add +2 to all rolls to threaten and intimidate.
Athlete	Add +2 to all rolls to overcome physical and athletic hurdles.
Survivalist	Add +2 to all rolls to survive while traveling.
Investigator	Add +2 to all rolls to search and investigate.
Persuasive	Add +2 to all rolls to persuade and convince.
Divine Grace	Once per Page: Reroll any die roll and take the new result.
Spells	You have 6 Spell Points you can use to cast spells. Regain all used spell points after a Rest.
Spell: Divine Strike	Use 1 Spell Point: Add your current Virtue amount to all Attack rolls for the Page.
Spell: Smite	Use 1 Spell Point: Add your current Virtue amount to all Damage rolls for the the Page.
Spell: Healing Light	Use 1 Spell Point: Restore your Health by the amount of your current Virtue.

Hp 17

Def 15

Atk +4

Dmg 2d6

Weapon: Greatsword

Gold:

Equipment & Loot:

Bonus

Sir Gareth Stalworth

Human Cleric ◆ Level: 4

Traits

Str	Dex	Con
Int	Wis	Cha

Virtue

-10 -5 0 +5 +10

Abilities

Intimidating	Add +2 to all rolls to threaten and intimidate.
Athlete	Add +2 to all rolls to overcome physical and athletic hurdles.
Survivalist	Add +2 to all rolls to survive while traveling.
Investigator	Add +2 to all rolls to search and investigate.
Persuasive	Add +2 to all rolls to persuade and convince.
Divine Grace	Once per Page: Reroll any die roll and take the new result.
Spells	You have 7 Spell Points you can use to cast spells. Regain all used spell points after a Rest.
Spell: Divine Strike	Use 1 Spell Point: Add your current Virtue amount to all Attack rolls for the Page.
Spell: Smite	Use 1 Spell Point: Add your current Virtue amount to all Damage rolls for the the Page.
Spell: Healing Light	Use 1 Spell Point: Restore your Health by the amount of your current Virtue.
Spell: Restoration	Use 1 Spell Point: Remove Poisoned and Cursed conditions.

Hp 21

Def 16

Atk +5

Dmg 2d8

Weapon: Greatsword

Gold:

Equipment & Loot:

Bonus

Sir Gareth Stalworth

Human Cleric ◆ Level: 5

Traits

Str	Dex	Con
Int	Wis	Cha

Virtue

-10 -5 0 +5 +10

Abilities

Intimidating	Add +2 to all rolls to threaten and intimidate.
Athlete	Add +2 to all rolls to overcome physical and athletic hurdles.
Survivalist	Add +2 to all rolls to survive while traveling.
Investigator	Add +2 to all rolls to search and investigate.
Persuasive	Add +2 to all rolls to persuade and convince.
Divine Grace	Once per Page: Reroll any die roll and take the new result.
Spells	You have 8 Spell Points you can use to cast spells. Regain all used spell points after a Rest.
Spell: Divine Strike	Use 1 Spell Point: Add your current Virtue amount to all Attack rolls for the Page.
Spell: Smite	Use 1 Spell Point: Add your current Virtue amount to all Damage rolls for the the Page.
Spell: Healing Light	Use 1 Spell Point: Restore your Health by the amount of your current Virtue.
Spell: Restoration	Use 1 Spell Point: Remove Poisoned and Cursed conditions.
Spell: Light Shield	Use 1 Spell Point: Gain a +3 Defense bonus for the Page.

Hp 25

Def 17

Atk +6

Dmg 2d12

Weapon: Greatsword

Gold:

Equipment & Loot:

Bonus

Sir Gareth Stalworth

Human Cleric • Level: 6

Traits

Str	Dex	Con
Int	Wis	Cha

Virtue

-10 -5 0 +5 +10

Abilities

Intimidating	Add +2 to all rolls to threaten and intimidate.
Athlete	Add +2 to all rolls to overcome physical and athletic hurdles.
Survivalist	Add +2 to all rolls to survive while traveling.
Investigator	Add +2 to all rolls to search and investigate.
Persuasive	Add +2 to all rolls to persuade and convince.
Divine Grace	Once per Page: Reroll any die roll and take the new result.
Holy Wrath	Once per Page: Make an extra Attack and Damage roll.
Spells	You have 8 Spell Points you can use to cast spells. Regain all used spell points after a Rest.
Spell: Divine Strike	Use 1 Spell Point: Add your current Virtue amount to all Attack rolls for the Page.
Spell: Smite	Use 1 Spell Point: Add your current Virtue amount to all Damage rolls for the the Page.
Spell: Healing Light	Use 1 Spell Point: Restore your Health by the amount of your current Virtue.
Spell: Restoration	Use 1 Spell Point: Remove Poisoned and Cursed conditions.
Spell: Light Shield	Use 1 Spell Point: Gain a +3 Defense bonus for the Page.

Hp	29
Def	17
Atk	+6
Dmg	3d8

Weapon: Greatsword

Gold:

Equipment & Loot:

Bonus