

SIL BLACKBOLT

Light Seeker

Level: 1

TRAITS

Str
+2

Dex
+1

Con
+0

Int
-1

Wis
-1

Cha
-1



VIRTUE



Weapon: Broadsword

Amber: 0

EQUIPMENT AND LOOT

Blank lined area for equipment and loot.

Bonus:

Penalty:

ABILITIES

Intimidating



Add +2 to all rolls to threaten and intimidate.

Surges



You have 1 Surge you can use to activate surge abilities. Regain all used surges at the beginning of each page.

Luminous Shield



Use 1 Surge: Add D4 to a single Defense roll.

Solar Flare



Use 1 Surge: Add D4 to a single Damage roll.

STATS

HP Max **9**

Atk **+3**

Def **+3**

Dmg **D8**

SIL BLACKBOLT

Light Seeker

Level: 2

TRAITS

Str

Dex

Con

Int

Wis

Cha



VIRTUE



Weapon: Broadsword

Amber:

EQUIPMENT AND LOOT

Blank lined area for equipment and loot.

Bonus:

Penalty:

ABILITIES

Intimidating



Add +2 to all rolls to threaten and intimidate.

Danger Sense



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

Athlete



Add +2 to all rolls to overcome physical and athletic hurdles.

Royal Might



Once per Page: Reroll any d20 + Strength roll and take the new result.

Surges



You have 2 Surges you can use to activate surge abilities. Regain all used surges at the beginning of each page.

Luminous Shield



Use 1 Surge: Add D4 to a single Defense roll.

Solar Flare



Use 1 Surge: Add D4 to a single Damage roll.

STATS

HP

Max
13

Atk

+4

Def

+4

Dmg

D12

SIL BLACKBOLT

Light Seeker

Level: 3

TRAITS

Str

Dex

Con

Int

Wis

Cha

STATS

HP Max 17 Atk +4

Def +5 Dmg 2D8



VIRTUE



Weapon: Broadsword

Amber:

EQUIPMENT AND LOOT

Blank lined area for equipment and loot.

Bonus:

Penalty:

ABILITIES

Intimidating



Add +2 to all rolls to threaten and intimidate.

Danger Sense



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

Athlete



Add +2 to all rolls to overcome physical and athletic hurdles.

Survivalist



Add +2 to all rolls to endure long journeys.

Royal Might



Once per Page: Reroll any d20 + Strength roll and take the new result.

Healing Light



Once per Rest: Restore D4 health.

Surges



You have 3 Surges you can use to activate surge abilities. Regain all used surges at the beginning of each page.

Luminous Shield



Use 1 Surge: Add D4 to a single Defense roll.

Solar Flare



Use 1 Surge: Add D4 to a single Damage roll.

SIL BLACKBOLT

Light Seeker

Level: 4

TRAITS

Str

Dex

Con

Int

Wis

Cha



VIRTUE



Weapon: Broadsword

Amber:

EQUIPMENT AND LOOT

Blank lined area for equipment and loot.

Bonus:

Penalty:

ABILITIES

Intimidating



Add +2 to all rolls to threaten and intimidate.

Danger Sense



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

Athlete



Add +2 to all rolls to overcome physical and athletic hurdles.

Survivalist



Add +2 to all rolls to endure long journeys.

Royal Might



Once per Page: Reroll any d20 + Strength roll and take the new result.

Healing Light



Twice per Rest: Restore D4 health.

Solar Infusion



When using an item that requires a dice roll, gain a +1 to the result.

Surges



You have 3 Surges you can use to activate surge abilities. Regain all used surges at the beginning of each page.

Luminous Shield



Use 1 Surge: Add D4 to a single Defense roll.

Solar Flare



Use 1 Surge: Add D4 to a single Damage roll.

STATS

HP

Max
21

Atk

+5

Def

+6

Dmg

2D10

SIL BLACKBOLT

Light Seeker

Level: 5

TRAITS



Str



Dex



Con



Int



Wis



Cha

STATS



HP

Max
25



Def

+7



Atk

+6



Dmg

2D12



VIRTUE

-10 -5 +5 +10

Weapon: Broadsword

Amber:

EQUIPMENT AND LOOT

Bonus:

Penalty:

ABILITIES

Intimidating



Add +2 to all rolls to threaten and intimidate.

Danger Sense



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

Athlete



Add +2 to all rolls to overcome physical and athletic hurdles.

Survivalist



Add +2 to all rolls to endure long journeys.

Royal Might



Twice per Page: Reroll any d20 + Strength roll and take the new result.

Healing Light



Twice per Rest: Restore D4 health.

Solar Infusion



When using an item that requires a dice roll, gain a +1 to the result.

Surges



You have 4 Surges you can use to activate surge abilities. Regain all used surges at the beginning of each page.

Luminous Shield



Use 1 Surge: Add D4 to a single Defense roll.

Solar Flare



Use 1 Surge: Add D4 to a single Damage roll.

Radiant Blast



Use 1 Surge: Add D4 to a single Attack roll.

SIL BLACKBOLT

Light Seeker

Level: 6

TRAITS

Str

Dex

Con

Int

Wis

Cha

STATS

HP

Max
27

Atk

+6

Def

+7

Dmg

3D8



VIRTUE

-10 -5 +5 +10

Weapon: Broadsword

Amber:

EQUIPMENT AND LOOT

Bonus:

Penalty:

ABILITIES

Intimidating



Add +2 to all rolls to threaten and intimidate.

Danger Sense



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

Athlete



Add +2 to all rolls to overcome physical and athletic hurdles.

Survivalist



Add +2 to all rolls to endure long journeys.

Royal Might



Twice per Page: Reroll any d20 + Strength roll and take the new result.

Healing Light



Three times per Rest: Restore D4 health.

Solar Infusion



When using an item that requires a dice roll, gain a +1 to the result.

Vanguard



Twice per Page: You may redraw a card when activating a Party Member's or Pet's ability.

Surges



You have 4 Surges you can use to activate surge abilities. Regain all used surges at the beginning of each page.

Luminous Shield



Use 1 Surge: Add D4 to a single Defense roll.

Solar Flare



Use 1 Surge: Add D4 to a single Damage roll.

Radiant Blast



Use 1 Surge: Add D4 to a single Attack roll.