ZARYLLA T'UR

Erzan Mystic • Level:1

TRAITS

STR -2

DEX 1

CON 1

INT 0

WIS 2

CHA -2

STATS

HP 10

MAX

ARMOR 11

ATK +3

DMG d12

Weapon:
Solar Blade

Credits:

EQUIPMENT & LOOT

Bonus :
Penalty

VIRTUE

-10 -5 0 +5 +10

ABILITIES

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

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

Time Step — Once per Page: Reroll any die roll and take the new result.

Surges — You have 2 Surges you can use to activate mystic abilities. Regain all used surges on a Rest.

Foresight — Use 1 Surge: Gain a +2 Defense bonus for the Page.

ZARYLLA T'UR

Erzan Mystic • Level:2

TRAITS

STR

DEX

CON

INT

WIS

CHA

Weapon:
Solar Blade

Credits:

EQUIPMENT & LOOT

Bonus :
Penalty

STATS

HP MAX 12

DEF 12

ATK +4

DMG 2d8

VIRTUE

-10 -5 0 +5 +10

ABILITIES

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

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

Arcane Adept — Add +2 to all rolls to handle and deal with magic.

Time Step — Once per Page: Reroll any die roll and take the new result.

Surges — You have 3 Surges you can use to activate mystic abilities. Regain all used surges on a Rest.

Foresight — Use 1 Surge: Gain a +2 Defense bonus for the Page.

ZARYLLA T'UR

Erzan Mystic • Level:3

TRAITS

STR

DEX

CON

INT

WIS

CHA

Weapon:
Solar Blade

Credits:

EQUIPMENT & LOOT

Bonus :
Penalty

STATS

HP MAX 15

DEF 13

ATK +5

DMG 2d10

VIRTUE

-10 -5 0 +5 +10

ABILITIES

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

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

Arcane Adept — Add +2 to all rolls to handle and deal with magic.

Student — Add +2 to all rolls to recall history and knowledge.

Time Step — Once per Page: Reroll any die roll and take the new result.

Surges — You have 3 Surges you can use to activate mystic abilities. Regain all used surges on a Rest.

Foresight — Use 1 Surge: Gain a +2 Defense bonus for the Page.

Regenerate — Use 1 Surge: Restore d6 Health.

ZARYLLA T'UR

Erzan Mystic • Level:4

TRAITS

STR

DEX

CON

INT

WIS

CHA

Weapon:
Solar Blade

Credits:

EQUIPMENT & LOOT

Bonus :
Penalty

STATS

HP MAX 18

DEF 14

ATK +5

DMG 2d12

VIRTUE

-10 -5 0 +5 +10

ABILITIES

Athlete	Add +2 to all rolls to overcome physical and athletic hurdles.
Danger Sense	Add +2 to all rolls to avoid traps and surprise hazards.
Arcane Adept	Add +2 to all rolls to handle and deal with magic.
Student	Add +2 to all rolls to recall history and knowledge.
Time Step	Once per Page: Reroll any die roll and take the new result.
Mindbreaker	Once per Page: Make an extra Attack and Damage roll.
Void Flux	Once per Page: Take half of the damage from a single source, rounded down.
Surges	You have 4 Surges you can use to activate mystic abilities. Regain all used surges on a Rest.
Foresight	Use 1 Surge: Gain a +2 Defense bonus for the Page.
Regenerate	Use 1 Surge: Restore d6 Health.

ZARYLLA T'UR

Erzan Mystic • Level:5

TRAITS

STR

DEX

CON

INT

WIS

CHA

STATS

HP MAX 21

DEF 15

ATK +6

DMG 3d10

Weapon:
Solar Blade

Credits:

EQUIPMENT & LOOT

Bonus :
Penalty

VIRTUE

-10 | -5 | 0 | +5 | +10

ABILITIES

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

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

Arcane Adept — Add +2 to all rolls to handle and deal with magic.

Student — Add +2 to all rolls to recall history and knowledge.

Time Step — Once per Page: Reroll any die roll and take the new result.

Mindbreaker — Once per Page: Make an extra Attack and Damage roll.

Void Flux — Once per Page: Take half of the damage from a single source, rounded down.

Lifelink — Once per Rest: If your health drops to zero, restore it to 25% of your max health, rounded up.

Surges — You have 5 Surges you can use to activate mystic abilities. Regain all used surges on a Rest.

Foresight — Use 1 Surge: Gain a +2 Defense bonus for the Page.

Regenerate — Use 1 Surge: Restore d6 Health.

ZARYLLA T'UR

Erzan Mystic • Level:6

TRAITS

STR

DEX

CON

INT

WIS

CHA

Weapon:
Solar Blade

Credits:

EQUIPMENT & LOOT

Bonus :
Penalty

STATS

HP MAX 24

DEF 15

ATK +7

DMG 3d12

VIRTUE

-10 -5 0 +5 +10

ABILITIES

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

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

Arcane Adept — Add +2 to all rolls to handle and deal with magic.

Student — Add +2 to all rolls to recall history and knowledge.

Time Step — Once per Page: Reroll any die roll and take the new result.

Mindbreaker — Once per Page: Make an extra Attack and Damage roll.

Void Flux — Once per Page: Take half of the damage from a single source, rounded down.

Lifelink — Once per Rest: If your health drops to zero, restore it to 25% of your max health, rounded up.

Surges — You have 6 Surges you can use to activate mystic abilities. Regain all used surges on a Rest.

Foresight — Use 1 Surge: Gain a +2 Defense bonus for the Page.

Regenerate — Use 1 Surge: Restore d6 Health.

Starquake — Use 1 Surge: Add your Wisdom modifier to all Attack and Damage rolls on the Page.