

JAKE SORREN

Gavonite Co-pilot ♦ Level:1

VIRTUE



ABILITIES

- Piloting** Add +2 to all rolls to navigate and fly a ship.
- Athlete** Add +2 to all rolls to overcome physical and athletic hurdles.
- Barrel Roll** Once per Page: add a d20 to a single Evasion roll.
- Snipe** Once per Page: Add d4 to a single Damage roll.

TRAITS

- 2
- 2
- 1
- 0
- 1
- 2
-

Weapon:
Dual Sonic Pistols

Credits:

EQUIPMENT & LOOT

Bonus: _____
Penalty: _____



STATS

10 13
 +3 d8

JAKE SORREN

Gavonite Co-pilot ♦ Level:2

VIRTUE



TRAITS

A vertical column of seven trait icons, each in a blue-bordered box with a red indicator light on the left. From top to bottom: a hand icon, a target icon, a person icon, a brain icon, an open book icon, a person with a gun icon, and a skull icon.



Weapon:

Dual Sonic Pistols

Credits:

EQUIPMENT & LOOT

A vertical stack of ten empty horizontal lines for listing equipment and loot.

ABILITIES

A vertical stack of five ability cards, each with an icon, a name, and a description. From top to bottom:

- Piloting** (Person in a ship icon): Add +2 to all rolls to navigate and fly a ship.
- Athlete** (Person icon): Add +2 to all rolls to overcome physical and athletic hurdles.
- Animal Tamer** (Person with animal icon): Add +2 to all rolls to train and handle animals.
- Barrel Roll** (Ship icon): Once per Page: add a d20 to a single Evasion roll.
- Snipe** (Gun icon): Once per Page: Add d4 to a single Damage roll.

STATS

A horizontal row of four stat cards, each with an icon, a value, and a red indicator light on the left. From left to right:

- HP** (Heart icon): 15
- DEF** (Shield icon): 13
- ATT** (Gun icon): +4
- SPD** (Arrow icon): d10

Two empty horizontal bars for Bonus and Penalty.

JAKE SORREN

Gavonite Co-pilot ♦ Level:4



TRAITS

- UN-10
- XND
- ZON
- Z-
- U-E
- >IN
-

Weapon:
Dual Sonic Pistols

Credits:

EQUIPMENT & LOOT

Bonus:
Penalty

VIRTUE



ABILITIES

- Piloting** Add +2 to all rolls to navigate and fly a ship.
- Athlete** Add +2 to all rolls to overcome physical and athletic hurdles.
- Animal Tamer** Add +2 to all rolls to train and handle animals.
- Persuasive** Add +2 to all rolls to persuade and convince.
- Barrel Roll** Once per Page: add a d20 to a single Evasion roll.
- Target Lock** Once per Page: add a d20 to a single Aim roll.
- Snipe** Twice per Page: Add d4 to a single Damage roll.
- Double Shot** Once per Page: Add d4 to a single Attack roll.
- Misfire** Whenever you roll a 1 on any d20, reroll and take the new result.

STATS

- HP 25
- DEF 15
- ATT +5
- DPS 2d8

JAKE SORREN

Gavonite Co-pilot ♦ Level:5

Weapon:
Dual Sonic Pistols

Credits:

EQUIPMENT & LOOT

Bonus:
Penalty

VIRTUE



ABILITIES

Piloting



Add +2 to all rolls to navigate and fly a ship.

Athlete



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

Animal Tamer



Add +2 to all rolls to train and handle animals.

Persuasive



Add +2 to all rolls to persuade and convince.

Barrel Roll



Once per Page: add a d20 to a single Evasion roll.

Target Lock



Once per Page: add a d20 to a single Aim roll.

Snipe



Twice per Page: Add d4 to a single Damage roll.

Double Shot



Once per Page: Add d4 to a single Attack roll.

Rapid Fire



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

Misfire



Whenever you roll a 1 on any d20, reroll and take the new result.

Reload



Once per Rest: Restore your Health by d6 up to your maximum.

TRAITS

-
-
-
-
-
-
-

STATS

- 30
- 16
- +6
- 2d10

30

16

+6

2d10

JAKE SORREN

Gavonite Co-pilot ♦ Level:6

VIRTUE



TRAITS



STATS

35
 16

+7
 3d8

Weapon:
Dual Sonic Pistols

Credits:

EQUIPMENT & LOOT

Bonus:
Penalty

ABILITIES

Piloting



Add +2 to all rolls to navigate and fly a ship.

Athlete



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

Animal Tamer



Add +2 to all rolls to train and handle animals.

Persuasive



Add +2 to all rolls to persuade and convince.

Barrel Roll



Once per Page: add a d20 to a single Evasion roll.

Target Lock



Once per Page: add a d20 to a single Aim roll.

Snipe



Twice per Page: Add d4 to a single Damage roll.

Double Shot



Once per Page: Add d4 to a single Attack roll.

Rapid Fire



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

Misfire



Whenever you roll a 1 on any d20, reroll and take the new result.

Reload



Twice per Rest: Restore your Health by d6 up to your maximum.

Aerial Strike



Once per Page: Add your Charisma Modifier to a single Attack and Damage roll.