Gavonite Co-pilot • Level:1



ABILITIES

VIRTUE





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





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





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





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

Gavonite Co-pilot • Level:2



Weapon: Dual Sonic Pistols

Credits:

EQUIPMENT & LOOT

Bonus: Penalty

VIRTUE

ABILITIES





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





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

Animal Tamer



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

Barrel Roll



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

Snipe



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

Gavonite Co-pilot • Level:3



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.

Snipe



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

Double Shot



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

Gavonite Co-pilot • Level:4





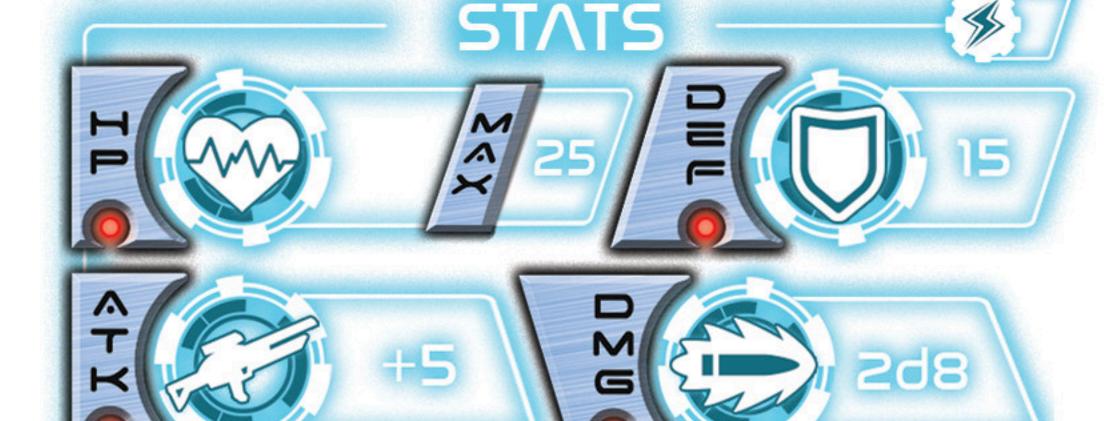














Weapon: Dual Sonic Pistols

Credits:

EQUIPMENT & LOOT

Bonus Penalty

VIRTUE

ABILITIES

Piloting (



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

∧thlete



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 Nim 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.

Gavonite Co-pilot • Level:5





















Weapon: Dual Sonic Pistols

Credits:

EQUIPMENT & LOOT



Bonus Penalty

VIRTUE

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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.

Gavonite Co-pilot • Level:6







EQUIPMENT & LOOT



















Bonus: Penalty

VIRTUE

ABILITIES





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





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 Nim 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.

Nerial Strike



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