

# ZARYLLA T'UR

Erzan Mystic ♦ Level: 1

Weapon:  
Solar Blade

## TRAITS

⚔️ -2

🌀 1

👤 1

👊 0

📖 2

🏃 -2



## STATS

📊 10

🔫 +3

🛡️ 11

🎲 d12

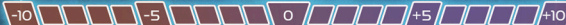


Credits:

## EQUIPMENT & LOOT

Bonus:  
Penalty:

## VIRTUE



## 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



## STATS

Health: 12

Defense: 12

Attack: +4

Speed: 2p8

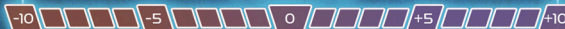
Weapon:  
Solar Blade

Credits:

## EQUIPMENT & LOOT

Bonus:  
Penalty

## VIRTUE



## 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

Weapon:  
Solar Blade

## TRAITS



## STATS

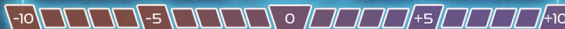


Credits:

## EQUIPMENT & LOOT

Bonus:  
Penalty

## VIRTUE



## 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

Weapon:  
Solar Blade

## TRAITS

W-1M

X-MO

ZON

-1Z-

W-E

>IN

## STATS

WI 18

WMO 14

X-1+ +5

03D 2P12

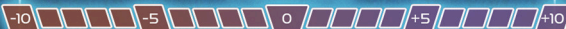


Credits:

## EQUIPMENT & LOOT

Bonus:  
Penalty

## VIRTUE



## 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

Weapon:  
Solar Blade

## TRAITS



## STATS



21



15



+6



-10

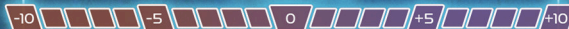


Credits:

## EQUIPMENT & LOOT

Bonus:  
Penalty

## VIRTUE



## 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.

Lifeline



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

Weapon:  
Solar Blade

Credits:

## EQUIPMENT & LOOT

Bonus:  
Penalty

## VIRTUE



## 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.

## TRAITS



## STATS



24



15



+7



3d12

