Zilmora the Wise

Elf Sorceress ◆ Level: 1

Traits

Str	-2
Dex	+0
Con	-2
Int	+2
Wis	+2
Cha	+0

Virtue

-10 -5 0 +5 +10

Abilities

Arcane Adept	Add +2 to all rolls to handle and deal with magic.
Investigator	Add +2 to all rolls to search and investigate.
Illusion	Once per Page: Add + d4 to an Attack roll.
Spells	You have 4 Spell Points you can use to cast spells. Regain all used spell points after a Rest.
Spell: Arcane Armor	Use 1 Spell Point: Gain +6 Defense for the Page.
Spell: Quicken	Use 1 Spell Point: Add +15 to all Dexterity rolls for the Page.

Hp	10
Def	12
Atk	+2
Dmg	d12

Weapon: Fireblast Spell

Gold:

Equipment & Loot:

Bonus

Zilmora the Wise

Elf Sorceress ◆ Level: 2

Traits

Str	Dex	Con
Int	Wis	Cha

Virtue

-10 -5 0 +5 +10

Abilities

Arcane Adept	Add +2 to all rolls to handle and deal with magic.
Investigator	Add +2 to all rolls to search and investigate.
Student	Add +2 to all rolls to recall history and knowledge.
Illusion	Once per Page: Add + d4 to an Attack roll.
Force Bolt	Once per Page: Add + d4 to a Damage roll.
Spells	You have 5 Spell Points you can use to cast spells. Regain all used spell points after a Rest.
Spell: Arcane Armor	Use 1 Spell Point: Gain +6 Defense for the Page.
Spell: Quicken	Use 1 Spell Point: Add +15 to all Dexterity rolls for the Page.

Hp 13

Def 13

Atk +3

Dmg 2d8

Weapon:
Fireblast Spell

Gold:

Equipment & Loot:

Bonus

Zilmora the Wise

Elf Sorceress ◆ Level: 3

Traits

Str	Dex	Con
Int	Wis	Cha

Virtue

-10 -5 0 +5 +10

Hp	16
Def	14
Atk	+4
Dmg	2d10

Weapon: Fireblast Spell

Gold:

Equipment & Loot:

Bonus

Abilities

Arcane Adept	Add +2 to all rolls to handle and deal with magic.
Investigator	Add +2 to all rolls to search and investigate.
Student	Add +2 to all rolls to recall history and knowledge.
Illusion	Once per Page: Add + d4 to an Attack roll.
Force Bolt	Once per Page: Add + d4 to a Damage roll.
Spells	You have 6 Spell Points you can use to cast spells. Regain all used spell points after a Rest.
Spell: Arcane Armor	Use 1 Spell Point: Gain +6 Defense for the Page.
Spell: Quicken	Use 1 Spell Point: Add +15 to all Dexterity rolls for the Page.
Spell: Enchant	Use 1 Spell Point: Add +15 to all Charisma rolls for the Page.
Spell: Divination	Use 1 Spell Point: Add +15 to all Wisdom and Intellect rolls for the Page.

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Elf Sorceress • Level: 4

Traits

Str	Dex	Con
Int	Wis	Cha

Virtue

-10 -5 0 +5 +10

Hp	20
Def	15
Atk	+5
Dmg	3d8

Weapon: Fireblast Spell

Gold:

Equipment & Loot:

Bonus

Abilities

Arcane Adept	Add +2 to all rolls to handle and deal with magic.
Investigator	Add +2 to all rolls to search and investigate.
Student	Add +2 to all rolls to recall history and knowledge.
Illusion	Once per Page: Add + d4 to an Attack roll.
Force Bolt	Once per Page: Add + d4 to a Damage roll.
Spells	You have 8 Spell Points you can use to cast spells. Regain all used spell points after a Rest.
Spell: Arcane Armor	Use 1 Spell Point: Gain +6 Defense for the Page.
Spell: Quicken	Use 1 Spell Point: Add +15 to all Dexterity rolls for the Page.
Spell: Enchant	Use 1 Spell Point: Add +15 to all Charisma rolls for the Page.
Spell: Divination	Use 1 Spell Point: Add +15 to all Wisdom and Intellect rolls for the Page.
Spell: Shield	Use 1 Spell Point: Reduce the first 6 points of incoming damage on the Page to zero.
Spell: Fireball	Use 1 Spell Point: Add +d20 to all Attack and Damage rolls for the Page.

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Elf Sorceress ◆ Level: 5

Traits

Str	Dex	Con
Int	Wis	Cha

Virtue

-10 -5 0 +5 +10

Hp	24
Def	16
Atk	+5
Dmg	3d10

Weapon: Fireblast Spell

Gold:

Equipment & loot:

Bonus

Abilities

Arcane Adept	Add +2 to all rolls to handle and deal with magic.
Investigator	Add +2 to all rolls to search and investigate.
Student	Add +2 to all rolls to recall history and knowledge.
Illusion ◇◇	Twice per Page: Add + d4 to an Attack roll.
Force Bolt ◇	Once per Page: Add + d4 to a Damage roll.
Spells	You have 10 Spell Points you can use to cast spells. Regain all used spell points after a Rest.
Spell: Arcane Armor	Use 1 Spell Point: Gain +6 Defense for the Page.
Spell: Quicken	Use 1 Spell Point: Add +15 to all Dexterity rolls for the Page.
Spell: Enchant	Use 1 Spell Point: Add +15 to all Charisma rolls for the Page.
Spell: Divination	Use 1 Spell Point: Add +15 to all Wisdom and Intellect rolls for the Page.
Spell: Shield	Use 1 Spell Point: Reduce the first 6 points of incoming damage on the Page to zero.
Spell: Fireball	Use 1 Spell Point: Add +d20 to all Attack and Damage rolls for the Page.
Spell: Enlarge	Use 1 Spell Point: Add +15 to all Strength and Constitution rolls for the Page.

Zilmora the Wise

Elf Sorceress ◆ Level: 6

Traits

Str	Dex	Con
Int	Wis	Cha

Virtue

-10 -5 0 +5 +10

Hp	28
Def	16
Atk	+6
Dmg	3d12

Weapon: Fireblast Spell

Gold:

Equipment & Loot:

Bonus

Abilities

Arcane Adept	Add +2 to all rolls to handle and deal with magic.
Investigator	Add +2 to all rolls to search and investigate.
Student	Add +2 to all rolls to recall history and knowledge.
Illusion ◇◇	Twice per Page: Add + d4 to an Attack roll.
Force Bolt ◇◇	Twice per Page: Add + d4 to a Damage roll.
Spells ◇◇◇◇◇	You have 12 Spell Points you can use to cast spells. Regain all used spell points after a Rest.
Spell: Arcane Armor	Use 1 Spell Point: Gain +6 Defense for the Page.
Spell: Quicken	Use 1 Spell Point: Add +15 to all Dexterity rolls for the Page.
Spell: Enchant	Use 1 Spell Point: Add +15 to all Charisma rolls for the Page.
Spell: Divination	Use 1 Spell Point: Add +15 to all Wisdom and Intellect rolls for the Page.
Spell: Shield	Use 1 Spell Point: Reduce the first 6 points of incoming damage on the Page to zero.
Spell: Fireball	Use 1 Spell Point: Add +d20 to all Attack and Damage rolls for the Page.
Spell: Enlarge	Use 1 Spell Point: Add +15 to all Strength and Constitution rolls for the Page.
Spell: Regenerate	Use 1 Spell Point: Restore d12 Health Points.