



ZILMORA THE WISE

Elf Sorceress ♦ Level: 1

TRAITS



STR -2

DEX +0

CON -2

INT +2

WIS +2

CHA +0



VIRTUE



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:

Blank area for equipment and loot.



ZILMORA THE WISE

Elf Sorceress ♦ Level: 2

TRAITS



STR
Icon: Hand holding a book

DEX
Icon: Bow and arrow

CON
Icon: Human figure

INT
Icon: Three gears

WIS
Icon: Open book

CHA
Icon: Figure with a staff



VIRTUE



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
Icon: Heart

DEF 13
Icon: Knight in armor

ATK +3
Icon: Swords

DMG 2D8
Icon: Skull

WEAPON:

Fireblast Spell

GOLD:

EQUIPMENT & LOOT:

Blank lined area for equipment and loot.

Bonus



ZILMORA THE WISE

Elf Sorceress ♦ Level: 3

TRAITS



STR

DEX

CON

INT

WIS

CHA



VIRTUE



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.

HP 16

DEF 14

ATK +4

DMG 2d10

WEAPON:

Fireblast Spell

GOLD:

EQUIPMENT & LOOT:

Empty box for equipment and loot.

Bonus



ZILMORA THE WISE

Elf Sorceress • Level: 4

TRAITS

STR
 DEX
 CON
 INT
 WIS
 CHA

VIRTUE



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.

HP 20
DEF 15
ATK +5
DMG 3D8

WEAPON:
Fireblast Spell

GOLD:

EQUIPMENT & LOOT:

Bonus



ZILMORA THE WISE

Elf Sorceress ♦ Level: 5

TRAITS



STR

DEX

CON

INT

WIS

CHA



VIRTUE



ABILITIES

HP 24

DEF 16

ATK +5

DMG 3d10

WEAPON:

Fireblast Spell

GOLD:

EQUIPMENT & LOOT:

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.

Bonus



ZILMORA THE WISE

Elf Sorceress • Level: 6

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** 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.

HP **28**
DEF **16**
ATK **+6**
DMG **3d12**

WEAPON:
Fireblast Spell

GOLD:

EQUIPMENT & LOOT:

Bonus