

SIL BLACKBOLT

Light Seeker

Level: 1

TRAITS

Str
+2

Dex
+1

Con
+0

Int
-1

Wis
-1

Cha
-1

STATS

HP
Max
9

Atk
+3

Def
+3

Dmg
D8



VIRTUE



Weapon: Broadsword

Amber: 0

EQUIPMENT AND LOOT

Blank lined area for equipment and loot.

Bonus:

Penalty:

ABILITIES

Intimidating



Add +2 to all rolls to threaten and intimidate.

Surges



You have 1 Surge you can use to activate surge abilities. Regain all used surges at the beginning of each page.

Luminous Shield



Use 1 Surge: Add D4 to a single Defense roll.

Solar Flare



Use 1 Surge: Add D4 to a single Damage roll.

SIL BLACKBOLT

Light Seeker

Level: 2

TRAITS

-  Str
-  Dex
-  Con
-  Int
-  Wis
-  Cha



VIRTUE



Weapon: Broadsword

Amber:

EQUIPMENT AND LOOT

Bonus:
Penalty:

ABILITIES

- Intimidating**  Add +2 to all rolls to threaten and intimidate.
- Danger Sense**  Add +2 to all rolls to avoid traps and surprise hazards.
- Athlete**  Add +2 to all rolls to overcome physical and athletic hurdles.
- Royal Might**  Once per Page: Reroll any $d20 + \text{Strength}$ roll and take the new result.
- Surges**  You have 2 Surges you can use to activate surge abilities. Regain all used surges at the beginning of each page.
- Luminous Shield**  Use 1 Surge: Add D4 to a single Defense roll.
- Solar Flare**  Use 1 Surge: Add D4 to a single Damage roll.

STATS

	HP	Max 13	Atk	+4	
	Def	+4	Dmg	D12	

SIL BLACKBOLT

Light Seeker

Level: 3

TRAITS

Str 

Dex 

Con 

Int 

Wis 

Cha 

STATS

HP  Max **17**

Def  **+5**

Atk  **+4**

Dmg  **2D8**



VIRTUE



Weapon: Broadsword

Amber:

EQUIPMENT AND LOOT

Blank lined area for equipment and loot.

Bonus:

Penalty:

ABILITIES

Intimidating



Add +2 to all rolls to threaten and intimidate.

Danger Sense



Add +2 to all rolls to avoid traps and surprise hazards.

Athlete



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

Survivalist



Add +2 to all rolls to endure long journeys.

Royal Might



Once per Page: Reroll any d20 + Strength roll and take the new result.

Healing Light



Once per Rest: Restore D4 health.

Surges



You have 3 Surges you can use to activate surge abilities. Regain all used surges at the beginning of each page.

Luminous Shield



Use 1 Surge: Add D4 to a single Defense roll.

Solar Flare



Use 1 Surge: Add D4 to a single Damage roll.

SIL BLACKBOLT

Light Seeker

Level: 4

TRAITS

Str 

Dex 

Con 

Int 

Wis 

Cha 

STATS

HP  Max 21

Def  +6

Atk  +5 

Dmg  2D10



VIRTUE



Weapon: Broadsword

Amber:

EQUIPMENT AND LOOT

Blank lined area for equipment and loot.

Bonus:

Penalty:

ABILITIES

Intimidating



Add +2 to all rolls to threaten and intimidate.

Danger Sense



Add +2 to all rolls to avoid traps and surprise hazards.

Athlete



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

Survivalist



Add +2 to all rolls to endure long journeys.

Royal Might



Once per Page: Reroll any d20 + Strength roll and take the new result.

Healing Light



Twice per Rest: Restore D4 health.

Solar Infusion



When using an item that requires a dice roll, gain a +1 to the result.

Surges



You have 3 Surges you can use to activate surge abilities. Regain all used surges at the beginning of each page.

Luminous Shield



Use 1 Surge: Add D4 to a single Defense roll.

Solar Flare



Use 1 Surge: Add D4 to a single Damage roll.

SIL BLACKBOLT

Light Seeker

Level: 5

TRAITS

Str 

Dex 

Con 

Int 

Wis 

Cha 

STATS

HP  Max 25

Def  +7

Atk  +6 

Dmg  2D12



VIRTUE



Weapon: Broadsword

Amber:

EQUIPMENT AND LOOT

Blank lined area for equipment and loot.

Bonus:

Penalty:

ABILITIES

Intimidating



Add +2 to all rolls to threaten and intimidate.

Danger Sense



Add +2 to all rolls to avoid traps and surprise hazards.

Athlete



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

Survivalist



Add +2 to all rolls to endure long journeys.

Royal Might



Twice per Page: Reroll any d20 + Strength roll and take the new result.

Healing Light



Twice per Rest: Restore D4 health.

Solar Infusion



When using an item that requires a dice roll, gain a +1 to the result.

Surges



You have 4 Surges you can use to activate surge abilities. Regain all used surges at the beginning of each page.

Luminous Shield



Use 1 Surge: Add D4 to a single Defense roll.

Solar Flare



Use 1 Surge: Add D4 to a single Damage roll.

Radiant Blast



Use 1 Surge: Add D4 to a single Attack roll.

SIL BLACKBOLT

Light Seeker

Level: 6

TRAITS

Str 

Dex 

Con 

Int 

Wis 

Cha 

STATS

HP  Max **27**

Def  **+7**

Atk  **+6**

Dmg  **3D8**



VIRTUE



Weapon: Broadsword

Amber:

EQUIPMENT AND LOOT

Bonus:

Penalty:

ABILITIES

Intimidating



Add +2 to all rolls to threaten and intimidate.

Danger Sense



Add +2 to all rolls to avoid traps and surprise hazards.

Athlete



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

Survivalist



Add +2 to all rolls to endure long journeys.

Royal Might



Twice per Page: Reroll any d20 + Strength roll and take the new result.

Healing Light



Three times per Rest: Restore D4 health.

Solar Infusion



When using an item that requires a dice roll, gain a +1 to the result.

Vanguard



Twice per Page: You may redraw a card when activating a Party Member's or Pet's ability.

Surges



You have 4 Surges you can use to activate surge abilities. Regain all used surges at the beginning of each page.

Luminous Shield



Use 1 Surge: Add D4 to a single Defense roll.

Solar Flare



Use 1 Surge: Add D4 to a single Damage roll.

Radiant Blast



Use 1 Surge: Add D4 to a single Attack roll.