



# SIR GARETH STALWORTH

Human Cleric • Level: 2

## TRAITS



STR



DEX



CON



INT



WIS



CHA



## VIRTUE



## ABILITIES

INTIMIDATING

Add +2 to all rolls to threaten and intimidate.

ATHLETE

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

SURVIVALIST

Add +2 to all rolls to survive while traveling.

INVESTIGATOR

Add +2 to all rolls to search and investigate.

SPELLS

You have 4 Spell Points you can use to cast spells. Regain all used spell points after a Rest.

SPELL: DIVINE STRIKE

Use 1 Spell Point: Add your current Virtue amount to all Attack rolls for the Page.

SPELL: SMITE

Use 1 Spell Point: Add your current Virtue amount to all Damage rolls for the Page.

SPELL: HEALING LIGHT

Use 1 Spell Point: Restore your Health by the amount of your current Virtue.



HP 13

DEF 15

ATK +4

DMG D10

WEAPON:

Greatsword

GOLD:

EQUIPMENT & LOOT:

Bonus

# SIR GARETH STALWORTH

Human Cleric • Level: 3

## TRAITS

STR  DEX  CON 

INT  WIS  CHA 

## VIRTUE



## ABILITIES

- INTIMIDATING** Add +2 to all rolls to threaten and intimidate.
- ATHLETE** Add +2 to all rolls to overcome physical and athletic hurdles.
- SURVIVALIST** Add +2 to all rolls to survive while traveling.
- INVESTIGATOR** Add +2 to all rolls to search and investigate.
- PERSUASIVE** Add +2 to all rolls to persuade and convince.
- DIVINE GRACE**  Once per Page: Reroll any die roll and take the new result.
- SPELLS**  You have 6 Spell Points you can use to cast spells. Regain all used spell points after a Rest.
- SPELL: DIVINE STRIKE**  Use 1 Spell Point: Add your current Virtue amount to all Attack rolls for the Page.
- SPELL: SMITE**  Use 1 Spell Point: Add your current Virtue amount to all Damage rolls for the the Page.
- SPELL: HEALING LIGHT**  Use 1 Spell Point: Restore your Health by the amount of your current Virtue.



HP  17

DEF  15

ATK  +4

DMG  2D6

WEAPON:

Greatsword

**GOLD:**

**EQUIPMENT & LOOT:**

 Bonus 



# SIR GARETH STALWORTH

Human Cleric • Level: 5

## TRAITS



STR 

DEX 

CON 

INT 

WIS 

CHA 

## VIRTUE



## ABILITIES

- INTIMIDATING** Add +2 to all rolls to threaten and intimidate.
- ATHLETE** Add +2 to all rolls to overcome physical and athletic hurdles.
- SURVIVALIST** Add +2 to all rolls to survive while traveling.
- INVESTIGATOR** Add +2 to all rolls to search and investigate.
- PERSUASIVE** Add +2 to all rolls to persuade and convince.
- DIVINE GRACE**  Once per Page: Reroll any die roll and take the new result.
- SPELLS**  You have 8 Spell Points you can use to cast spells. Regain all used spell points after a Rest.
- SPELL: DIVINE STRIKE**  Use 1 Spell Point: Add your current Virtue amount to all Attack rolls for the Page.
- SPELL: SMITE**  Use 1 Spell Point: Add your current Virtue amount to all Damage rolls for the Page.
- SPELL: HEALING LIGHT**  Use 1 Spell Point: Restore your Health by the amount of your current Virtue.
- SPELL: RESTORATION**  Use 1 Spell Point: Remove Poisoned and Cursed conditions.
- SPELL: LIGHT SHIELD**  Use 1 Spell Point: Gain a +3 Defense bonus for the Page.

HP  25

DEF  17

ATK  +6

DMG  2D12

WEAPON:  
Greatsword

### GOLD:

### EQUIPMENT & LOOT:

 Bonus 

