



PROF. TRYNNICUS WYVERN

Draakon Elementalist ♦ Level: 1

TRAITS



STR -1

DEX -1

CON -1

INT +2

WIS +2

CHA -1



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.

FIRESTORM Once per page: Add d6 to a single Damage roll.

SPELLS You have 3 Spell Points you can use to cast spells. Regain all used spell points after a Rest.

SPELL: LEAF ON THE WIND Use 1 Spell Point: Gain a +2 Defense for the Page.

HP 10

DEF 12

ATK +2

DMG D8

WEAPON:
Firebolt

GOLD:

EQUIPMENT & LOOT:

Empty table with 10 rows for equipment and loot.



PROF. TRYNNICUS WYVERN

Draakon Elementalist ♦ 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.

FIRESTORM Once per page: Add d6 to a single Damage roll.

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

SPELL: LEAF ON THE WIND Use 1 Spell Point: Gain a +2 Defense for the Page.

SPELL: STONE SKIN Use 1 Spell Point: Reduce the first 4 points of incoming damage on the Page to 0 (zero).

HP 14
Icon: heart

DEF 13
Icon: knight in armor

ATK +3
Icon: crossed swords

DMG D12
Icon: skull

WEAPON:
Firebolt

GOLD:

EQUIPMENT & LOOT:

Empty table with 10 rows for equipment and loot.



PROF. TRYNNICUS WYVERN

Draakon Elementalist ♦ Level: 3

TRAITS



STR
Icon: hand holding a scroll

DEX
Icon: bow and arrow

CON
Icon: human figure

INT
Icon: three gears

WIS
Icon: open book

CHA
Icon: figure with a banner



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.

FIRESTORM Once per page: Add d6 to a single Damage roll.

LIGHTNING Once per page: Add d6 to a single Attack roll.

SPELLS You have 6 Spell Points you can use to cast spells. Regain all used spell points after a Rest.

SPELL: LEAF ON THE WIND Use 1 Spell Point: Gain a +2 Defense for the Page.

SPELL: STONE SKIN Use 1 Spell Point: Reduce the first 4 points of incoming damage on the Page to 0 (zero).

SPELL: CHANNEL ELEMENTS Use 1 Spell Point: Reroll any die roll and take the new result.

HP 18
Icon: heart

DEF 14
Icon: knight in armor

ATK +4
Icon: crossed swords

DMG 2D8
Icon: skull

WEAPON:
Firebolt

GOLD:

EQUIPMENT & LOOT:

Empty box for equipment and loot.



PROF. TRYNNICUS WYVERN

Draakon Elementalist ♦ 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.
- FIRESTORM** Once per page: Add d6 to a single Damage roll.
- LIGHTNING** Once per page: Add d6 to a single Attack roll.
- SPELLS** You have 7 Spell Points you can use to cast spells. Regain all used spell points after a Rest.
- SPELL: LEAF ON THE WIND** Use 1 Spell Point: Gain a +2 Defense for the Page.
- SPELL: STONE SKIN** Use 1 Spell Point: Reduce the first 4 points of incoming damage on the Page to 0 (zero).
- SPELL: CHANNEL ELEMENTS** Use 1 Spell Point: Reroll any die roll and take the new result.
- SPELL: BLIZZARD** Use 1 Spell Point: Add d6 to all Attack and Damage rolls for the Page.
- SPELL: LIFE WATER** Use 1 Spell Point: Restore your Health by d8.

HP 23
 DEF 14
 ATK +6
 DMG 3d8

WEAPON:
Firebolt

GOLD:

EQUIPMENT & LOOT:
