TAK REDWIND

Wind Chaser — Level: 1

TRAITS

Str	+0
Dex	+3
Con	+1
Int	-2
Wis	+0
Cha	-2

VIRTUE

-10 -5 +5 +10

Weapon: Spear

Amber: 4

EQUIPMENT AND LOOT

Bonus:

Penalty:

STATS

HP	Max 10	Atk	+2
Def	+2	DmG	D8

ABILITIES

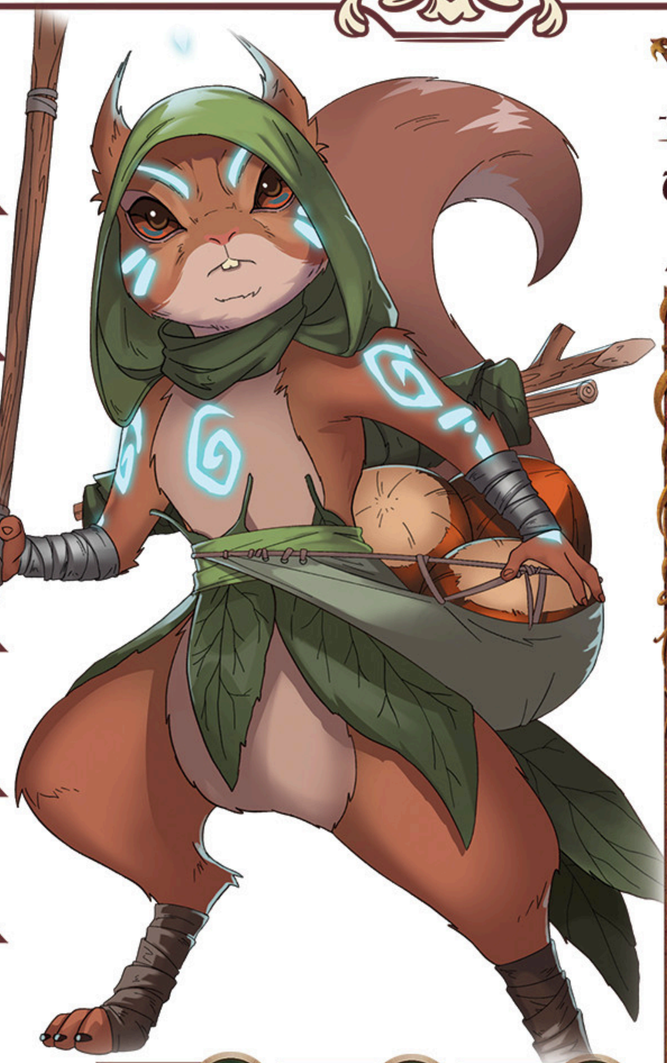
Athlete	Add +2 to all rolls to overcome physical and athletic hurdles.
Gust	Once per Page: Reroll any D20 + Dexterity roll and take then new result.
Surges	You have 1 Surge you can use to activate surge abilities. Regain all used surges at the beginning of each page.
Gale Strike	Use 1 Surge: Add D4 to a single Damage roll.

TAK REDWIND

Wind Chaser — Level: 2

TRAITS

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



STATS

HP	Max
	14

Atk	Def	DmG
+3	+4	D12

VIRTUE

-10 -5 +5 +10

Weapon: Spear

Amber:

EQUIPMENT AND LOOT

Bonus:

Penalty:

ABILITIES

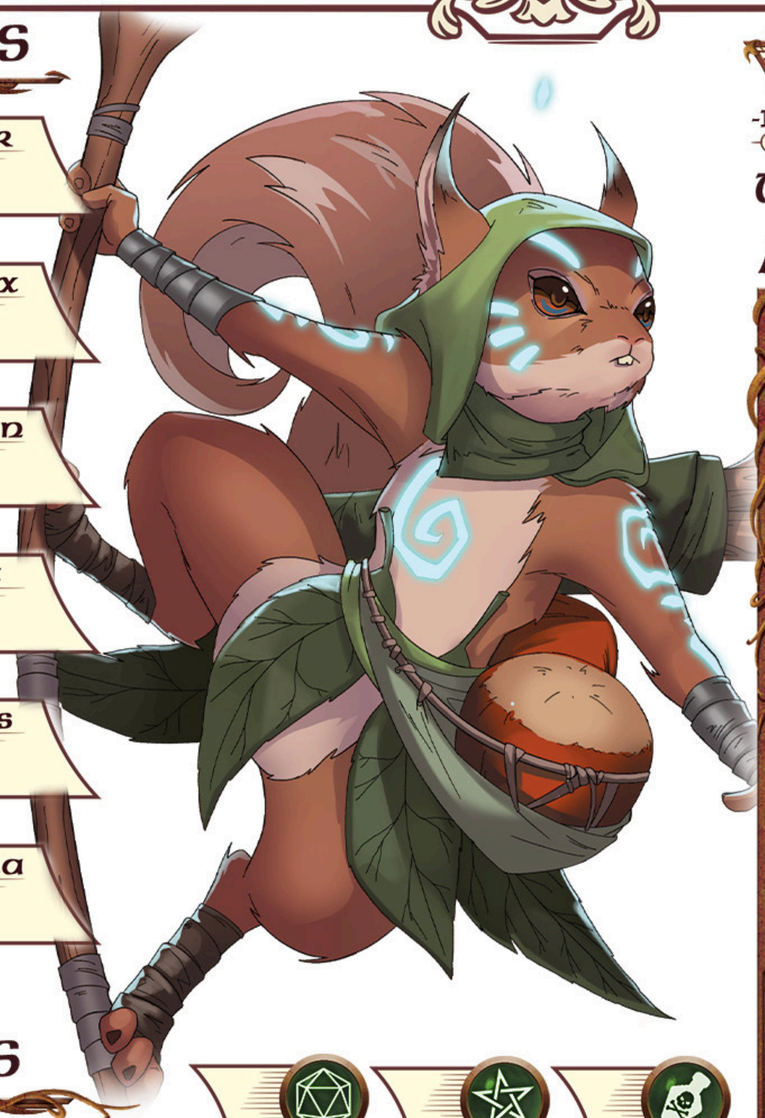
Athlete	Add +2 to all rolls to overcome physical and athletic hurdles.
Intimidating	Add +2 to all rolls to threaten and intimidate.
Survivalist	Add +2 to all rolls to endure long journeys.
Gust	Once per Page: Reroll any D20 + Dexterity roll and take then new result.
Surges	You have 2 Surges you can use to activate surge abilities. Regain all used surges at the beginning of each page.
Gale Strike	Use 1 Surge: Add D4 to a single Damage roll.
Whirlwind	Use 1 Surge: Reroll a Defense roll and take the new result.

TAK REDWIND

Wind Chaser — Level: 3

TRAITS

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



STATS

HP	Max
	18

Atk	Def	DmG
+4	+4	2D8

VIRTUE

-10 -5 +5 +10

Weapon: Spear

Amber:

EQUIPMENT AND LOOT

Bonus:

Penalty:

ABILITIES

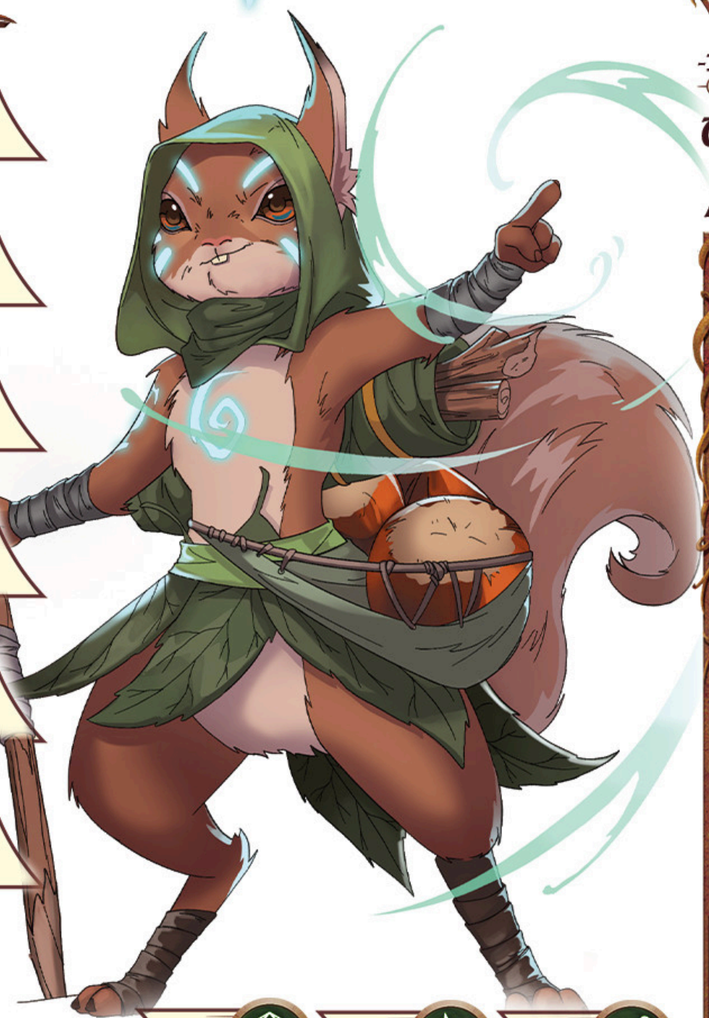
Athlete	Add +2 to all rolls to overcome physical and athletic hurdles.
Intimidating	Add +2 to all rolls to threaten and intimidate.
Survivalist	Add +2 to all rolls to endure long journeys.
Danger Sense	Add +2 to all rolls to avoid traps and surprise hazards.
Gust	Twice per Page: Reroll any D20 + Dexterity roll and take then new result.
Typhoon Fury	Once per Rest: Add D6 to all Attack rolls on the page.
Surges	You have 3 Surges you can use to activate surge abilities. Regain all used surges at the beginning of each page.
Gale Strike	Use 1 Surge: Add D4 to a single Damage roll.
Whirlwind	Use 1 Surge: Reroll a Defense roll and take the new result.

TAK REDWIND

Wind Chaser — Level: 4

TRAITS

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



STATS

HP	Max 23	Atk +5
Def +6	DmG 2D10	

VIRTUE

-10 -5 +5 +10

Weapon: Spear

Amber:

EQUIPMENT AND LOOT

Bonus:

Penalty:

ABILITIES

Athlete	Add +2 to all rolls to overcome physical and athletic hurdles.
Intimidating	Add +2 to all rolls to threaten and intimidate.
Survivalist	Add +2 to all rolls to endure long journeys.
Danger Sense	Add +2 to all rolls to avoid traps and surprise hazards.
Gust	Twice per Page: Reroll any D20 + Dexterity roll and take then new result.
Typhoon Fury	Twice per Rest: Add D6 to all Attack rolls on the page.
Cyclone Shield	Once per Rest: Add D4 to all Defense rolls on the page.
Surges	You have 3 Surges you can use to activate surge abilities. Regain all used surges at the beginning of each page.
Gale Strike	Use 1 Surge: Add D4 to a single Damage roll.
Whirlwind	Use 1 Surge: Reroll a Defense roll and take the new result.

TAK REDWIND

Wind Chaser — Level: 5

TRAITS

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

STATS

HP	Max 27	Atk +6
Def +6		DmG 2D12

VIRTUE

-10 -5 +5 +10

Weapon: Spear

Amber:

EQUIPMENT AND LOOT

Bonus:

Penalty:

ABILITIES

Athlete	Add +2 to all rolls to overcome physical and athletic hurdles.
Intimidating	Add +2 to all rolls to threaten and intimidate.
Survivalist	Add +2 to all rolls to endure long journeys.
Danger Sense	Add +2 to all rolls to avoid traps and surprise hazards.
Gust	Twice per Page: Reroll any D20 + Dexterity roll and take then new result.
Typhoon Fury	Three times per Rest: Add D6 to all Attack rolls on the page.
Cyclone Shield	Twice per Rest: Add D4 to all Defense rolls on the page.
Zephyr's Embrace	You may use Boons to restore D4 health.
Surges	You have 4 Surges you can use to activate surge abilities. Regain all used surges at the beginning of each page.
Gale Strike	Use 1 Surge: Add D4 to a single Damage roll.
Whirlwind	Use 1 Surge: Reroll a Defense roll and take the new result.

TAK REDWIND

Wind Chaser — Level: 6

TRAITS

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

STATS

HP	Max	Atk
	32	+6

Def	DmG
+7	3D8

VIRTUE

-10 -5 +5 +10

Weapon: Spear

Amber:

EQUIPMENT AND LOOT

Bonus:

Penalty:

ABILITIES

Athlete	Add +2 to all rolls to overcome physical and athletic hurdles.
Intimidating	Add +2 to all rolls to threaten and intimidate.
Survivalist	Add +2 to all rolls to endure long journeys.
Danger Sense	Add +2 to all rolls to avoid traps and surprise hazards.
Gust	Twice per Page: Reroll any D20 + Dexterity roll and take then new result.
Typhoon Fury	Three times per Rest: Add D6 to all Attack rolls on the page.
Cyclone Shield	Twice per Rest: Add D4 to all Defense rolls on the page.
Zephyr's Embrace	You may use Boons to restore D4 health.
Surges	You have 4 Surges you can use to activate surge abilities. Regain all used surges at the beginning of each page.
Gale Strike	Use 1 Surge: Add D6 to a single Damage roll.
Whirlwind	Use 1 Surge: Reroll a Defense roll and take the new result.
Tempest	Use 1 Surge: Reroll an Attack roll and take the new result.