

CORA WILDCLAW

Blade Dancer

Level: 1

TRAITS

Str
+0

Dex
+2

Con
-2

Int
-1

Wis
-1

Cha
+2

STATS

HP
Max
11

Def
+2

Atk
+3

Dmg
D6



VIRTUE

-10 -5 +5 +10

Weapon: Cutlass

Amber: 5

EQUIPMENT AND LOOT

Bonus:
Penalty:

ABILITIES

Stealthy



Add +2 to all rolls to sneak and remain hidden.

Regal Influence



Once per Page: Reroll any D20 + Charisma roll and take the new result.

Flurry of Daggers



Once per Rest: Gain D6 bonus to all Attack rolls on the page.

CORA WILDCLAW

Blade Dancer

Level: 2

TRAITS

Str

Dex

Con

Int

Wis

Cha



VIRTUE



Weapon: Cutlass

Amber:

EQUIPMENT AND LOOT

A large rectangular area with horizontal lines for writing equipment and loot details.

Bonus:

Penalty:

ABILITIES

Stealthy



Add +2 to all rolls to sneak and remain hidden.

Persuasive



Add +2 to all rolls to persuade and convince.

Bug Tamer



Add +2 to all rolls to train and handle bugs.

Regal Influence



Once per Page: Reroll any D20 + Charisma roll and take the new result.

Flurry of Daggers



Once per Rest: Gain D6 bonus to all Attack rolls on the page.

Keen Edge



Whenever you roll a 19 or 20 on an Attack roll, double the Damage roll.

STATS

HP

Max
16

Atk

+4

Def

+3

Dmg

D10



CORA WILDCLAW

Blade Dancer

Level: 3

TRAITS

Str

Dex

Con

Int

Wis

Cha

STATS

HP Max 21

Def +4

Atk +5

Dmg D12



VIRTUE



Weapon: Cutlass

Amber:

EQUIPMENT AND LOOT

Blank lined area for equipment and loot.

Bonus:

Penalty:

ABILITIES

Stealthy



Add +2 to all rolls to sneak and remain hidden.

Persuasive



Add +2 to all rolls to persuade and convince.

Bug Tamer



Add +2 to all rolls to train and handle bugs.

Danger Sense



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

Regal Influence



Once per Page: Reroll any D20 + Charisma roll and take the new result.

Flurry of Daggers



Once per Rest: Gain D6 bonus to all Attack rolls on the page.

Keen Edge



Whenever you roll a 19 or 20 on an Attack roll, double the Damage roll.

Royal Command



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

CORA WILDCLAW

Blade Dancer

Level: 4

TRAITS

Str

Dex

Con

Int

Wis

Cha

STATS

HP

Max
26

Atk

+6

Def

+4

Dmg

2D8



VIRTUE

-10 -5 +5 +10

Weapon: Cutlass

Amber:

EQUIPMENT AND LOOT

Bonus:

Penalty:

ABILITIES

Stealthy



Add +2 to all rolls to sneak and remain hidden.

Persuasive



Add +2 to all rolls to persuade and convince.

Bug Tamer



Add +2 to all rolls to train and handle bugs.

Danger Sense



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

Regal Influence



Once per Page: Reroll any D20 + Charisma roll and take the new result.

Flurry of Daggers



Once per Rest: Gain D6 bonus to all Attack rolls on the page.

Keen Edge



Whenever you roll a 19 or 20 on an Attack roll, double the Damage roll.

Royal Command



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

Lucky



Whenever you roll a 1 on a D20, reroll and take the new result.

Wall of Knives



Twice per Rest: Add D6 bonus to all Defense rolls on the page.

CORA WILDCLAW

Blade Dancer

Level: 5

TRAITS



Str



Dex



Con



Int



Wis



Cha

STATS



HP

Max
31



Def

+5

Atk

+6

Dmg

2D10



VIRTUE



Weapon: Cutlass

Amber:

EQUIPMENT AND LOOT

Bonus:

Penalty:

ABILITIES

Stealthy



Add +2 to all rolls to sneak and remain hidden.

Persuasive



Add +2 to all rolls to persuade and convince.

Bug Tamer



Add +2 to all rolls to train and handle bugs.

Danger Sense



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

Regal Influence



Twice per Page : Reroll any D20 + Charisma roll and take the new result.

Flurry of Daggers



Once per Rest : Gain D6 bonus to all Attack rolls on the page.

Keen Edge



Whenever you roll a 19 or 20 on an Attack roll, double the Damage roll.

Royal Command



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

Lucky



Whenever you roll a 1 on a D20, reroll and take the new result.

Wall of Knives



Twice per Rest: Add d6 bonus to all Defense rolls on the page.

Hidden Blade



Three times per Rest: Reroll an Attack roll and take the new result.

CORA WILDCLAW

Blade Dancer

Level: 6

TRAITS

Str

Dex

Con

Int

Wis

Cha

STATS

HP

Max
36

Atk

+7

Def

+6

Dmg

2D12

VIRTUE

-10 -5 +5 +10

Weapon: Cutlass

Amber:

EQUIPMENT AND LOOT

Bonus:

Penalty:

ABILITIES

Stealthy



Add +2 to all rolls to sneak and remain hidden.

Persuasive



Add +2 to all rolls to persuade and convince.

Bug Tamer



Add +2 to all rolls to train and handle bugs.

Danger Sense



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

Regal Influence



Twice per Page: Reroll any D20 + Charisma roll and take the new result.

Flurry of Daggers



Once per Rest: Gain D6 bonus to all Attack rolls on the page.

Keen Edge



Whenever you roll a 19 or 20 on an Attack roll, double the Damage roll.

Royal Command



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

Lucky



Whenever you roll a 1 on a D20, reroll and take the new result.

Wall of Knives



Twice per Rest: Add D6 bonus to all Defense rolls on the page.

Hidden Blade



Three times per Rest: Reroll an Attack roll and take the new result.

Blade Storm



Twice per Page: Add D4 bonus to a Damage roll.