

JAKE SORREN

Gavonite Co-pilot ♦ Level:1

TRAITS

Hand icon: -2

Eye icon: 2

Person icon: -1

Hand icon: 0

Book icon: -1

Person icon: 2

Lightning bolt icon

STATS

Heart icon: 10

Shield icon: 13

Gun icon: +3

Shield icon: d8



Weapon:

Dual Sonic Pistols

Credits:

EQUIPMENT & LOOT

Bonus:
Penalty:

VIRTUE



ABILITIES

Piloting



Add +2 to all rolls to navigate and fly a ship.

Athlete



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

Barrel Roll



Once per Page: add a d20 to a single Evasion roll.

Snipe



Once per Page: Add d4 to a single Damage roll.

JAKE SORREN

Gavonite Co-pilot ♦ Level:2

Weapon:

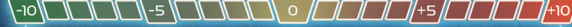
Dual Sonic Pistols

Credits:

EQUIPMENT & LOOT

Bonus:
Penalty:

VIRTUE



ABILITIES

Piloting



Add +2 to all rolls to navigate and fly a ship.

Athlete



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

Animal Tamer



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

Barrel Roll



Once per Page: add a d20 to a single Evasion roll.

Snipe



Once per Page: Add d4 to a single Damage roll.

TRAITS



STATS



15



13



+4



0



JAKE SORREN

Gavonite Co-pilot ♦ Level:3

TRAITS

⚔️

⚙️

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👊

📖

🏃

⚙️

STATS

📊 20

🛡️ 14

🔫 +5

🎯 2d6



Weapon:

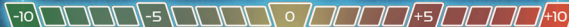
Dual Sonic Pistols

Credits:

EQUIPMENT & LOOT

Bonus:
Penalty:

VIRTUE



ABILITIES

Piloting



Add +2 to all rolls to navigate and fly a ship.

Athlete



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

Animal Tamer



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

Persuasive



Add +2 to all rolls to persuade and convince.

Barrel Roll



Once per Page: add a d20 to a single Evasion roll.

Snipe



Once per Page: Add d4 to a single Damage roll.

Double Shot



Once per Page: Add d4 to a single Attack roll.

JAKE SORREN

Gavonite Co-pilot ♦ Level:4

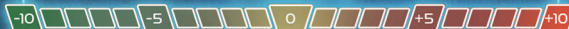
Weapon:
Dual Sonic Pistols

Credits:

EQUIPMENT & LOOT

Bonus:
Penalty:

VIRTUE



ABILITIES

Piloting



Add +2 to all rolls to navigate and fly a ship.

Athlete



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

Animal Tamer



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

Persuasive



Add +2 to all rolls to persuade and convince.

Barrel Roll



Once per Page: add a d20 to a single Evasion roll.

Target Lock



Once per Page: add a d20 to a single Aim roll.

Snipe



Twice per Page: Add d4 to a single Damage roll.

Double Shot



Once per Page: Add d4 to a single Attack roll.

Misfire



Whenever you roll a 1 on any d20, reroll and take the new result.

TRAITS



STATS



25



15



+5



2d8



JAKE SORREN

Gavonite Co-pilot ♦ Level:5

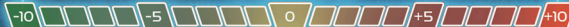
Weapon:
Dual Sonic Pistols

Credits:

EQUIPMENT & LOOT

Bonus:
Penalty

VIRTUE



ABILITIES

Piloting Add +2 to all rolls to navigate and fly a ship.

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

Animal Tamer Add +2 to all rolls to train and handle animals.

Persuasive Add +2 to all rolls to persuade and convince.

Barrel Roll Once per Page: add a d20 to a single Evasion roll.

Target Lock Once per Page: add a d20 to a single Aim roll.

Snipe Twice per Page: Add d4 to a single Damage roll.

Double Shot Once per Page: Add d4 to a single Attack roll.

Rapid Fire Once per Page: Make an extra Attack and Damage roll.

Misfire Whenever you roll a 1 on any d20, reroll and take the new result.

Reload Once per Rest: Restore your Health by d6 up to your maximum.

TRAITS



STATS

HP 30
DEF 16

ATK +6
SKILL 2d10



JAKE SORREN

Gavonite Co-pilot ♦ Level:6

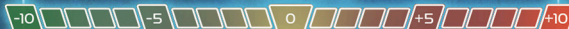
Weapon:
Dual Sonic Pistols

Credits:

EQUIPMENT & LOOT

Bonus:
Penalty

VIRTUE



ABILITIES

Piloting Add +2 to all rolls to navigate and fly a ship.

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

Animal Tamer Add +2 to all rolls to train and handle animals.

Persuasive Add +2 to all rolls to persuade and convince.

Barrel Roll Once per Page: add a d20 to a single Evasion roll.

Target Lock Once per Page: add a d20 to a single Aim roll.

Snipe Twice per Page: Add d4 to a single Damage roll.

Double Shot Once per Page: Add d4 to a single Attack roll.

Rapid Fire Once per Page: Make an extra Attack and Damage roll.

Misfire Whenever you roll a 1 on any d20, reroll and take the new result.

Reload Twice per Rest: Restore your Health by d6 up to your maximum.

Aerial Strike Once per Page: Add your Charisma Modifier to a single Attack and Damage roll.

TRAITS



STATS

35
16

+7
3d8

