

# CORA WILDCLAW

Blade Dancer

Level: 1

## TRAITS

Str **+0**

Dex **+2**

Con **-2**

Int **-1**

Wis **-1**

Cha **+2**

## STATS

HP **Max 11**

Atk **+3**

Def **+2**

Dmg **D6**



## VIRTUE



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

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.

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

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 

## 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



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.

## STATS

HP Max 26 Atk +6   

Def +4 Dmg 2D8  





# CORA WILDCLAW

Blade Dancer

Level: 5

## TRAITS

Str

Dex

Con

Int

Wis

Cha

## STATS

HP Max 31

Def +5

Atk +6

Dmg 2D10



## 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

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

Def  +6

Atk  +7 

Dmg  2D12

## VIRTUE



Weapon: Cutlass

Amber:

## EQUIPMENT AND LOOT

Equipment and loot tracking area with multiple horizontal lines.

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.