

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:

PROF. TRYNNICUS WYVERN

Draakon Elementalist ♦ Level: 2

TRAITS



STR



DEX



CON



INT



WIS



CHA



VIRTUE



-10

○ ○ ○ ○ ○ ○ ○ ○ ○ ○

-5

○ ○ ○ ○ ○ ○ ○ ○ ○ ○

0

+5

+10

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

DEF 13

ATK +3

DMG D12

WEAPON:

Firebolt

GOLD:

EQUIPMENT & LOOT:

Bonus

PROF. TRYNNICUS WYVERN

Draakon Elementalist ♦ Level: 3

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 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

DEF 14

ATK +4

DMG 2D8

WEAPON:

Firebolt

GOLD:

EQUIPMENT & LOOT:

Bonus

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:

Bonus

PROF. TRYNNICUS WYVERN

Draakon Elementalist • Level: 5

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 9 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.
- SPELL: CONJURE ELEMENTAL** Use 1 Spell Point: Add d6 bonus to all rolls for Str., Dex., Con., Wis., Int., and Cha for the Page.



HP 28

DEF 15

ATK +6

DMG 3d10

WEAPON:
Firebolt

GOLD:

EQUIPMENT & LOOT:

Bonus

PROF. TRYNNICUS WYVERN

Draakon Elementalist ♦ Level: 6

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 9 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.



SPELL: CONJURE ELEMENTAL

Use 1 Spell Point: Add d6 bonus to all rolls for Str., Dex., Con., Wis., Int., and Cha for the Page.



PRIMORDIAL MASTER

Once per Rest: Regain 3 Spell Points.



HP 33

DEF 15

ATK +7

DMG 3d12

WEAPON:

Firebolt

GOLD:

EQUIPMENT & LOOT:

Bonus

PRIMORDIAL MASTER