

# TAK REDWIND

Wind Chaser

Level: 1

## TRAITS

Str  
**+0**

Dex  
**+3**

Con  
**+1**

Int  
**-2**

Wis  
**+0**

Cha  
**-2**



## VIRTUE



Weapon: Spear

Amber: 4

## EQUIPMENT AND LOOT

Blank lined area for equipment and loot.

Bonus:  
Penalty:

## ABILITIES

Athlete



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

Cast



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.

## STATS



HP  
**10**

Max

Atk  
**+2**

Def  
**+2**

Dmg  
**D8**



# TAK REDWIND

Wind Chaser

Level: 2

## TRAITS

Str

Dex

Con

Int

Wis

Cha



## VIRTUE

-10 -5 +5 +10

Weapon: Spear

Amber:

## EQUIPMENT AND LOOT

## STATS



HP

Max  
14

Atk

+3

Def

+4

Dmg

D12

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 the new result.

Sarges



You have 2 Sarges you can use to activate sarge abilities. Regain all used sarges at the beginning of each page.

Gale Strike



Use 1 Sarge: Add D4 to a single Damage roll.

Whirlwind



Use 1 Sarge: 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  
+4



Def

+4

Dmg  
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 the 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



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 the 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

Def +6

Atk +6

Dmg 2D12



## VIRTUE



Weapon: Spear

Amber:

## EQUIPMENT AND LOOT

## 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 the 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.

Sarges



You have 4 Sarges you can use to activate surge abilities. Regain all used sarges 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.

Bonus:

Penalty:

# TAK REDWIND

Wind Chaser

Level: 6

## TRAITS

Str

Dex

Con

Int

Wis

Cha

## STATS



HP

Max  
32

Atk

+6



Dmg

3D8

Def

+7

## VIRTUE



Weapon: Spear

Amber:

## EQUIPMENT AND LOOT

## 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 the 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.

Sarges



You have 4 Sarges you can use to activate surge abilities. Regain all used sarges 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.

Bonus:

Penalty: