



Name _____
Race *Wood Elf*
Class *Barbarian*
Player _____

19 Strength +4
17 Constitution +3
16 Dexterity +2

12 Intelligence +1
10 Wisdom +0
8 Charisma -1

AC 18
PD 18
MD 15

4 Level Initiative +6

Recoveries 4d12+3

Hit Points 60 Staggered 30

One Unique Thing



Icon Relationships

Backgrounds

Talents & Features

Strongheart: Your recovery dice are d12's instead of d10's

Adventurer Feat: You gain an additional recovery.

Barbaric Cleave: You gain the Barbaric Cleave power, usable once per battle.

Whirlwind Attack: You gain the Whirlwind Attack usable at will

Melee Basic Attack

At-Will

Standard Action

Melee

Target: One creature

Attack: +8 vs AC

Hit: 4d10+4 (Greatsword, Greataxe)

Miss: Damage equal to level

Ranged Basic Attack

At-Will

Standard Action

One enemy

Target: One creature

Attack: +6 vs AC

Hit: 4d6+2 (Throwing Axe, Javelin, Spear)

Miss: Damage equal to level

Whirlwind Attack

At-Will

Standard Action

Melee

Target: All engaged enemies Attack: +6 vs AC
Hit: 2d10+4

Miss: Damage equal to level

Effect: You are at -4 to AC until the start of your next turn.

Adventurer Feat: You now deal normal miss damage on missed Whirlwind Attacks.

Barbaric Cleave

Barbarian

Trigger: You drop a foe to 0 hp with a barbarian melee attack.

Effect: Make another barbarian melee attack against another target.

Adventurer Feat: You gain a +2 attack bonus with Barbaric Cleave attacks. If the cleave attack hits, you can heal using a recovery.

Barbarian Rage

Recharge 13+

Free Action

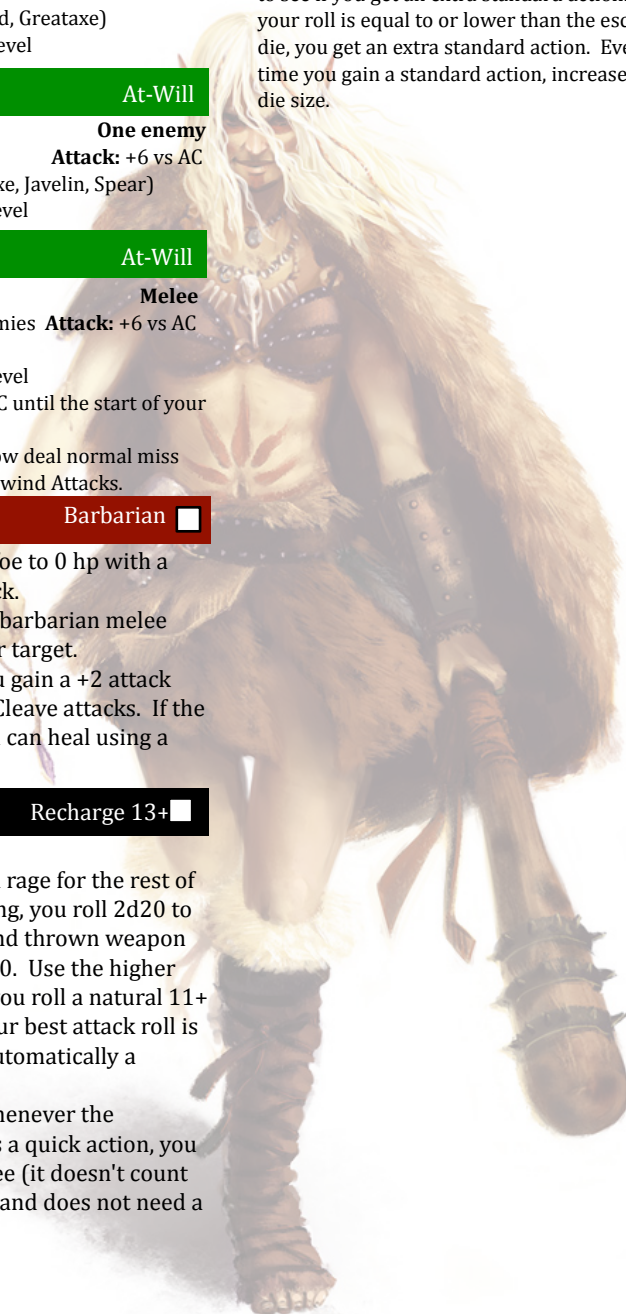
Effect: You fling into a rage for the rest of the battle. While raging, you roll 2d20 to hit with your melee and thrown weapon attacks instead of 1d20. Use the higher roll for the attack. If you roll a natural 11+ with both dice and your best attack roll is it a hit, the attack is automatically a critical hit!

Adventurer Feat: Whenever the escalation die is 4+, as a quick action, you can start raging for free (it doesn't count as your normal usage and does not need a recharge)

Elven Grace

Wood Elf

At the beginning of each of your turns, roll a d6 to see if you get an extra standard action. If your roll is equal to or lower than the escalation die, you get an extra standard action. Every time you gain a standard action, increase the die size.





Name _____
Race *Forgeborn*
Class *Paladin*
Player _____

16 Strength +3
15 Constitution +2
10 Dexterity +0

8 Intelligence -1
12 Wisdom +1
19 Charisma +4

AC 22
PD 16
MD 17

4 Level Initiative +4

Recoveries 4d10+2

Hit Points 60 Staggered 30

One Unique Thing



Icon Relationships

Backgrounds

Talents & Features

Path of Universal Righteous Endeavor: Your nearby allies gain a +1 bonus to all saves.
Adventurer Feat: You can re roll one icon relationship with a good or ambiguous icon once per day.

Domain (Justice): You can gain one of the domains listed in the cleric's class talents. If the domain you choose is designed to help cleric spells and attacks, reinterpret the talent to help your paladin powers.

Justice - Once per turn when an enemy scores a critical hit against you or one of your nearby allies or reduces one of your allies to 0 HP, you gain an attack re roll blessing. Immediately choose a nearby ally and give them the blessing as a free action.

Adventurer Feat: You can now take the attack re roll blessing for yourself.

Lay on Hands: You gain the Lay on Hands power. usable twice per day

Melee Basic Attack

At-Will

Standard Action

Nearby

Target: One creature

Attack: +7 vs AC

Hit: 4d8+3 (Longsword, Battleaxe)

Miss: Damage equal to level

Ranged Basic Attack

At-Will

Standard Action

Nearby

Target: One creature

Attack: +4 vs AC

Hit: 4d6 (Javelin, Axe, Light Crossbow)

Miss: Damage equal to level

Smite

Encounter ☐

Daily ☐ ☐ ☐ ☐

Free Action

Effect: Before you make a melee attack roll, declare that you are using a Smite attack. Add +1d12 to the damage roll AND deal half damage with the attack if it misses.

Adventurer Feat: Your Smite Evil attacks gain a +4 attack bonus.

Special: You can use Smite once per battle and a number of times per day equal to your charisma modifier.

Lay on Hands

Daily ☐ ☐

Quick Action

Effect: You can heal yourself or an ally next to you with a touch. You spend the recovery while the recipient heals as if they had spent the recovery.

Adventurer Feat: Add twice your charisma modifier to the healing provided.

Invocation of Justice

Daily ☐

Quick Action:

Effect: This battle add double your level to the miss damage of your attacks and the attacks of your nearby allies. (Effectively triple level). This invocation can only be cast once per battle per side.

Never Say Die!

Forgeborn ☐

Trigger: You are at 0 HP or below.

Effect: Roll a normal save if you have a recovery available. On an 11+, instead of falling unconscious, you stay on your feet and can heal using a recovery. Add the recovery hit points to 0 HP to determine your hp total.



Name _____
Race *Human*
Class *Ranger*
Player _____

10 Strength +0
12 Constitution +1
19 Dexterity +4

15 Intelligence +2
17 Wisdom +3
8 Charisma -1

AC 21
PD 16
MD 16

4 Level Initiative +12

Recoveries 4d8+1

Hit Points 48 Staggered 24

One Unique Thing



Icon Relationships

Backgrounds

Talents & Features

Ranger Ex Cathedral: Choose one daily or recharge spell of your level or lower from the cleric class. You can cast this spell as if you were a cleric.

Adventurer's Feat: You may also cast the cleric's heal spell once per battle

Favored Enemy: Choose a specific monster type. The crit range of your ranger abilities increases by 2 against those targets. The monster types are: aberration, beast, construct, demon, dragon, giant, humanoid, ooze, plant, undead.

Adventurer Feat: You may change your favored enemy at each full heal-up.

Double Ranged Attack – When you attack with a ranged weapon that does not need to be reloaded, you may choose to make it a double ranged attack. Your weapon damage drops one notch. If your first attack is a natural even roll (hit or miss), you can make a second attack as a free action. If you decide you don't want to try for a double ranged attack, declare it before rolling your attack; the single attack roll deals normal dice damage.

Adventurer Feat: You gain an additional +4 to your initiative checks.

Melee Basic Attack

At-Will

Standard Action

Nearby

Target: One creature

Attack: +8 vs AC

Hit: 4d8 (Battle Axe, Longsword, Scimitar)

Miss: Damage equal to level

Ranged Basic Attack

At-Will

Standard Action

One enemy

Target: One creature

Attack: +8 vs AC

Hit: 4d8+4 (Heavy Crossbow, Longbow)

Miss: Damage Equal to Level

Double Ranged Attack

At-Will

Standard Action

One enemy

Target: One creature

Attack: +8 vs AC

Hit: 4d6+4 (Heavy Crossbow, Longbow)

Miss: Damage equal to level

First Natural Even Hit: Make an additional double ranged attack.

Adventurer Feat: Your second attack gains a +2 to its attack roll.

Arrow of Faith

Daily ☐

Quick Action

Effect: Until the end of the battle, your basic ranged attacks use d12's as their base weapon damage dice.

Heal

Ranger Ex Cathedral ☐

Close-Quarters Spell

Target: You or one ally you can touch

Effect: Target can heal with a recovery.

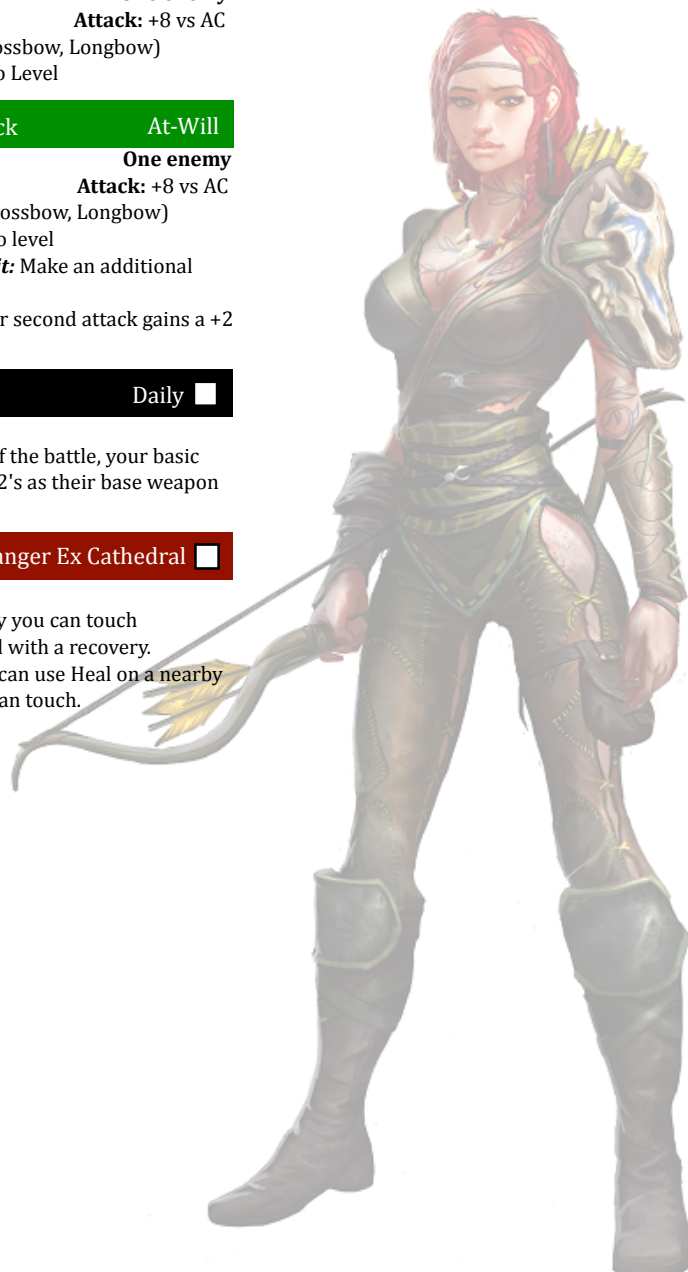
Adventurer Feat: You can use Heal on a nearby ally, not just one you can touch.

Quick to Fight

Human ☐

Trigger: You roll Initiative.

Effect: Roll 2d20 and choose the higher result for your initiative result.





Name _____
Race *Draconic*
Class *Fighter*
Player _____

17 Strength +3
19 Constitution +4
8 Dexterity -1

10 Intelligence +0
16 Wisdom +2
12 Charisma +1

AC 21
PD 17
MD 15

4 Level Initiative +3

Recoveries 4d10+4

Hit Points 72 Staggered 36

One Unique Thing



Icon Relationships

Backgrounds

Talents & Features

Extra Tough: You start with nine recoveries instead of the usual eight.

Threatening: Whenever an enemy attempts to disengage from you, it takes a penalty to its check equal to your Dexterity or Constitution Modifier, whichever is higher. The penalty does not apply if you are stunned, grabbed, or otherwise incapable of making an opportunity attack.

Tough as Iron: You gain the Tough as Iron ability usable once per battle.

Power Attack: You gain the Power attack ability usable once per battle.

Skilled Intercept: You gain the skilled intercept power usable once per round.

Adventurer Feat: You now pop free of all targets before you move to intercept an enemy

Melee Basic Attack

At-Will

Standard Action

Nearby

Target: One creature

Attack: +8 vs AC

Hit: 4d8+3 (Longsword, War Axe, Hammer)

Miss: Damage equal to level

Two Weapon Fighting: Re roll your attack roll on a result of '2'.

Ranged Basic Attack

At-Will

Standard Action

One enemy

Target: One creature

Attack: +8 vs AC

Hit: 4d8+3 (Heavy Crossbow, Longbow)

Miss: Damage equal to level

Skilled Intercept

At-Will

Special: Limit once per round.

Trigger: An enemy is moving towards one of your allies to make an attack.

Effect: Roll a normal save (11+). If you succeed, you can pop free from up to two enemies and intercept the attack. The enemy must make its attack with you as the target instead.

Adventurer Feat: You now pop free of all targets before you move to intercept an

Two Weapon Pressure

Manuever

Melee Attack

Trigger: Any miss

Effect: You gain a +2 to your next attack roll

Steady Now

Manuever

Flexible Attack

Trigger: Natural even miss

Effect: You gain 4 temporary hit points.

Deadly Assault

Manuever

Melee Attack

Trigger: Natural even hit

Effect: Re roll any 1s from your damage roll. You're stuck with the re rolls.

Adventurer Feat: Now you can re roll both 1s and 2s with *deadly assault*

Hack and Slash

Manuever

Special: The Escalation die must be 2+

Flexible Attack

Trigger: Natural Even Roll

Effect: Make another melee weapon attack against a different target.

Carve an Opening

Manuever

Melee Attack

Trigger: Natural odd roll

Effect: Your crit range for all melee attacks increases by 1. This effect is cumulative until you score a critical hit.

Adventurer Feat: The bonus to your crit range is now a +2 each time you use this maneuver.

Breath Weapon

Dragonborn ☐

Quick Action

Close-Quarters Attack

Target: Nearby foe

Attack: +4 vs PD

Hit: 4d6 damage of an energy type that makes sense for your character.

Power Attack

Fighter ☐

Trigger: You are about to make a melee attack
Effect: If the attack hits, deal 4d4 additional damage to the target.

Adventurer Feat: You deal the additional power attack damage on a miss too.

Tough as Iron

Fighter ☐

Free Action:

Effect: You can rally as a quick action instead of a standard action.



Name _____
Race *Gnome*
Class *Rogue*
Player _____

15 Strength +2
12 Constitution +1
19 Dexterity +4

17 Intelligence +3
8 Wisdom -1
10 Charisma +0

AC 17
PD 18
MD 15

4 Level Initiative +8

Recoveries 4d8+1

Hit Points 42 Staggered 21

One Unique Thing



Icon Relationships

Backgrounds

Talents & Features

Momentum - You gain momentum by hitting an enemy with an attack. You lose momentum when you are hit by an attack. Unless otherwise listed, you can use momentum without losing it

Trap Sense - If your skill check involving a trap is a natural even failure, you can re roll the skill check. If the trap's attack roll against the rogue is natural odd roll, you can force the trap to re roll the attack.

Cunning - You can use your intelligence in place of your charisma for talents/powers/attacks. In addition, you gain two extra background points in knowledge based backgrounds.

Adventurer Feat: You gain an additional +1 to MD
Murderous - Against staggered enemies, your crit range with rogue attacks expand by +2 (normally increasing to 18+)

Adventurer Feat: You gain a +2 to attacks against staggered targets.

Tumble: You gain a +5 bonus to disengage checks. In addition, while you are moving, if an enemy moves to intercept you, you can make one disengage check per intercepting enemy as a free action to avoid that enemy, but you must stop the first time you fail any disengage check.

Adventurer Feat: You don't take penalties to your disengage checks for multiple enemies.

Melee Basic Attack At-Will

Standard Action **Melee**

Target: One creature **Attack:** +8 vs AC

Hit: 4d8+4 damage (shortsword, wicked knife, spear)

Miss: Damage equal to level

Ranged Basic Attack At-Will

Standard Action **Ranged**

Target: One creature **Attack:** +8 vs AC

Hit: 4d8+4 damage (Daggers, Hand Crossbow)

Miss: Damage equal to level

Evasive Strike At-Will

Standard Action **Melee**

Target: One foe **Attack:** +8 vs AC

Hit: 4d8+4 damage and you can pop free from your target.

Miss: Damage equal to level

Adventurer Feat: If you drop a target with your *evasive strike*, you pop free of all foes.

Deadly Thrust At-Will

Standard Action **Melee**

Target: Staggered foe **Attack:** +10 vs AC

Hit: 4d8+4 damage

Miss: Damage equal to level

Sure Cut At-Will

Standard Action **Melee**

Target: One foe **Attack:** +8 vs AC

Special: You must have *momentum* and be able to deal your sneak attack damage to the target if you hit.

Hit: 4d8+4 damage

Miss: Deal your sneak attack damage + damage equal to your level.

Tumbling Strike At-Will

Standard Action **Melee**

Target: One foe **Attack:** +8 vs AC

Special: You gain a +5 bonus to all disengage checks you attempt this turn. You can also move to engage an enemy, make this attack against it, and then use a quick action to attempt to disengage from it (the quick action disengage lets you move again if you succeed).

Hit: 4d8+4 damage

Miss: Damage equal to your level

Confounding Gnome

Trigger: You make an attack with a natural 16+
Effect: The target is dazed (-4 to hit) until the end of your next turn.

Roll with It At-Will

Interrupt

Trigger: A melee attack that targets AC would hit you.

Special: You must have *momentum*.

Effect: You take half damage from the attack.

Slick Feint At-Will

Standard Action **Melee**

1st Target: Nearby foe **Attack:** +7 vs MD

1st Hit: The target is dazed until the end of your next turn, and you can make another attack against a section target.

1st Miss: Your attack action fails, no damage.

2nd Target: +11 vs AC

2nd Hit: 4d8+4 damage

2nd Miss: Damage equal to your level.

Thief's Strike At-Will

Standard Action **Melee**

Target: One foe **Attack:** +8 vs PD

Hit: 4d8+4 and roll a normal save. If you succeed, you can pickpocket an item from the target that they are not holding. If you succeed by 5 or more, the target doesn't realize you pick pocketed them.

Miss: -

Sneak Attack Rogue

Trigger: You make a rogue melee attack against an enemy engaged with one or more of your allies.

Effect: Deal an additional 2d8 damage once per round.



Name _____
Race *Half Elf*
Class *Bard*
Player _____

15 Strength +2
17 Constitution +3
12 Dexterity +1

8 Intelligence +1
19 Wisdom +4
10 Charisma +0

AC 19
PD 16
MD 15

4 Level Initiative +5

Recoveries 4d8+3

Hit Points 60 Staggered 30

One Unique Thing



Icon Relationships

Backgrounds

Talents & Features

Storyteller: Once per scene when one of your allies rolls relationship dice for an icon, you can tell a one or two sentence story (usually related to the icon, but perhaps otherwise pivotal) that allows them to re roll the relationship check if they don't like the first result. Treat this situation as a roleplaying opportunity that may or may not work out.

Battle Skald: Increase the number of battle cries you know by one. The bonus battle cry can from your highest possible level.

Mythkenner: You may use your wisdom in place of your charisma score for all bardic abilities and talents. In addition, you gain two additional points of backgrounds for a background having something to do with religion, mythology, or history. This may raise your background to the previously impossible rating of +6.

Melee Basic Attack

At-Will

Standard Action

Nearby

Target: One creature

Attack: +4 vs AC

Hit: 4d8+2 (Longsword, Scimitar)

Miss: Damage equal to level

Ranged Basic Attack

At-Will

Standard Action

One enemy

Target: One creature

Attack: +3 vs AC

Hit: 4d6+1 (short bow)

Miss: Damage equal to level

Battle Chant

At-Will

Standard Action

Nearby

Target: One nearby enemy

Attack: +6 vs MD

Hit: 2d6+4 thunder damage

Special: This spell can trigger any battle cry that you wish from it.

Adventurer Feat: Your Battle Chant is now d6

Pull it Together!

Battle Cry ☐

Flexible Attack

Trigger: Natural 11+

Effect: One nearby ally can heal using a recovery.

Improved Battle Cry: The target adds +1d4 healing per point on the escalation die.

Hang Tough!

Battle Cry

Flexible Attack

Trigger: Natural even hit

Effect: Give a nearby ally temporary hit points equal to your wisdom modifier.

Adventurer Feat: If the ally is staggered, double the temporary hit points.

Stay Strog

Battle Cry

Flexible Attack

Trigger: Natural 16+

Effect: Give a nearby ally a +2 to AC until the start of your next turn.

Move it!

Battle Cry

Flexible Attack

Trigger: Natural even roll

Effect: Choose one: One of your unengaged allies can move as a free action; OR one of your engaged allies can make a disengage check as a free action.

Surprising

Half Elf ☐

Free Action: After rolling a d20, you may subtract one from the natural result of the roll. This is especially useful to trigger double ranged attack.

Soundburst

Daily ☐

Standard Action

Target: 1d4 Nearby foes

Attack: +8 vs PD

Effect: 6d8+4 Thunder damage and the target is dazed until the end of your next turn.

Miss: Half damage and deal thunder damage equal to your level to each of your allies engaged with the target.

Adventurer Hit: On a natural even hit, the dazed effect is now save ends (11+).

Vicious Mockery

Daily ☐

Standard Action

Ranged Spell

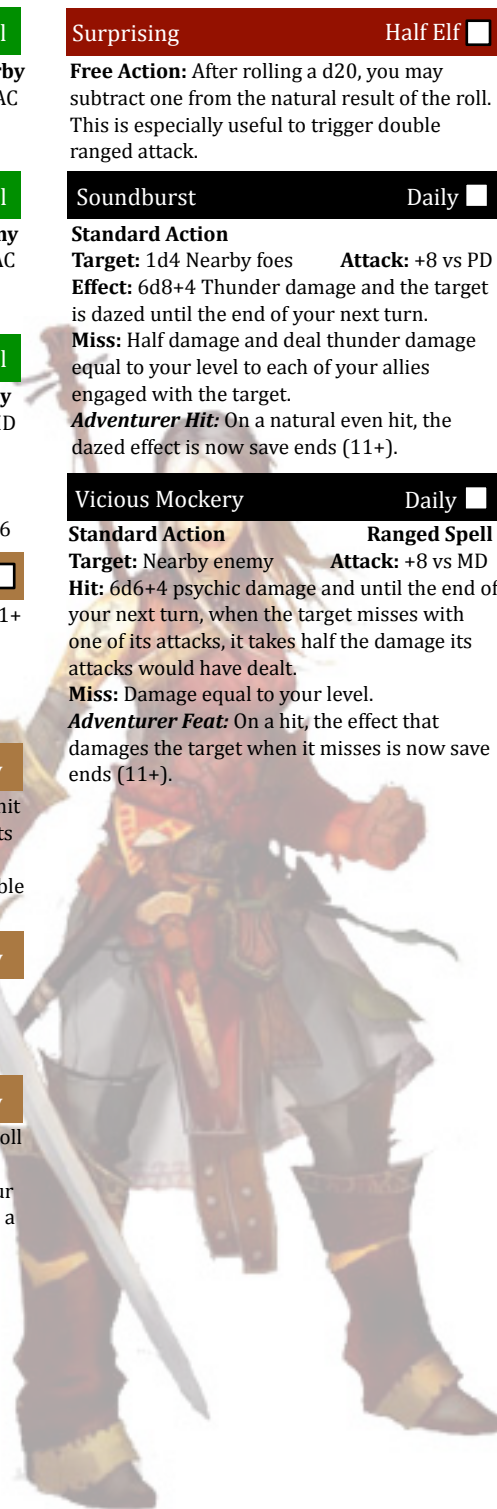
Target: Nearby enemy

Attack: +8 vs MD

Hit: 6d6+4 psychic damage and until the end of your next turn, when the target misses with one of its attacks, it takes half the damage its attacks would have dealt.

Miss: Damage equal to your level.

Adventurer Feat: On a hit, the effect that damages the target when it misses is now save ends (11+).





Name _____
Race *Nasimar*
Class *Cleric*
Player _____

17 Strength +3
12 Constitution +1
8 Dexterity -1

15 Intelligence +2
19 Wisdom +4
10 Charisma +0

AC 20
PD 16
MD 17

4 Level Initiative +3

Recoveries 4d8+1

Hit Points 48 Staggered 24

One Unique Thing



Icon Relationships

Backgrounds

Talents & Features

Ritual Magic: You can cast your spells at greater effect with the right planning, time, and reagents. Your GM should be able to assist you with figuring out what you need.

Domain of Healing: When you cast a spell that lets you or an ally heal using a recovery, the target also adds hit points equal to double your level to the recovery.

Adventurer Feat: When you let a target spend a recovery, you can choose to use one of your recoveries instead of theirs.

Domain of Knowledge: You gain 4 additional background points that must be somehow in relation to knowledge or lore.

Adventurer Feat: Once per day, you can change one of your skill checks involving knowledge to a natural 20 instead. Interpret the word 'knowledge' as loosely as your GM allows.

Domain of the Life: You and your nearby allies gain a +1 bonus to death saves.

Melee Basic Attack

At-Will

Standard Action

Nearby

Target: One creature

Attack: +7 vs AC

Hit: 4d6+3 (Mace, Shortsword)

Miss: Damage equal to level

Ranged Basic Attack

At-Will

Standard Action

Nearby

Target: One creature

Attack: +3 vs AC

Hit: 4d6-1 (Javelin, Axe, Light Crossbow)

Miss: --

Javelin of Faith Lv. 3

At-Will

Standard Action

One nearby enemy

Target: One creature

Attack: +8 vs AC

Hit: 3d6+4 holy damage

Miss: Damage equal to level

Adventurer Feat: The spell also deals +2d6 damage against an undamaged target.

Combat Boon Lv. 3

At-Will

Trigger: You make a melee basic attack

Effect: You or one conscious nearby ally can roll a save against a save ends effect.

Spirits of the Righteous Lv. 3

Cleric

Ranged Spell

Target: Nearby Enemy

Attack: +8 vs MD

Hit: 7d6+4 holy damage, and your ally with the fewest hit points gains +4 bonus to AC until the end of their next turn.

Miss: Your ally with the fewest hit points gains +2 bonus to AC until the end of their next turn.

Divine Endurance Lv. 3

Daily

Quick Action

Effect: You can cast this spell for power to grant one nearby ally 40 temporary hit points. OR you can cast for broad effect to grant up to three allies (including you) 20 temporary hit points.

Cure Wounds Lv. 1

Daily

Quick Action

Effect: You or a nearby ally can heal using a free recovery.

Domain of Healing: Add +8 to the amount

Mighty Healing Lv. 3

Daily

Quick Action

Effect: You can cast this spell for power to allow a nearby ally to spend a single recovery and receive double the usual number of hit points. OR you can cast for broad effect to allow up to three nearby allies to heal using a recovery.

Domain of Healing: Add +8 to the amount

Halo

Holy One

Free Action

Effect: Gain a +2 bonus to all defenses until you are hit by an attack (or until the battle ends).

Heal

Cleric

Close-Quarters Spell

Target: You or one ally you can touch

Effect: Target can heal with a recovery.

Adventurer Feat: The ally can be nearby instead of one you can touch.

Domain of Healing: Add +8 to the amount

Invocation of Healing

Quick Action:

Effect: This battle, you gain an additional use of your heal spell. The first heal spell you cast after using this invocation uses a free recovery instead of the target's recovery. This invocation can only be cast once per battle per side.

Invocation of Knowledge

Quick Action:

Effect: You must use this invocation during your first round of a battle. When you do, you get a quick glimpse of the battle's future. Roll a d6; at any point after the escalation die equals the number you rolled, you can tell one of your allies to re-roll a single attack roll with a +2 bonus thanks to your vision of this future. This invocation can only be cast once per battle per side.

Invocation of Life

Quick Action:

Effect: This battle, you and each of your allies can each separately add the escalation die to a single save made by that charter. In addition, you and your allies do not die from hit point damage when your negative hit points equal half your normal hit points; instead you die when your negative hit points equal your full hit points.



Name _____
Race *Demontouched*
Class *Sorcerer*
Player _____

8

Strength

-1

15

Constitution

+2

12

Dexterity

+1

17

Intelligence

+3

10

Wisdom

+0

19

Charisma

+4

AC

17

PD

16

MD

17

4

Level

Initiative

+5

Recoveries

4d6+2

Hit Points 48

Staggered

24

One Unique Thing

Icon Relationships

Backgrounds

Talents & Features

Gather Power: Once initiative has been rolled and a battle is underway, a sorcerer can spend a standard action to gather magical power, preparing themselves for casting a double-strength spell with their next standard action. Gathering power is loud and flashy, involving crackling lightning, rumbling thunder, and the flicker of magical light. Empowering a spell doubles its effects and/or damage. When you gather power, gain a Chaotic Benefit.

Chaotic Benefit: On a 1-2, you gain a +1 bonus to AC and PD until the start of your next turn. 3-4 deal damage equal to your level modifier to all nearby staggered enemies. 5-6 deal damage equal to your level modifier to one nearby enemy.

Infernal Heritage (Diabolist): You gain the Spell Frenzy ability, usable once per day.

Adventurer Feat: You gain *resist fire damage* and *resist lightning damage* 12+.

Sorcerer's Familiar: You gain a familiar with one permanent ability (Mimic) that suits your nature (Mimic - Once per day you gain the racial power of one nearby ally). Each full heal-up, randomly determine two other abilities your familiar will possess (pg 150).

Adventurer Feat: You gain a second familiar ability.

Spell Fist - You gain a +2 bonus to AC due to some mystical protection (your choice). You can use ranged spells while engaged with enemies without taking opportunity attacks. You may use your constitution modifier as the damage modifier for all of your spells.

Melee Basic Attack

At-Will

Standard Action

Nearby

Target: One creature

Attack: +3 vs AC

Hit: 4d8-1

Miss: Damage equal to level

Chaos Bolt Lv. 3

At-Will

Standard Action

Ranged

Target: Random Foe

Attack: +8 vs PD

Hit: 3d8+4 random energy damage and if your attack roll is a natural even, you gain a chaotic benefit as if you had gathered power.

Miss: Damage equal to level.

Random Energy type: Roll a d4. 1 - Cold, 2 - Fire, 3 - Lightning, 4 - Thunder

Chaos Pulse Lv. 3

At-Will

Standard Action

Ranged

Target: Random Foe

Attack: +8 vs PD

Hit: 3d8+4 random energy damage

Even Miss: Half Damage

Odd Miss: Damage equal to level

Random Energy type: Roll a d4. 1 - Cold, 2 - Fire, 3 - Lightning, 4 - Thunder

Burning Hands Lv. 3

At-Will

Standard Action

Close-Quarters

Target: Up to two foes

Attack: +8 vs PD

Hit: 1d8+4 fire damage.

Miss: Damage equal to level

Adventurer Feat: When you miss with Burning Hands, roll your damage dice anyway. You deal damage equal to the value of all dice that roll their maximum result.

Spell Frenzy (Heritage)

Daily

Quick Action

Trigger: The escalation die is at 1+

Effect: You enter a spell frenzy until the end of the battle. While in a frenzy, you roll 2d20 for each of your spell attacks. Use the highest die as your attack roll, but track whether the other die hits. For each die that misses, you take damage equal to double the level of the target of your attack.

Mimic (Familiar)

Daily

Effect: You gain the use of the racial power (without feats) of a nearby ally.

Poisonous (Familiar)

Encounter

Trigger: An enemy engaged with you hits you with an attack.

Effect: Target takes 5 ongoing poison damage.

Curse of Chaos

Demontouched

Trigger: A nearby enemy rolls a 1-5 on an attack or save.

Effect: Improve a further curse that shows how their attempt backfires horribly. Consult with GM as to the severity of this effect.

Lightning Fork Lv.3

Recharge 16+

Target: One nearby enemy; *chain*

Attack: +8 vs PD

Hit: 7d6+4 Lightning Damage.

Miss: Half Damage

Chain Spell: Each time you make a natural even attack roll (hit or miss), you can attack an additional different target with this spell

Adventurer Feat: Once per battle, you can re-roll one of your *lightning fork* attack rolls.

Breath of the White Lv. 3

Daily

Target: 1d2+1 nearby enemies in a group.

Attack: +8 vs PD

Hit: 5d6+4 Cold Damage.

Breath Weapon: For the rest of the battle, roll a d20 at the start of each of your turns. On a 16+, you can use this spell that turn if you wish

Breath of the Green L. 3

Daily

Target: 1d2+1 nearby enemies in a group.

Attack: +6 vs PD

Hit: 19 ongoing poison damage.

Miss: 5 ongoing

Breath Weapon: For the rest of the battle, roll a d20 at the start of each of your turns. On a 16+, you can use this spell that turn if you wish.



Name _____
Race *Dark Elf*
Class *Wizard*
Player _____

8

Strength

-1

19

Intelligence

+4

AC

16

15

Constitution

+2

12

Wisdom

+1

PD

16

17

Dexterity

+3

10

Charisma

+0

MD

17

4

Level

Initiative

+7

Recoveries

4d6+2

Hit Points 48

Staggered 24

One Unique Thing

Icon Relationships

Backgrounds

Talents & Features

Cantrips: Most wizards can cast a number of cantrips equal to their Int modifier each battle. If you're out of battle, that's about 3-6 cantrips every five minutes. Cantrips are intentionally left open for flexibility in their description and last 10 min-60 min or unless canceled.

Ritual Magic: You can cast your spells at greater effect with the right planning, time, and reagents. Your GM should be able to assist you with what you need.

Cantrip Mastery: All of your cantrips are at will quick actions. If you want to do something particularly cunning or surprising with one of your cantrips, roll a save (11+) to cast the spell the way you envision it. **Adventurer Feat:** You can cast any of your wizard spells as toned down cantrip-like spells. After you expend the spell, you cannot cast cantrips based off of it

High Arcana: Your study of the highest orders of magic give you options lesser wizards cannot match. Whenever you memorize spells you can select any daily wizard spell twice. You gain the ability to use the Counter-Magic spell against enemy spell casters.

Evocation: Once per battle, when you cast a spell that targets physical defense, before rolling for the number of targets or making the spells' attack roll, you can expend your quick action to evoke the spell. Hit or miss, you'll max out the spell's damage dice. (A natural roll of 1 should probably damage you a bit)

Melee Basic Attack

At-Will

Standard Action

Target: One creature

Nearby Attack: +3 vs AC

Hit: 4d6-1 (Staff)

Miss: None

Magic Missile Lv. 1

At-Will

Standard Action

Target: One nearby enemy

Ranged Spell

Hit: 2d4 force damage

Special: No attack roll needed!

Adventurer Feat: You can choose two targets; roll half the damage dice for each missile then assign one set of damage dice to each targets.

Counter-Spell

High Arcana ☐

Close-Quarters Spell

Trigger: A nearby creature casts a spell.

Target: The nearby creature casting a spell.

Attack: +6 vs MD

Hit: The target's spell is canceled, and the caster loses the action they were using for the spell. If the spell had a limited use, that use is expended if your natural attack roll is even.

Color Spray Lv. 1

Cyclic ☐

Standard Action

Target: 1d4 nearby enemies in a group

Ranges Spell

Attack: +8 vs MD

Hit: 2d8 psychic damage and if the target has 10 hp or fewer after the damage, it is weakened until the end of your next turn.

Cyclic Spell: This spell is only expended if cast when the escalation die is 0 or odd. You may cast it at-will so long as the escalation die is even.

Adventurer Feat: Increase the hit point threshold of the weakened effect by 5.

Rebuke Lv. 3

Cyclic ☐

Standard Action

Target: Enemy <100HP

Ranges Spell

Attack: +8 vs MD

Hit: The target is hampered until the end of your next turn..

Cyclic Spell: This spell is only expended if cast when the escalation die is 0 or odd. You may cast it at-will so long as the escalation die is even.

Adventurer Feat: When you roll a natural even attack, the target also takes 8 psychic damage.

Cruel

Dark Elf ☐

Trigger: You roll a natural even on an attack
Effect: Deal 40 ongoing damage to the target. A critical strike doesn't double this ongoing damage.

Cantrip

At-Will

Alarm: Create a minor watch-sprite instructed to scream if someone comes through an area or touches an object.

Arcane Mark: Creates a magical sigil on an object. Invisible marks are hard to notice.

Ghost Sound: Creates false noises emanating from somewhere nearby. The effect is like an very good version of throwing your voice.

Knock: Conjures a large force, usually a fist, that breaks doors and chests at your command. Unlike rogues, this will trigger traps.

Light: Creates a fairly wide field of light up to 30 feet or so. Source of light varies.

Mage Hand: Creates a small telekinetic effect that lasts a rogue at most. Enough to lift small objects or deliver a very wimpy slap.

Mending: Summons a variety of tiny sprites who will repair broken objects. Larger the object, the longer it takes to repair.

Prestidigitation: Produce magic tricks like cheaty juggling, pulling coins out of ears, and small illusions. Basic but impressive magic.

Spark: The most minor of fire creation spells, enough to light a pipe, campfire, or pages of a book. It does not work on living beings, its mainly used to show off.

Confusion Lv. 3

Daily ☐

Standard Action

Target: Enemy <100HP

Close-Quarters Spell

Attack: +8 vs PD

Hit: The target is confused (save ends)

Miss: If you miss all targets, you regain this spell during your next quick rest.

Lightning Bolt Lv. 3

Daily ☐

Standard Action

Target: 1d3+1 enemies in a group or line

Close-Quarters Spell

Attack: +8 vs PD

Hit: 7d8+4 Lightning Damage

Miss: Half damage