



Name _____
Race Gnome
Class Barbarian
Player _____

18	Strength +4	12	Intelligence +1	AC 16
16	Constitution +3	14	Wisdom +2	PD 16
10	Dexterity +0	8	Charisma -1	MD 13

2 Level

Initiative +2

Recoveries 2d12+3

Hit Points 40

Staggered 20

One Unique Thing

Icon Relationships

Backgrounds

Talents & Features

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

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

Unstoppable: You gain the Unstoppable power, usable once per battle.

Melee Basic Attack At-Will

Standard Action Melee

Target: One creature

Attack: +6 vs AC

Hit: 2d10+4 (Greatsword, Greataxe)

Miss: Damage equal to 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.

Ranged Basic Attack At-Will

Standard Action One enemy

Target: One creature

Attack: +2 vs AC

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

Miss: Damage equal to level

Unstoppable

Barbarian

Quick Action

Effect: Once per battle, declare you're using Unstoppable before making a barbarian melee attack. If your attack hits at least one enemy, you can heal using a recovery.

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.

Improved Barbaric Cleave: 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 a hit, the attack is automatically a critical hit!

Improved Rage: 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)



Name _____
Race Wood Elf
Class Paladin
Player _____

18	Strength +4	8	Intelligence -1	AC 20
14	Constitution +2	10	Wisdom +0	PD 14
12	Dexterity +1	16	Charisma +3	MD 14

2 Level

Initiative +3

Recoveries 2d10+2

Hit Points 40

Staggered 20

One Unique Thing



Icon Relationships



Backgrounds



Talents & Features

Way of Evil Bastards - When one of your smite attacks drops a non-mook enemy to 0 HP, that use of Smite is not expended.

Implacable: You can roll saves at the start of your turn instead of at the end of your turn. A successful save against ongoing damage, for example, means that you will not take the ongoing damage that turn.

Adventurer Feat: You gain a +1 bonus to saves

Divine Domain (War): You gain the Domain of War ability from the Cleric's list. Once per turn, when you attack an enemy in melee, hit or miss, your allies gain a +1 attack bonus against that enemy until the start of your next turn.

Melee Basic Attack

At-Will

Elven Grace

Wood Elf

Standard Action**Nearby****Target**: One creature**Attack**: +6 vs AC**Hit**: 2d8+4 (Longsword, Battleaxe)**Miss**: Damage equal to level

Ranged Basic Attack

At-Will

Nearby**Target**: One creature**Attack**: +3 vs AC**Hit**: 2d6+1 (Javelin, Axe, Light Crossbow)**Miss**: Damage equal to level

Smite

Paladin

**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.

Improved Smite: 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.

Invocation of War

**Quick Action**:**Effect**: Increase the escalation die by 1.**Special**: This invocation can only be cast once per battle per side.



Name _____
Race *Dwarf*
Class *Ranger*
Player _____

14	Strength	+2	10	Intelligence	+0	AC 17
16	Constitution	+3	12	Wisdom	+1	PD 16
18	Dexterity	+4	8	Charisma	-1	MD 12

2 Level Initiative **+6**

Recoveries **2d8+3**

Hit Points **40** Staggered **20**



One Unique Thing

Icon Relationships

Backgrounds

Talents & Features

Two-Weapon Mastery: You gain a +1 attack bonus when fighting with a one-handed melee weapon in each hand.

Adventurer Feat: When you fight with two one-handed melee weapons, increase the damage you deal with missed attacks by adding your level to it. Most of your basic melee attacks, therefore, will deal double your level as miss damage.

Lethal Hunter: Once per battle you may designate a target. You gain increased critical strike range against that target for the rest of the battle.

Tracker: You gain the Tracker background (by whatever name feels fun, engaging, and correct for your character's story) at its full possibly +5 bonus in addition to your normal 8 background points. You are an expert wilderness tracker, capable of reading clues from the environment that others can't perceive. Tracking doesn't work well in urban environments. In addition, you gain the *Terrain Stunt* power.

Melee Basic Attack At-Will

Standard Action **Nearby**
Target: One creature Attack: +7 vs AC
Hit: 2d8+4 (Battle Axe, Longsword)
Miss: 4 damage

Two-Weapon Combat: Re roll all attack roll results of a '2'.

Ranged Basic Attack At-Will

Standard Action **One enemy**
Target: One creature Attack: +6 vs AC
Hit: 2d8+4 (Heavy Crossbow, Longbow)
Miss: 2 damage

Lethal Hunter Ranger

Free Action

Target: One creature or mob group
Effect: For the rest of the battle, your critical strike range against this target increases by 2 (normally increased to 18+).

Improved Lethal Hunter: The critical strike range of your Lethal hunter ability expands by 1 (now normally increased to 17+)

That's Your Best Shot? Dwarf

Trigger: You have been hit.
Effect: You can use a recovery. If the escalation die isn't 2+ you only get half the usual healing from the recovery.

Terrain Stunt Ranger

Trigger: You roll initiative
Effect: Roll a d6. Any time the escalation die reaches that number, you'll be able to use a quick action to execute a *terrain stunt*. Normally you can only use *terrain stunt* once per battle, but circumstances, geography, or excellent planning may suggest that you can pull it off more than once.

Terrain stunts are improvisational effects that play off your pre natural understanding of the wilderness and all the diverse forms of the natural world. Things like knocking a hornets nest no one had noticed onto your enemy's head, maneuvering a foe onto a soggy patch of ground that slows them down, shooting the cap off a mushroom spore in a dungeon that erupts on your enemies, getting your enemy's sword wedged into a stalactite, finding a tree branch that lets you vault up to attack the flying demon that thought it was out of axe range, and similar types of actions.



Name _____
Race Halfling
Class Fighter
Player _____

16	Strength +4	10	Intelligence +0	AC 19
18	Constitution +2	12	Wisdom +1	PD 15
16	Dexterity +3	8	Charisma -1	MD 12

2 Level Initiative **+5**

Recoveries **2d10+2**

Hit Points **40** Staggered **20**

One Unique Thing



Icon Relationships

Melee Basic Attack At-Will Evasive Halfling

Standard Action **Nearby**

Target: One creature **Attack:** +6 vs AC

Hit: 2d10+4 (Greatsword or Greataxe)

Miss: Damage equal to level

Free Action

Trigger: An enemy makes a successful attack against you.

Effect: The target re rolls their attack roll with a -2 penalty.

Counter-Attack **Fighter**

Trigger: Escalation die is even and an enemy misses you with a natural odd melee attack.

Effect: Once per round, you can make a melee basic attack against the target dealing half damage.

Ranged Basic Attack At-Will

Standard Action **One enemy**

Target: One creature **Attack:** +4 vs AC

Hit: 2d8+3 (Heavy Crossbow, Longbow)

Miss: Damage equal to level

Precision Attack Maneuver

Melee Attack **Trigger:** Any natural 16+

Effect: You gain a bonus to the damage roll equal to your dexterity modifier.

Deadly Assault Maneuver

Melee Attack **Trigger:** Natural even hit

Effect: Re roll any 1s from your damage roll.

You must use the new result.

Carve an Opening Maneuver

Melee Attack **Trigger:** Natural odd roll

Effect: Your crit range with melee attacks expand by a cumulative +1 this battle until you score a melee critical hit. When you score a melee critical hit, your crit range drops back to normal.

Brace for It Maneuver

Melee Attack **Trigger:** Any miss

Effect: Until the end of your next turn, the first critical hit you take from a melee attack turns into a normal attack instead.

Heavy Warrior Fighter



Trigger: You are hit by an attack that targets AC while you are wearing heavy armor.

Effect: You take half damage from the attack.

Improved Heavy Warrior: Once per day, you may use this ability twice in a battle (against different attacks).

Power Attack Fighter

Trigger: You are about to make a melee attack

Effect: If the attack hits, deal 2d6 additional damage to the target.

Improved Power Attack: You deal the additional power attack damage on a miss too.

Backgrounds

Talents & Features

Maneuvers: Your melee attacks can trigger flexible attacks depending on the natural result of your die. Roll your attack and decide which maneuver to use. Limit one maneuver per attack.

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.

Heavy Warrior: You gain the Heavy Warrior ability, useable once per battle.

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

Counter-Attack: You gain the Counter-Attack ability.



Name _____
Race Half-Orc
Class Rogue
Player _____

14	Strength	+2	8	Intelligence	-1	AC	16
14	Constitution	+2	10	Wisdom	+0	PD	16
18	Dexterity	+4	14	Charisma	+2	MD	12

2 Level

Initiative +6

Recoveries 2d8+2

Hit Points 32

Staggered 16

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.

Improved Sneak Attack – Sneak attack deals more damage!!! (Level 2 is +1d8)

Murderous - Against staggered enemies, your crit range with rogue attacks expand by +2 (normally increasing to 18+)

Shadow Walk - You gain the Shadow walk at-will power, allowing you to dart around the battlefield for powerful strikes.

Melee Basic Attack At-Will

Standard Action Melee

Target: One creature **Attack:** +6 vs AC

Hit: 2d8+4 (shortsword, wicked knife, spear)
Miss: Damage equal to level

Ranged Basic Attack At-Will

Standard Action Ranged

Target: One creature **Attack:** +6 vs AC

Hit: 2d4+4 (Daggers, Hand Crossbow)
Miss: Damage equal to level

Evasive Strike At-Will

Standard Action Melee

Target: One Foe **Attack:** +6 vs AC

Hit: 2d8+4 and you can pop free from your target.
Miss: Damage equal to level

Deadly Thrust At-Will

Standard Action Ranged

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

Hit: 2d8+4 damage
Miss: Damage equal to level

Sure Cut At-Will

Standard Action Melee

Target: One Foe **Attack:** +6 vs AC

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

Hit: 2d8+4
Miss: Deal your sneak attack damage + damage equal to your level.

Tumbling Strike At-Will

Standard Action Melee

Target: One Foe **Attack:** +6 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: 2d8+4
Miss: Damage equal to your level

Lethal

Half Orc

Trigger: You roll an melee attack.

Effect: You may re roll the attack and choose the higher result.

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.

Shadow Walk At-Will

Move Action

Special: Before you have spent your standard action this turn, and if you are not engaged, you may use this ability against the target with the highest mental defense.

Target: See Above **Attack:** +4 vs MD
Hit: Remove yourself from play. At the start of your next turn, return anywhere nearby that you could have moved to normally during your turn, and deal damage with your first rogue attack that turn. (No monkeying around with delaying and such here; return on your initiative and take your turn.)

Miss: No Effect and you can't attempt to shadow walk again until your next turn, but you still have your standard action this turn.

Improved Shadow Walk: On a miss, you can still use your move action normally (but still can't shadow walk this turn).

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 1d8 damage once per round.

Improved Sneak Attack: Your Sneak Attack feature also works against any target which has not yet acted in this combat and has a lower initiative than you.



Name _____
Race High Elf
Class Bard
Player _____

14	Strength +2	10	Intelligence +0	AC 15
12	Constitution +1	8	Wisdom -1	PD 14
16	Dexterity +3	18	Charisma +4	MD 13

2 Level

Initiative **+5**Recoveries **2d8+2**Hit Points **32**Staggered **16**

One Unique Thing



Icon Relationships

Backgrounds

Talents & Features

Spelljack: Choose another spell-casting class. You can choose to jack one spell of their spell list at your level as an extra spell you know how to cast. This does not count toward your total of spells.

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

Adventurer Feat: One battle per day, you may use your battle cries to affect yourself.

Songmaster: When you attempt to maintain a bardic song, if you describe it in a fashion that entertains the GM, or at least a couple of the players, you get a bonus of +1 to +3 to maintain the song. But don't be obnoxious or the penalty may drop to +0 to +1 (GM's discretion).

Melee Basic Attack At-Will

Standard Action **Nearby**
Target: One creature Attack: +4 vs AC
Hit: 2d8+2 (Longsword, Scimitar)
Miss: Damage equal to level

Ranged Basic Attack At-Will

Standard Action **One enemy**
Target: One creature Attack: +5 vs AC
Hit: 2d6+3 (short bow)
Miss: Damage equal to level

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.

We Need You! Battle Cry

Flexible Attack **Trigger:** Natural even hit
Effect: One nearby conscious ally can roll a save against a save ends effect.

Stay Strong! Battle Cry

Flexible Attack **Trigger:** Natural 16+
Effect: Give a nearby ally a +2 to AC until the start of your next turn.

Highblood Teleport High Elf

Move Action
Effect: You may place yourself in a nearby location that you can see.

Befuddle lv. 1 Recharge 11+

Standard Action **Ranged Spell**
Target: One nearby creature with >100hp
Attack: +6 vs MD
Hit: The target is confused until the end of your next turn.
Miss: The target is dazed until the end of your next turn.

Cure Wounds [Spelljack] Daily

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

Song of Heroes Recharge 11+

Quick Action **Bardic Song**
Target: Nearby Allies **Sustain 11+**
Opening/Sustaining Effect: You and your nearby allies gain a +1 attack bonus until the start of your next turn.

Final Verse: The effect ends immediately, but one ally of your choice gains a +2 bonus to their next attack roll this battle.

Song of Split of Blood Recharge 11+

Quick Action **Bardic Song**
Target: Nearby Allies **Sustain 6+**
Opening/Sustaining Effect: Any attack against you takes a penalty equal to the number of your allies in the battle who have more hit points than you.
Final Verse: The effect ends immediately, and you or one ally of your choice can heal using a recovery.



Name _____
Race Elf
Class Cleric
Player _____

18	Strength +4	8	Intelligence -1	AC 18
12	Constitution +1	16	Wisdom +3	PD 14
10	Dexterity +0	14	Charisma +2	MD 15

2 Level

Initiative +2

Recoveries 2d8+1

Hit Points 32

Staggered 16

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 Vengeance: Once per turn when you or a nearby ally suffers a critical hit or drops to 0 HP, gain an attack re roll blessing to a nearby ally (not you). Once during this battle, they can use this blessing to re roll one attack.

Domain of Strength: You can wield heavy/martial weapons without an attack penalty.

Domain of the Trickery: Once per battle as a quick action when you are engaged with an enemy, roll a d20 that will be your trick die. As a free action before the start of your next turn, give your trick die to a nearby ally or enemy who is about to make an attack roll. The trick die result becomes the natural result of their roll instead.

Melee Basic Attack At-Will

Standard Action **Nearby**
Target: One creature **Attack:** +6 vs AC
Hit: 2d8+3 (Longsword, Warhammer)
Miss: Damage equal to level

Ranged Basic Attack At-Will

Standard Action **Nearby**
Target: One creature **Attack:** +2 vs AC
Hit: 2d6 (Javelin, Axe, Light Crossbow)
Miss: --

Hammer of Faith Daily

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

Shield of Faith Daily

Quick Action
Effect: You can cast this spell for power to grant one nearby ally a +2 bonus to AC until the end of the battle. OR you can cast for broad effect to grant up to three allies (including you) a +1 bonus to AC until the end of the battle.

Bless Daily

Quick Action
Effect: You can cast this spell for power to grant one nearby ally a +2 bonus to attack rolls until the end of the battle. OR you can cast for broad effect to grant up to three allies (including you) a +1 bonus to Attack rolls until the end of the battle.

Cure Wounds Daily

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

Turn Undead Daily

Close-Quarters Spell
Target: 1d4 nearby undead creatures with 55 hp or fewer.

Attack: +8 vs MD
Hit: The target is dazed until end of your next turn. **Hit by 4+:** 2d10 holy damage, and the target is dazed until end of your next turn..

Hit by 8+: Holy damage equal to half the target's maximum hit points, and the target is dazed (save ends). **Hit by 12+ or Natural 20:** The target is destroyed

Improved Turn Undead: You may exchange your use of Turn Undead for an additional use of heal in one battle.

Cruel

Free Action
Trigger: You roll a natural even hit
Effect: Deal 10 ongoing damage to a single target of your attack. The target can save on an 11+. Critical hits do not double this damage.

Heal

Cleric
Close-Quarters Spell
Target: You or one ally you can touch
Effect: Target can heal with a recovery.
Improved Heal: The ally can be nearby instead of one you can touch.

Invocation of Vengeance

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.

Invocation of Strength

Quick Action:
Effect: This battle, you and your nearby allies deal triple damage instead of double damage on critical hits with melee attacks. This invocation can only be cast once per battle per side.

Invocation of Trickery

Quick Action:
Effect: This battle, attacks against you by enemies that moved to engage you during their turn, miss on all natural odd rolls. This invocation can only be cast once per battle per side.



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

8	Strength -1	16	Intelligence +3	AC 15
14	Constitution +2	10	Wisdom +0	PD 14
12	Dexterity +1	18	Charisma +4	MD 15

2 Level

Initiative **+3**

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.

Dancing Lights - You can create a series of blinking random multicolored lights in random locations 20 feet around you for several seconds

Infernal Heritage (Diabolist) - You gain the spell frenzy daily ability, usable once per day.

Arcane Heritage (Archmage) - You gain a +2 bonus to a background that involves or suggests magical knowledge or talent. You can also use one of your sorcerer spell choices to choose any wizard spell of the same level.

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.

Recoveries **2d6+2**Hit Points **32**Staggered **16**

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.

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.

Melee Basic Attack At-Will

Nearby

Standard Action
Target: One creature
Attack: +2 vs AC
Hit: 1d8+1
Miss: Damage equal to level

Shocking Grasp (Heritage) At-Will

Nearby

Quick Action
Target: One engaged creature
Attack: +5 vs PD
Hit: 1d4 lightning damage and the target pops free from you.
Miss: Damage equal to level
Adventurer Feat: The spell now requires only a quick action to cast (once per round).

Chaos Bolt At-Will

Nearby

Standard Action
Target: One creature
Attack: +6 vs PD
Hit: 1d8+4 random energy type and if the attack roll was even, you gain a chaotic benefit.
Miss: Damage equal to level
Random Energy type: Roll a d4. 1 - Cold, 2 - Fire, 3 - Lightning, 4 - Thunder

Scorching Ray At-Will

Nearby

Standard Action
Target: One creature
Attack: +6 vs PD
Hit: 1d6+Charisma Fire Damage. If the attack roll is an even, the target also takes 1d8 ongoing fire damage.
Miss: Damage equal to level

Lightning Fork Recharge 16+

Target: One nearby enemy; *chain*

Attack: +6 vs PD

Hit: 3d6+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 may re roll one of your Lightning Fork attack rolls.

Resist Energy Recharge 16+

Target: You or one nearby ally

Effect: Until the end of the battle, the target gains *resist damage* against the following energy type of your choice: cold, fire, lightning, thunder.



Name _____
Race Human
Class Wizard
Player _____

8 Strength -1
14 Constitution +2
16 Dexterity +3

18 Intelligence +4
12 Wisdom +1
10 Charisma 0

AC 14
PD 14
MD 15

2 Level Initiative +5

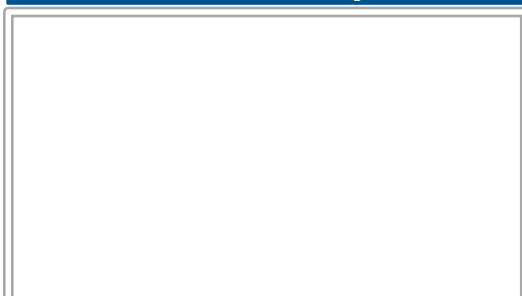
Recoveries 2d6+2

Hit Points 32 Staggered 16

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.

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.

Overworld Advantage: You are tuned to the magic of the overworld. All your spells gain recharge 16+ while you are in the Overworld.

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.

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.

Wizard's Familiar: You gain a familiar of a small animal or creature of your choosing. The GM largely plays the part of the familiar for you. It is not a combat entity and does not track hit points. Your familiar is intelligent and gains two abilities.

Adventurer Feat: Your familiar gains a third ability.

Melee Basic Attack At-Will

Standard Action Nearby
Target: One creature
Hit: 2d6-1 (Staff)
Miss: None

Ray of Frost At-Will

Standard Action Ranged Spell
Target: One nearby enemy
Attack: +6 vs PD
Hit: 3d6 cold damage.

Improved Ray of Frost: When your *ray of frost* attack roll is a natural even hit, if the target is staggered after taking the damage, it is also dazed (-4 to attacks) until the end of your next turn.

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.

Feather Fall Utility Daily

Quick Action Close Quarters Spell
Effect: When you would be falling, you instead glide down the ground over a round or two, then you resume plummeting.

Disguise Self Lv. 1 Utility Daily

Standard Action Close Quarters Spell
Effect: You gain an effective magical disguise that lasts about ten minutes, making it easier for you to pass a related skill check. The spell affects your general appearance, not your size.

Hold Portal Utility Daily

Quick Action Ranged Spell
Effect: You can cast this spell on a door. For ten minutes, creatures cannot get through the door, no matter what they try. Higher level creatures can try with some difficulty.

Blur Lv. 1 Daily

Standard Action Ranged Spell
Target: You or a nearby ally
Effect: For the rest of the battle, attacks against the target miss 20% of the time.

Acid Arrow Lv. 1 Daily

Standard Action Ranged Spell
Target: One near/far enemy
Attack: +6 vs PD
Hit: 4d10+4 acid damage & 5 ongoing damage.
Miss: 5 ongoing acid damage and you regain the spell during your next quick rest.

Familiar

Scout: Once per day, your familiar can separate itself and make a reconnaissance run of an area or location. It may even manage that feat unseen if it passes an easy skill check.

Talkative: Your familiar can talk like a person; but note that the GM speaks for the familiar more than you do.

Flight: Flies as well as an overly smart hawk. It doesn't fly that often and usually sticks with you, but it can do so when its other abilities allow.

Alarm Cantrip

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

Arcane Mark Cantrip

Effect: Creates a magical sigil on an object or person. Invisible marks are hard to notice.

Ghost Sound Cantrip

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

Knock Cantrip

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

Light Cantrip

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

Mage Hand Cantrip

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

Mending Cantrip

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

Prestidigitation Cantrip

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

Spark Cantrip

Effect: 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.

Quick to Fight Human

Trigger: You roll Initiative.
Effect: Roll 2d20 and choose the higher result for your initiative result.