



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

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

2 Level

Initiative +4

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.

Whirlwind Attack: You gain the Whirlwind Attack usable at will

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

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

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.

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

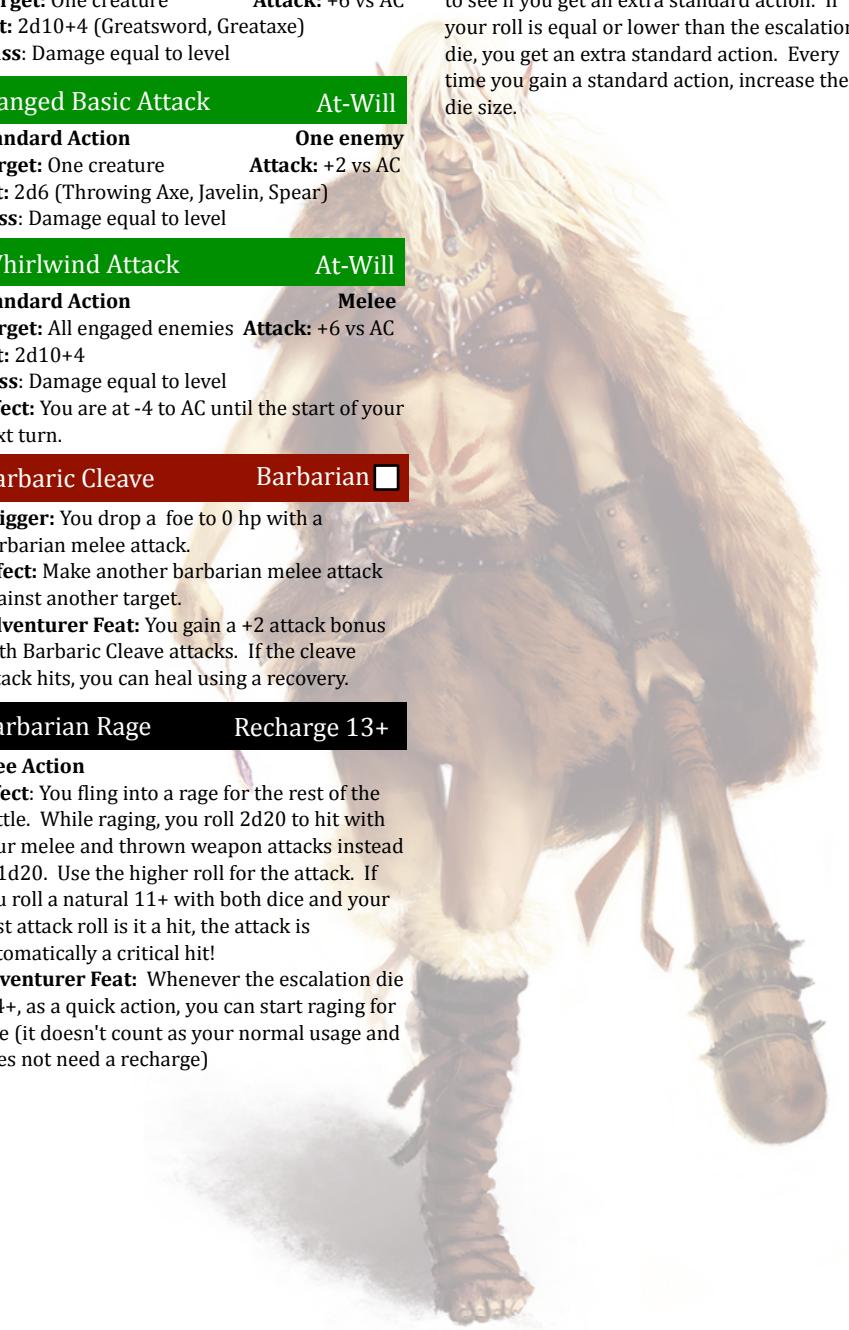
Effect: You fling into a rage for the rest of the battle. While raging, you roll 2d20 to hit with your melee and thrown weapon attacks instead of 1d20. Use the higher roll for the attack. If you roll a natural 11+ with both dice and your best attack roll is a hit, the attack is automatically a critical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

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

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

AC 20
PD 14
MD 15

2 Level

Initiative +2

Recoveries 2d10+2

Hit Points 40

Staggered 20

One Unique Thing

Icon Relationships

Backgrounds

Talents & Features

Path of Universal Righteous Endeavor: Your nearby allies gain a +1 bonus to all saves.

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.

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

Melee Basic Attack

At-Will

Never Say Die!

Forgeborn

Standard Action**Nearby****Target:** One creature**Attack:** +5 vs AC**Hit:** 2d8+3 (Longsword, Battleaxe)**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:** 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.

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.

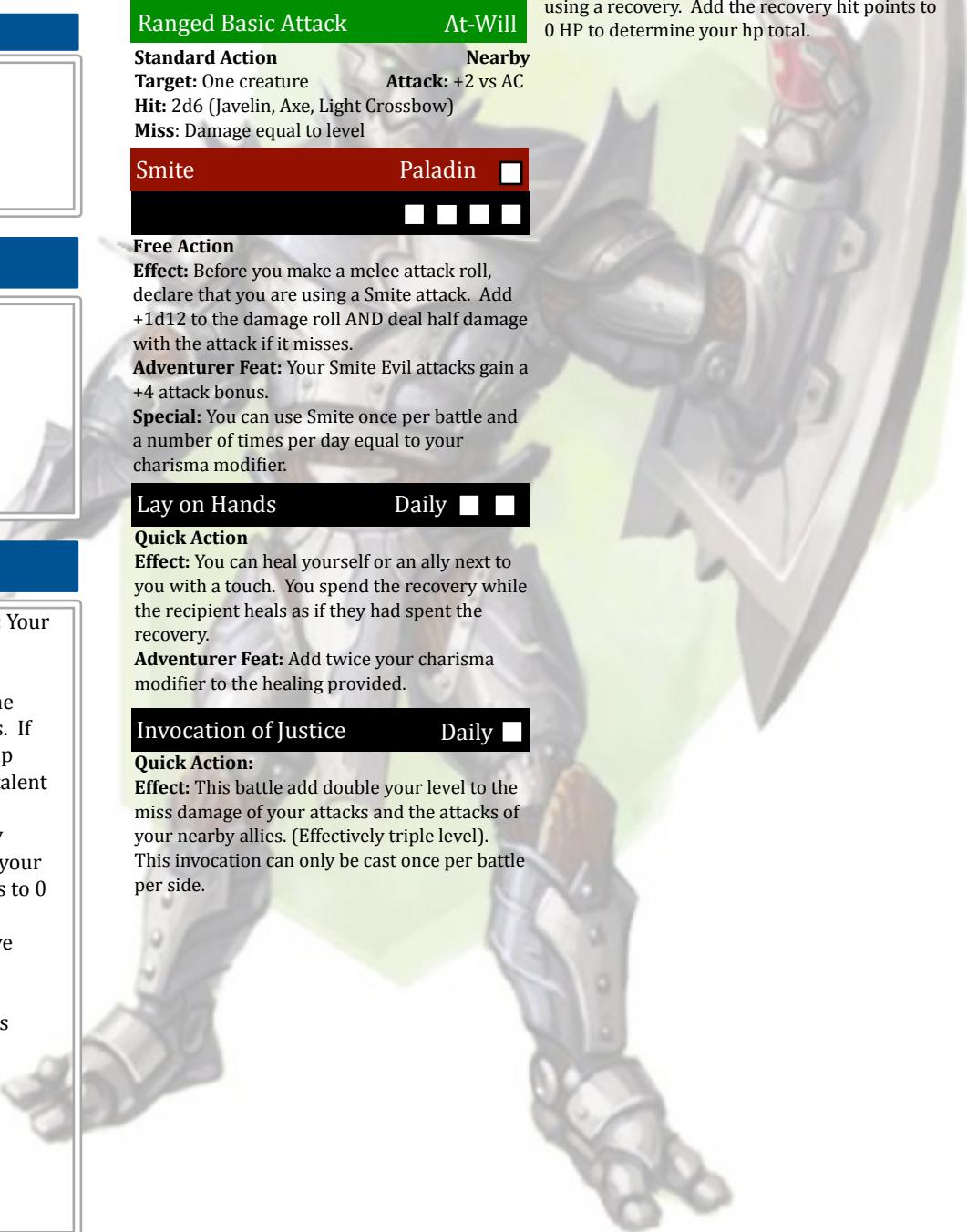
Adventurer Feat: Add twice your charisma modifier to the healing provided.

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.





Name _____
Race Human
Class Ranger
Player _____

10	Strength +0	14	Intelligence +2	AC 19
12	Constitution +1	16	Wisdom +3	PD 14
18	Dexterity +4	8	Charisma -1	MD 14

2 Level

Initiative +6

Recoveries 2d8+1

Hit Points 32

Staggered 16

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 chance 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.

Melee Basic Attack

At-Will

Standard Action

Nearby

Target: One creature

Attack: +6 vs AC

Hit: 2d8 (Battle Axe, Longsword, Scimitar)

Miss: Damage equal to level

Quick to Fight

Human

Trigger: You roll Initiative.

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

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

Double Ranged Attack

At-Will

Standard Action

One enemy

Target: One creature

Attack: +6 vs AC

Hit: 2d6+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

Standard Action

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

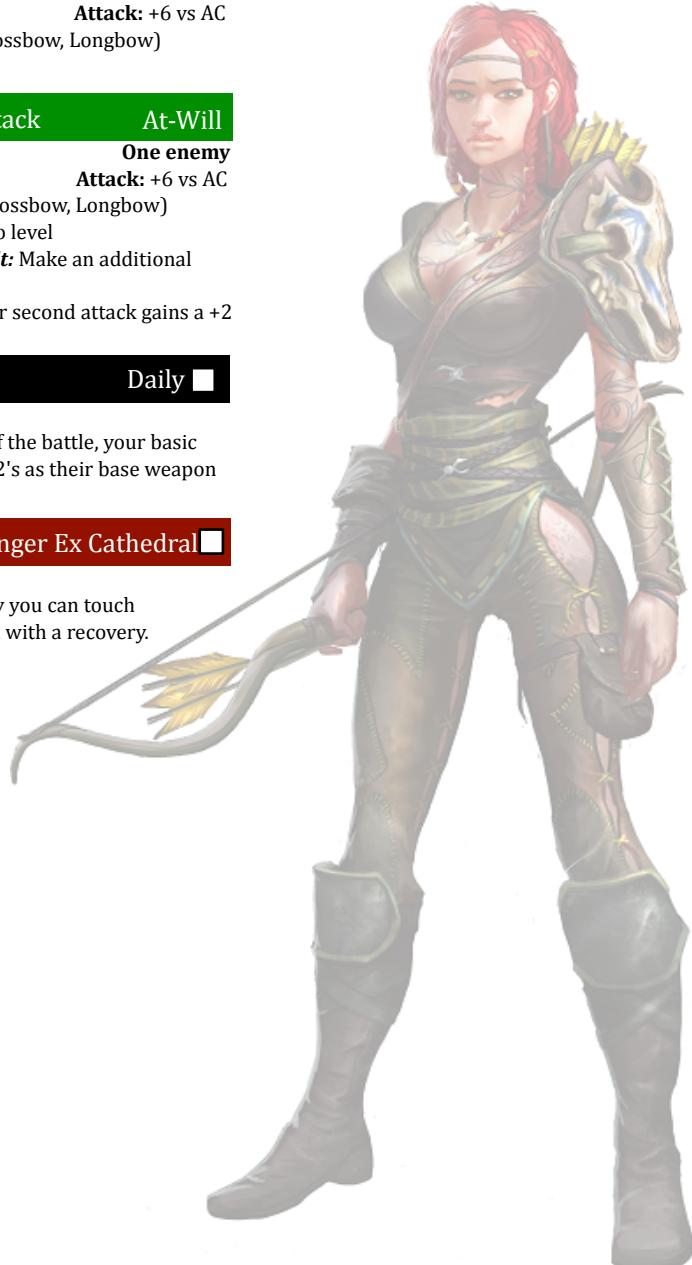
Heal

Ranger Ex Cathedral

Close-Quarters Spell

Target: You or one ally you can touch

Effect: Target can heal with a recovery.





Name _____
Race Draconic
Class Fighter
Player _____

16	Strength +3	10	Intelligence +0	AC 19
18	Constitution +4	14	Wisdom +2	PD 15
8	Dexterity -1	12	Charisma +1	MD 13

2 Level

Initiative +1

Recoveries 2d10+4

Hit Points 48

Staggered 24

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: Once per round as a free action, roll a normal save (11+) to intercept an enemy who is *moving* to attack one of your nearby allies. You can pop free from one enemy first. The moving enemy makes its attack with you as the target instead

Melee Basic Attack At-Will

Standard Action **Nearby**
Target: One creature **Attack:** +5 vs AC
Hit: 2d8+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:** +4 vs AC
Hit: 2d8+3 (Heavy Crossbow, Longbow)
Miss: Damage equal to level

Two Weapon Pressure Maneuver

Melee Attack
Trigger: Any miss
Effect: You gain a +2 to your next attack roll

Heavy Blows Maneuver

Melee Attack **Trigger:** Natural even miss
Effect: You gain a bonus to your miss damage with that attack equal to the escalation die.

Deadly Assault Maneuver

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*

Defensive Fighting Maneuver

Melee Attack **Trigger:** Natural 16+
Effect: Gain a +2 bonus to AC until the end of your next turn.

Power Attack Fighter

Trigger: You are about to make a melee attack
Effect: If the attack hits, deal 2d6 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.

Breath Weapon

Dragonborn
Quick Action **Close-Quarters Attack**
Target: Nearby foe **Attack:** +4 vs PD
Hit: 2d6 damage of an energy type that makes sense for your character.





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

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

2 Level

Initiative +6

Recoveries 2d8+1

Hit Points 28

Staggered 14

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.

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.

Shadow Walk - You gain the Shadow walk at-will power.

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:** +9 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

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.

Adventurer Feat: This may also trigger off attacks targeting your PD.

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:** +5 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.)

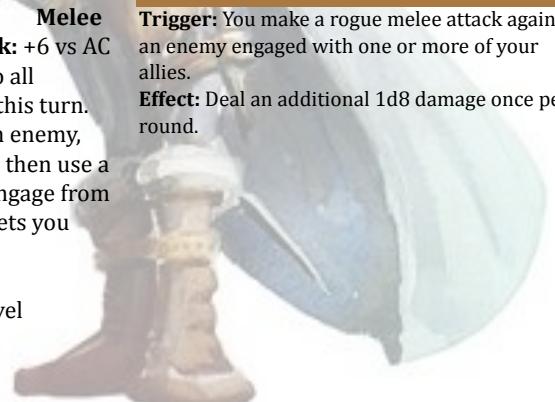
Miss: No Effect and you can't attempt to shadow walk again until your next turn, but you still have your standard action this turn.

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.





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

14	Strength +2	8	Intelligence +1	AC 17
16	Constitution +3	18	Wisdom +4	PD 14
12	Dexterity +1	10	Charisma +0	MD 13

2 LevelInitiative **+3**Recoveries **2d8+3**Hit Points **40**Staggered **20****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: **2d8+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: **2d6+1** (short bow)
Miss: Damage equal to level

Battle Chant At-Will

Standard Action **Nearby**
Target: One nearby enemy Attack: **+6** vs MD
Hit: **1d6+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.

Move it! **Battle Cry**

Flexible Attack **Trigger:** Natural even hit
Effect: One of your unengaged allies can move as a free action OR one of your engaged allies can make a disengaged check as a free action.

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.

We need you! **Battle Cry**

Flexible Attack **Trigger:** Natural 16+
Effect: A nearby ally can roll a save against a save ends effect.

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:** **+5** vs PD
Effect: **5d6+4** Thunder damage and the target is dazed until the end of your next turn.

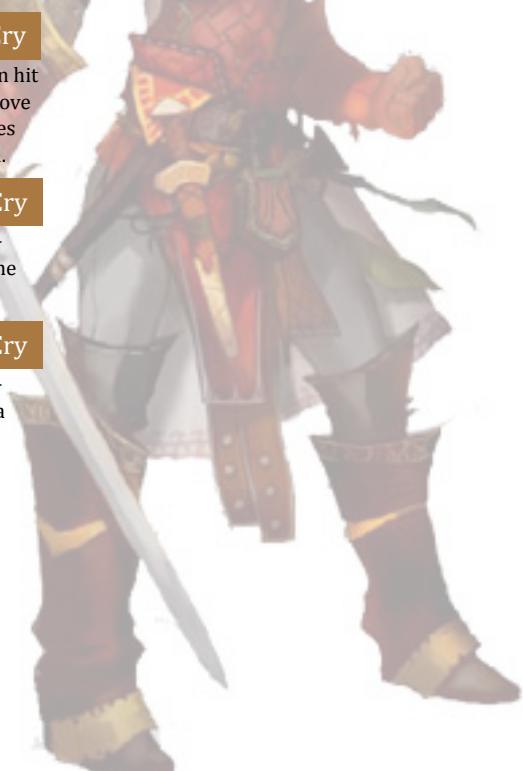
Miss: Half damage and deal thunder damage equal to your level to each of your allies engaged with the target.

Charm Person

Daily

Standard Action **Ranged Spell**

Target: One nearby creature with **< 40hp**
Special: This spell cannot be cast in combat
Effect: The target believes you are their friend until you or your allies take hostile action against them directly. The spell works best as a type of pacifier; if you or your allies attack the target or order the target to attack its normal allies, the target can roll a normal save to break the charm effect.





Name _____
Race *Asimar*
Class *Cleric*
Player _____

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

2 Level

Initiative **+1**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 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.

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 on 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:** +5 vs AC
Hit: 2d6+3 (Mace, Shortsword)
Miss: Damage equal to level

Ranged Basic Attack At-Will

Standard Action **Nearby**
Target: One creature **Attack:** +1 vs AC
Hit: 2d6-1 (Javelin, Axe, Light Crossbow)
Miss: --

Javelin of Faith Lv. 1 At-Will

Standard Action **One nearby enemy**
Target: One creature **Attack:** +6 vs AC
Hit: 1d6+4 holy damage
Miss: Damage equal to level
Improved Javelin: The spell also deals +2d6 damage against an undamaged target.

Spirits of the Righteous Cleric

Ranged Spell
Target: Nearby Enemy **Attack:** +5 vs MD
Hit: 4d6 +3 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.

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.

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.
Improved Heal: The ally can be nearby instead of one you can touch.
Domain of Healing: Add +4 to the amount you or your ally may heal.

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
14	Constitution	+2
12	Dexterity	+1

16	Intelligence	+3
10	Wisdom	+0
18	Charisma	+4

AC 15
PD 14
MD 15

2 Level

Initiative +3

Recoveries 2d6+2

Hit Points 32

Staggered 16

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)

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

Standard Action

Target: One creature**Hit:** 2d8-1**Miss:** Damage equal to level

At-Will

Nearby

Attack: +1 vs AC

Curse of Chaos

Demontouched

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

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

Lightning Bolt Lv1 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

Breath of the White

Daily

Target: 1d2+1 nearby enemies in a group.**Attack:** +6 vs PD**Hit:** 3d6+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

Chaos Bolt

At-Will

Ranged

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

Standard Action

Ranged

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

Burning Hands

At-Will

Standard Action

Close-Quarters

Target: Up to two foes**Attack:** +6 vs PD**Hit:** 1d6+4 fire damage.**Miss:** Damage equal to level

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.



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

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

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.

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

Magic Missile At-Will

Standard Action **Ranged Spell**
Target: One nearby enemy
Hit: 2d4 force damage
Special: No attack roll needed!

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

Close-Quarters Spell
Target: 1d4 nearby enemies in a group.
Attack: $+6$ vs MD
Hit: 2d8 psychic damage and if the target has 10hp or less, it is weakened (-4 defenses and attacks) 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.

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.

Shield Lv. 1 Daily

Trigger: An attack would hit your AC
Effect: The attacker must re-roll the attack. You must accept the new result.

Acid Arrow Lv. 1 Daily

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

Cruel Dark Elf

Trigger: You roll a natural even on an attack roll.

Effect: Deal 10 ongoing damage to the target. A critical strike doesn't double this ongoing damage.

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 cheating, 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.