



Name _____
Race *Forgeborn*
Class *Barbarian*
Player _____

18 Strength +4
16 Constitution +3
8 Dexterity -1

10 Intelligence 0
12 Wisdom +1
14 Charisma +2

AC 15
PD 16
MD 13

2 Level Initiative +1

Recoveries 2d10+3

Hit Points 40 Staggered 20

One Unique Thing



Icon Relationships

Backgrounds

Talents & Features

Building Frenzy: You gain the Building Frenzy ability, usable one battle per day.

Slayer: Whenever you attack a staggered enemy that you were not engaged with at the state of your turn, you deal +2d6 damage to that creature if you hit.

Barbaric Cleave: Once per battle as a free action, make another melee attack after you have dropped a non book foe to 0 health. Dropping the last mook of a book mob also qualifies to use Barbaric Cleave.

Melee Basic Attack At-Will

Standard Action **Melee**
Target: One creature **Attack:** +6 vs AC
Hit: 2d10+4 (Greatsword, Maul, Greataxe)
Miss: Damage equal to level

Ranged Basic Attack At-Will

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

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.

Building Frenzy Daily

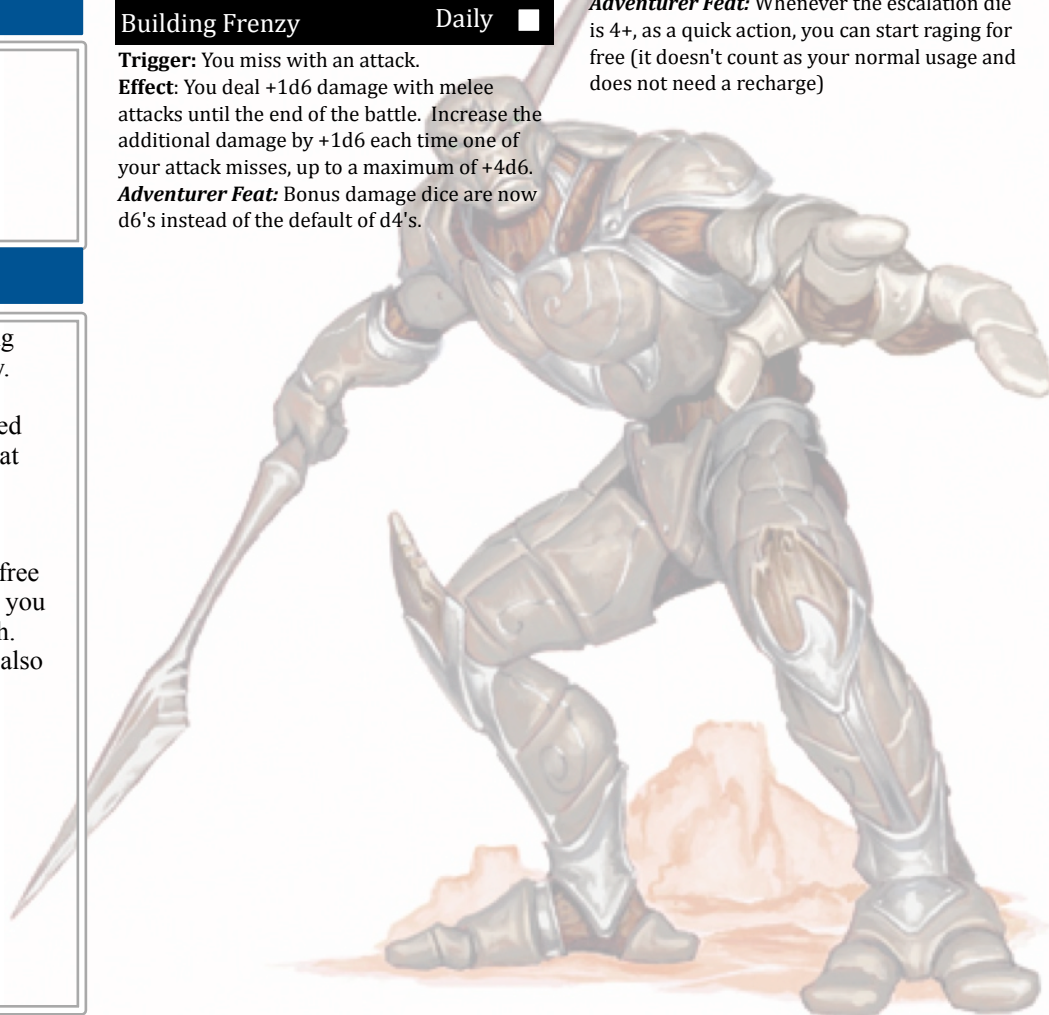
Trigger: You miss with an attack.
Effect: You deal +1d6 damage with melee attacks until the end of the battle. Increase the additional damage by +1d6 each time one of your attack misses, up to a maximum of +4d6.
Adventurer Feat: Bonus damage dice are now d6's instead of the default of d4's.

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.

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)





Name _____
Race *Holy One*
Class *Paladin*
Player _____

16 Strength +3
18 Constitution +4
8 Dexterity -1

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

AC 19
PD 15
MD 13

2 Level Initiative +1

One Unique Thing

Icon Relationships

Backgrounds

Talents & Features

Fearless: You are immune to fear abilities and to any non-damage effects of attacks named or described as fear attacks. In addition, you gain a +1 melee attack bonus against enemies that are not engaged by any of your allies. The bonus increases to +2 against enemies with fear abilities.

Paladin's Challenge: You may challenge enemies you hit, imposing a penalty if they or you attack any other target.

Cleric Training: Choose one spell of your level or lower. That spell is now part of your powers. You can chance out the spell normally.

Recoveries 2d10+4

Melee Basic Attack At-Will

Standard Action Nearby
Target: One creature **Attack:** +5 vs AC
Hit: 2d8+3
Miss: Damage equal to level

Ranged Basic Attack At-Will

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

Paladin's Challenge At-Will

Trigger: You hit an enemy with a melee attack.
Effect: You can choose to challenge that enemy as a free action. Until the end of the battle, provided that both you and the enemy you've challenged are conscious and capable of making an attack, you both take a -4 penalty against all other creatures *and* a -4 penalty to disengage checks from each other. You may only have one enemy challenged at a time. The challenge ends when you or the creature reach 0 HP, the target flees, or if you attack and challenge another enemy.

Adventurer Feat: The attack and disengage penalty for challenged enemies (but not for you) is equal to -4 or to the escalation die, whichever is higher.

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.

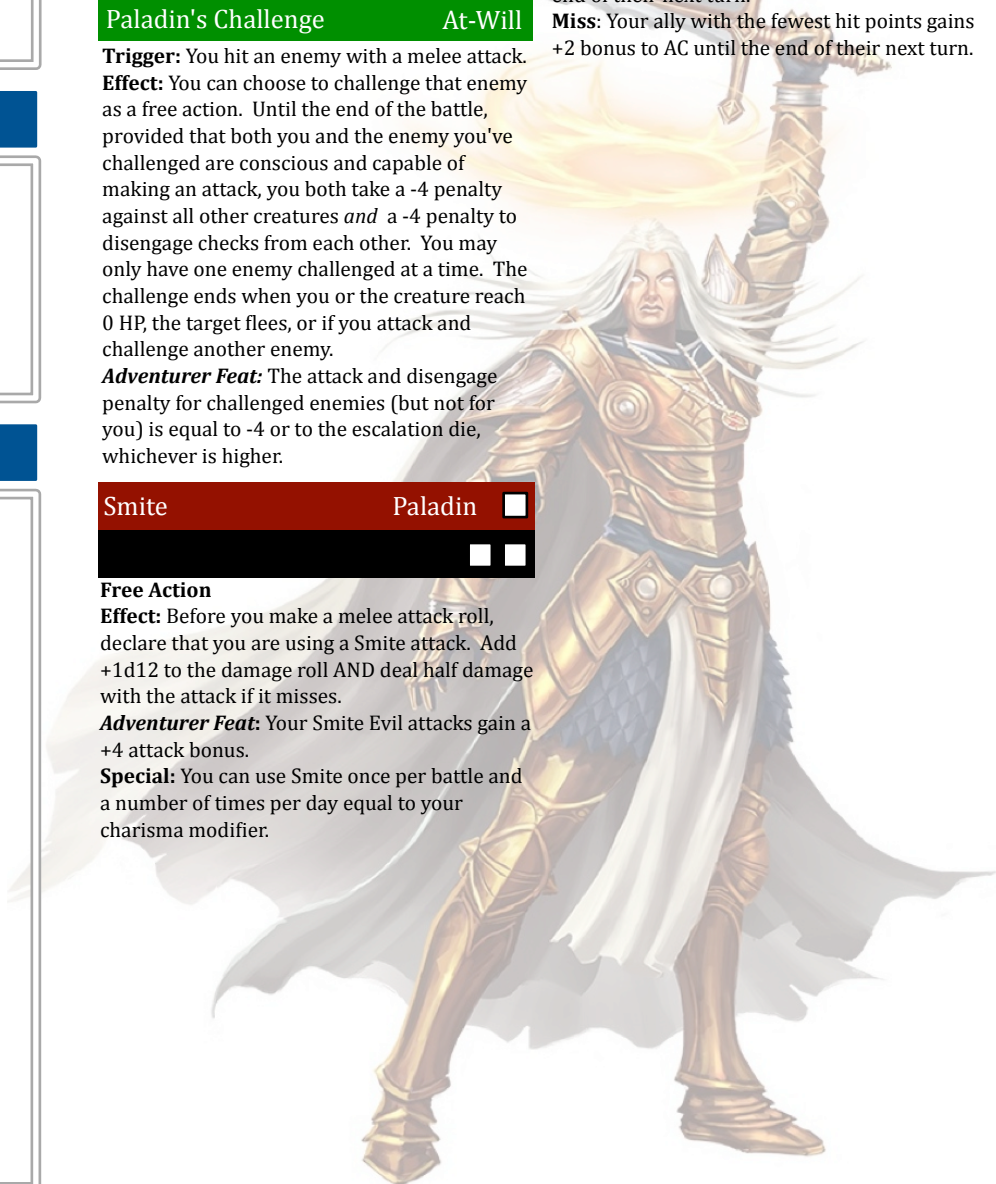
Hit Points 48 Staggered 24

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).

Spirits of the Righteous Cleric

Ranged Spell
Target: Nearby Enemy **Attack:** +3 vs MD
Hit: 4d6 +1 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.





Name _____
Race *High Elf*
Class *Ranger*
Player _____

8 Strength -1
16 Constitution +3
18 Dexterity +4

12 Intelligence +1
10 Wisdom +0
16 Charisma +3

AC 19
PD 16
MD 13

2 Level Initiative +6

One Unique Thing

Icon Relationships

Backgrounds

Talents & Features

Fey Queen's Enchantments: Choose one daily or recharge spell of your level or lower from the sorcerer class. You can cast this spell as if you were a sorcerer of the same level. You can change your chosen spell each time you take a full heal-up. Feel free to rename and re flavor the sorcerer spell to suit your wilderness background.

Archery: You gain use of the Archery ability, usable once per battle.

First Strike: Your first attack against each target in a combat gains +2 increased critical strike range (normally 17+).

Adventurer Feat: Your critical strike range is increased by +3 instead of the default +2

Recoveries 2d8+3



Hit Points 40 Staggered 20



Melee Basic Attack At-Will

Standard Action **Nearby**
Target: One creature **Attack:** +6 vs AC
Hit: 2d6-1 (Shortsword, Axe)
Miss: Damage equal to level

Ranged Basic Attack At-Will

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

Archery Talent

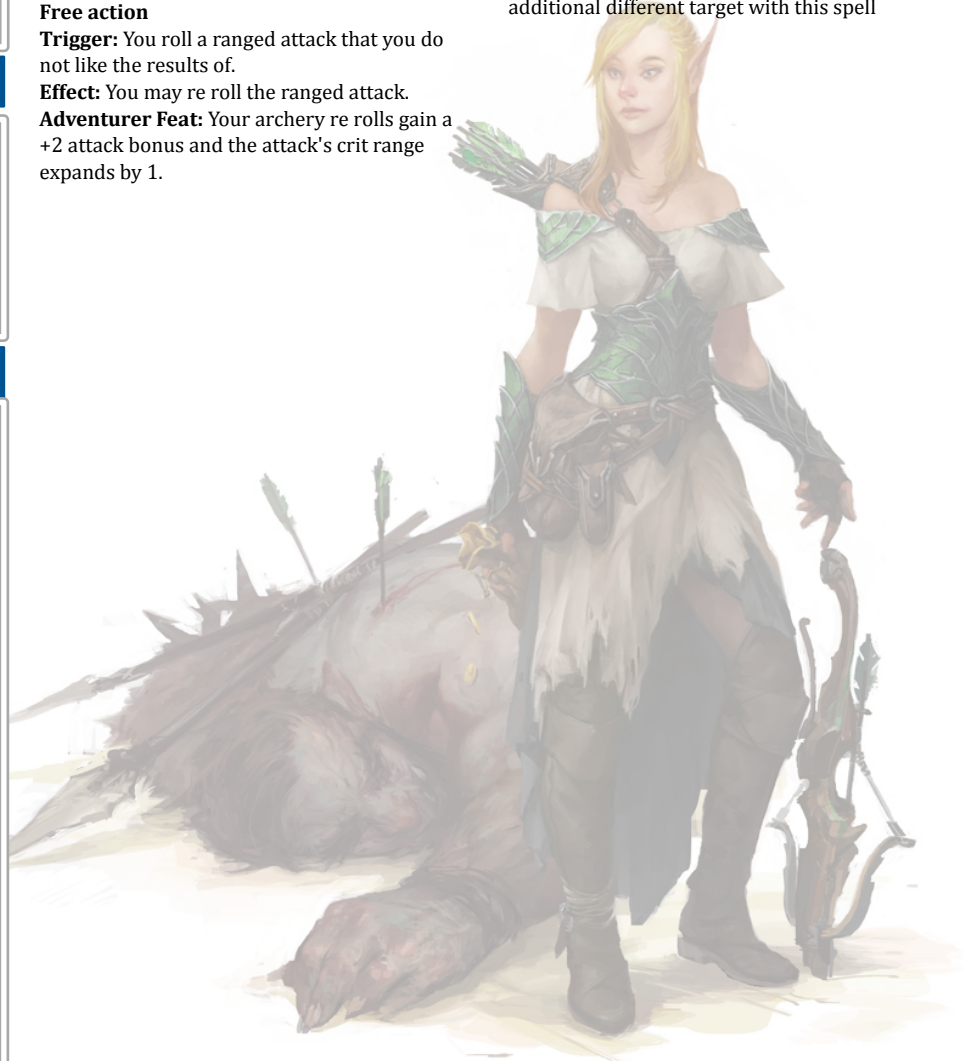
Free action
Trigger: You roll a ranged attack that you do not like the results of.
Effect: You may re roll the ranged attack.
Adventurer Feat: Your archery re rolls gain a +2 attack bonus and the attack's crit range expands by 1.

Highblood Teleport High Elf

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

Lightning Fork Lv1 Recharge 16+

Target: One nearby enemy; *chain*
Attack: +5 vs PD
Hit: 3d6+3 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





Name _____
Race *Half-Orc*
Class *Fighter*
Player _____

18 Strength +4
16 Constitution +3
12 Dexterity +1

10 Intelligence +1
14 Wisdom +2
8 Charisma -1

AC 19
PD 15
MD 12

2 Level Initiative +3

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.
Cleave: You gain the Cleave ability, usable once per battle.

Recoveries 2d10+3

Hit Points 44 Staggered 22

Melee Basic Attack At-Will

Standard Action Nearby

Target: One creature Attack: +6 vs AC
Hit: 2d10+4 (Greatsword, Katana, Greataxe)
Miss: Damage equal to level

Ranged Basic Attack At-Will

Standard Action One enemy

Target: One creature Attack: +3 vs AC
Hit: 2d8+1
Miss: Damage equal to level

Grim Intent Manuever

Flexible Attack Trigger: Natural even miss
Effect: The next time you would deal miss damage with a melee attack, add a bonus of 1d10 damage.

Deadly Assault Manuever

Flexible Attack Trigger: Natural even hit
Effect: Re roll any 1s from your damage roll. You must use the new result.
Adventurer Feat: Now you can re roll both 1s and 2s with deadly assault.

Brace for It Manuever

Flexible Attack Trigger: Any miss
Effect: The first critical hit you take from a melee attack becomes a normal hit instead.

Defensive Fighting Manuever

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

Lethal Half Orc ☐

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

Power Attack Fighter ☐

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

Cleave Fighter ☐

Free action
Trigger: Your melee attack drops an enemy to 0 hp or lower.
Effect: You may make another fighter melee attack against another target.
Adventurer Feat: If you have your move action available, you can use your move before making your cleave attack to reach an enemy you are not already engaged with.

Tough as Iron Fighter ☐

Quick Action
Effect: You can rally and spend a recovery. (Normally this is a standard Action)



Name _____
Race *Draconic*
Class *Rogue*
Player _____

12 Strength +1
12 Constitution +1
18 Dexterity +4

8 Intelligence -1
12 Wisdom +1
16 Charisma +3

AC 15
PD 15
MD 13

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 once.

Thievery – You have the Thief background at its full possible bonus of +5, without having to spend your normal background points on it.

Adventurer Feat: You gain the Thief's Strike ability.

Swashbuckle – Once per battle as a quick action, you can *spend your momentum* to pull off a daring stunt the likes of which others could scarcely conceive. You'll probably want to make an attack as part of the stunt, but you'll need to roll normally for the attack.

Smooth Talk - Once per day, convince your GM with an amazing line of patter while you are using social skills to speak or interact with NPCs associated with a particular icon. If the GM is convinced by your patter, roll a normal save (11+). If you succeed, for the rest of the day you can function as if you have a 2-point positive relationship with the icon who seems to be in play. Thanks to your amazing gift of gab, for a short time, its more or less true.

Melee Basic Attack At-Will

Standard Action **Melee**
Target: One foe **Attack:** +6 vs AC
Hit: 2d8+4 (Cutlass)
Miss: Damage equal to level

Ranged Basic Attack At-Will

Standard Action **Ranged**
Target: One creature **Attack:** +6 vs AC
Hit: 2d4+4 (Throwing Dagger)
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 your level

Deadly Thrust At-Will

Standard Action **Melee**
Target: Staggered Foe **Attack:** +7 vs AC
Hit: 2d8+4
Miss: Damage equal to your level (2)

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**
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).
Target: One Foe **Attack:** +6 vs AC
Hit: 2d8+4
Miss: Damage equal to your level

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.

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.

Thief's Strike At-Will

Standard Action **Melee**
Target: One Foe **Attack:** +6 vs PD
Hit: 2d8+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: -

Roll with It At-Will

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: The power also triggers against attacks that target your PD.



Name _____
Race *Demontouched*
Class *Bard*
Player _____

8 Strength **-1**
14 Constitution **+2**
10 Dexterity **+0**

18 Intelligence **+4**
16 Wisdom **+3**
12 Charisma **+1**

AC **16**
PD **12**
MD **15**

2 Level Initiative **+2**

Recoveries **2d8+2**

Hit Points **36** Staggered **18**

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.

Spellsinger: You gain an extra bardic song or bard spell at the highest level you know.

Loremaster: Your bardic skills and magic are now based on your intelligence rather than charisma. Any time an element of the bard class refers to charisma, you can replace that element with the reference to intelligence. You also gain two additional points of backgrounds to raise a background that has something to do with history, bardic lore, or magical knowledge up to the usually impossible rating of +6.

Melee Basic Attack

At-Will

Standard Action

Nearby

Target: One creature

Attack: +1 vs AC

Hit: 2d4-1

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

Miss: Damage equal to level

Effect: You may use this attack to trigger any battle cries that you know.

Ranged Basic Attack

At-Will

Standard Action

One enemy

Target: One creature

Attack: +2 vs AC

Hit: 2d6

Miss: Damage equal to level

Pull it Together!

Battle Cry ☐

Flexible Attack

Trigger: Natural 11+

Effect: One nearby ally can heal using a recovery.

Adventurer Feat: The target adds +1d4 healing per point on the escalation die.

Stay Strong!

Battle Cry

Flexible Attack

Trigger: Natural 16+

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

Befuddle lv. 1

Recharge 6+ ☐

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.

Adventurer Feat: Recharge roll is now 6+

Soundburst Lv. 1

Daily ☐

Standard Action

Ranged Spell

Target: 1d4 nearby enemies

Attack: +6 vs PD

Hit: 5d6+4 charisma thunder damage and the target is dazed (-4 to attacks) 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

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.

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: You may cast this spell again during this combat so long as the escalation die is even and you did not originally cast this spell when the escalation die was zero. After the battle, the spell is expended.

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 *Dwarf*
Class *Cleric*
Player _____

16 Strength +3
18 Constitution +4
8 Dexterity -1

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

AC 18
PD 16
MD 14

2 Level Initiative +1

Recoveries 2d8+4

Hit Points 44 Staggered 22

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 Protection: Once per battle, you can affect two additional allies when you cast a spell for broad effect.

Adventurer Feat: Whenever you target one or more allies with a spell, one ally of your choice can roll a save against a save ends effect.

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

Domain of Leadership: Once per turn when you make a melee attack against an enemy, 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

Standard Action

Nearby

Target: One creature

Attack: +5 vs AC

Hit: 2d10+3 (Maul, Grestword)

Miss: Damage equal to level

Ranged Basic Attack

At-Will

Standard Action

One enemy

Target: One creature

Attack: +1 vs AC

Hit: 2d8-1 (Heavy Crossbow)

Miss: Damage equal to level

Spirits of the Righteous

Cleric

Ranged Spell

Target: Nearby Enemy

Attack: +3 vs MD

Hit: 4d6 +1 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

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.

That's Your Best Shot?!

Dwarf

Trigger: You have been hit.

Effect: You can use a recovery. If the escalation die is less than 2, you only get half the usual healing from the recovery.

Heal

Cleric

Close-Quarters Spell

Target: You or one ally you can touch

Effect: Target can heal with a recovery

Adventurer Feat: You can now use this spell on any nearby ally.

Invocation of Leadership

Quick Action:

Effect: Increase the Escalation Die by 1

Special: You may only cast one invocation per battle.

Invocation of Protection

Quick Action:

Effect: Critical hits against you and your nearby allies deal normal damage instead of critical damage.

Special: You may only cast one invocation per battle.

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.



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

10 Strength 0
16 Constitution +3
14 Dexterity +2

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

AC 14
PD 15
MD 14

2 Level Initiative +4

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.

Fey Heritage (Elf Queen): One battle per day, when you roll initiative, you can choose to invoke your Fey Heritage and gain the racial power of one of the elven races in addition to your own racial power. Roll a d6. On a result of 1-2 you gain the cruel ability from the Dark Elves. On a 3-4 you gain highblood teleport from the high elves. On a 5-6 you gain surprising from the Half-Elves.

Undead Remnant Heritage (Lich King): You have resist negative energy 12+ and gain a +1 attack bonus against undead. Your random energy table includes *negative*.

Blood Link: Choose one of your sorcerous heritage talents. You gain an additional relationship point with the icon associated with that heritage; you choose whether the point is positive, conflicted, or negative. This point can add to your normal relationship maximums with it.

Recoveries 2d6+3

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Hit Points 36 Staggered 18

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Melee Basic Attack At-Will

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

Burning Hands At-Will

Standard Action **Close-Quarters**
Target: 1-2 nearby foes **Attack:** +6 vs PD
Hit: 1d6+4 fire damage
Miss: -

Scorching Ray At-Will

Standard Action **Nearby**
Target: One creature **Attack:** +6 vs AC
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
Adventurer Feat: You can now use this spell against a far away eery, but with a -2 attack penalty.

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
Adventure Feat: Once per battle, you may re-roll one of your lightning fork attack rolls. You must use the new result.

Resist Energy Recharge 16+ ■

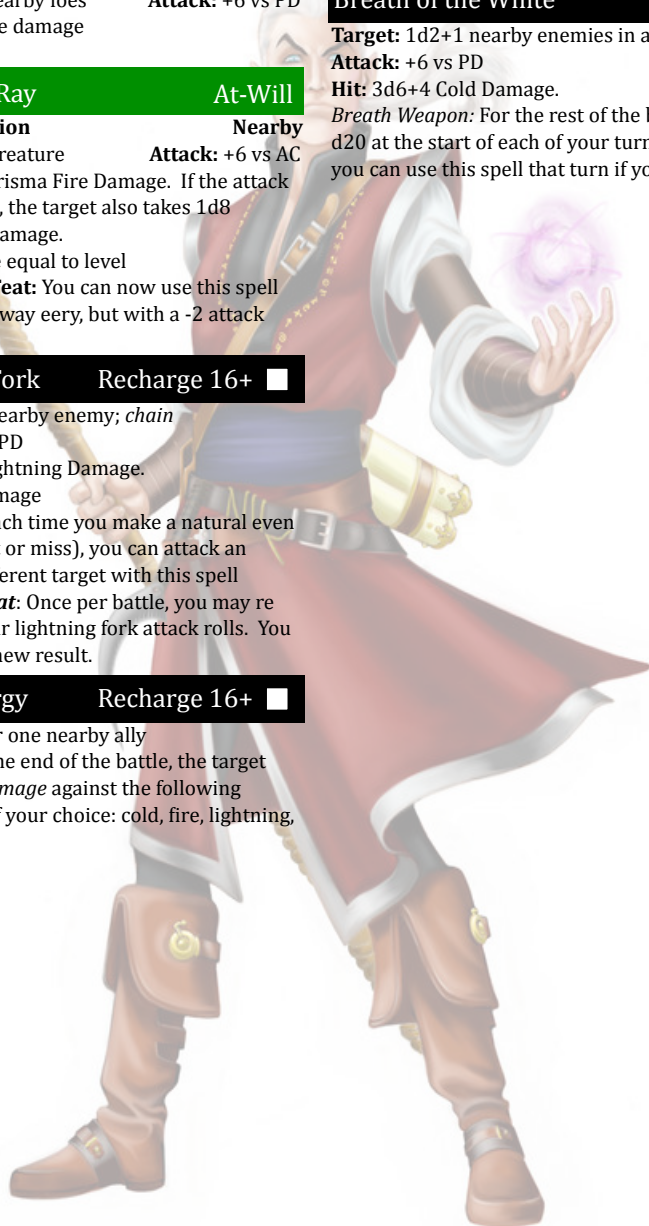
Target: You or one nearby ally
Effect: Until the end of the battle, the target gains *resist damage* against the following energy type of your choice: cold, fire, lightning, thunder.

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.

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.





Name _____
Race *Halfling*
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 **13**

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. (see pg 147 of handbook)

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 figuring out what you need.

Evocation: You gain the ability to use *Evocation* one per battle.

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.

Abjuration: Whenever you cast a wizard daily spell, you may choose to gain a +4 bonus to your AC until the start of your next turn.

Adventurer Feat: The bonus also applies to your physical defense as well.

Melee Basic Attack

At-Will

Standard Action

Target: One creature

Hit: 2d6-1 (Staff)

Miss: None

Nearby

Attack: +1 vs AC

Ranged Basic Attack

At-Will

Standard Action

Target: One creature

Hit: 2d4+3 (Hand Crossbow)

Miss: None

Ranged Attack

Attack: +5 vs AC

Ray of Frost

At-Will

Standard Action

Target: One nearby enemy

Hit: 3d6 cold damage.

Adventurer Feat: 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.

Ranged Spell

Attack: +6 vs PD

Disguise Self Lv. 1

Utility Daily

Standard Action

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.

Close Quarters Spell

Feather Fall

Utility Daily

Quick Action

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

Close Quarters Spell

Hold Portal

Utility Daily

Quick Action

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.

Ranged Spell

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: You may cast this spell again during this combat so long as the escalation die is even and you did not originally cast this spell when the escalation die was zero. After the battle, the spell is expended.

Evasive

Halfling

Trigger: An enemy makes a successful attack against you.

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

Counter-Spell

High Arcana

Close-Quarters Spell

Trigger: A nearby creature you can see 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.

Evocation

Talent

Free Action

Trigger: When you cast a spell that targets Physical Defense, before rolling for the number of targets or making the spell's 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 1 on the attack roll still deals no damage. Actually, a 1 should probably damage you a bit.)

Acid Arrow Lv. 1

Daily

Standard Action

Ranged Spell

Target: One near/far enemy

Hit: 4d10 + 4 acid damage, and 5 ongoing acid damage.

Miss: 5 ongoing acid damage and you regain the spell during your next quick rest.

Blur Lv. 1

Daily

Standard Action

Ranged Spell

Target: You or a nearby ally

Effect: For the rest of the battle (or for five minutes), attacks against the target miss 20% of the time.