



Name _____
Race *Gnome*
Class *Barbarian*
Player _____

18 Strength +4
16 Constitution +3
10 Dexterity +0

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

AC 18
PD 18
MD 15

4 Level Initiative +4

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: Increase your total number of recoveries by 1.

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: 4d10+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: 4d6 (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.

Adventurer Feat: The recovery is free.

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

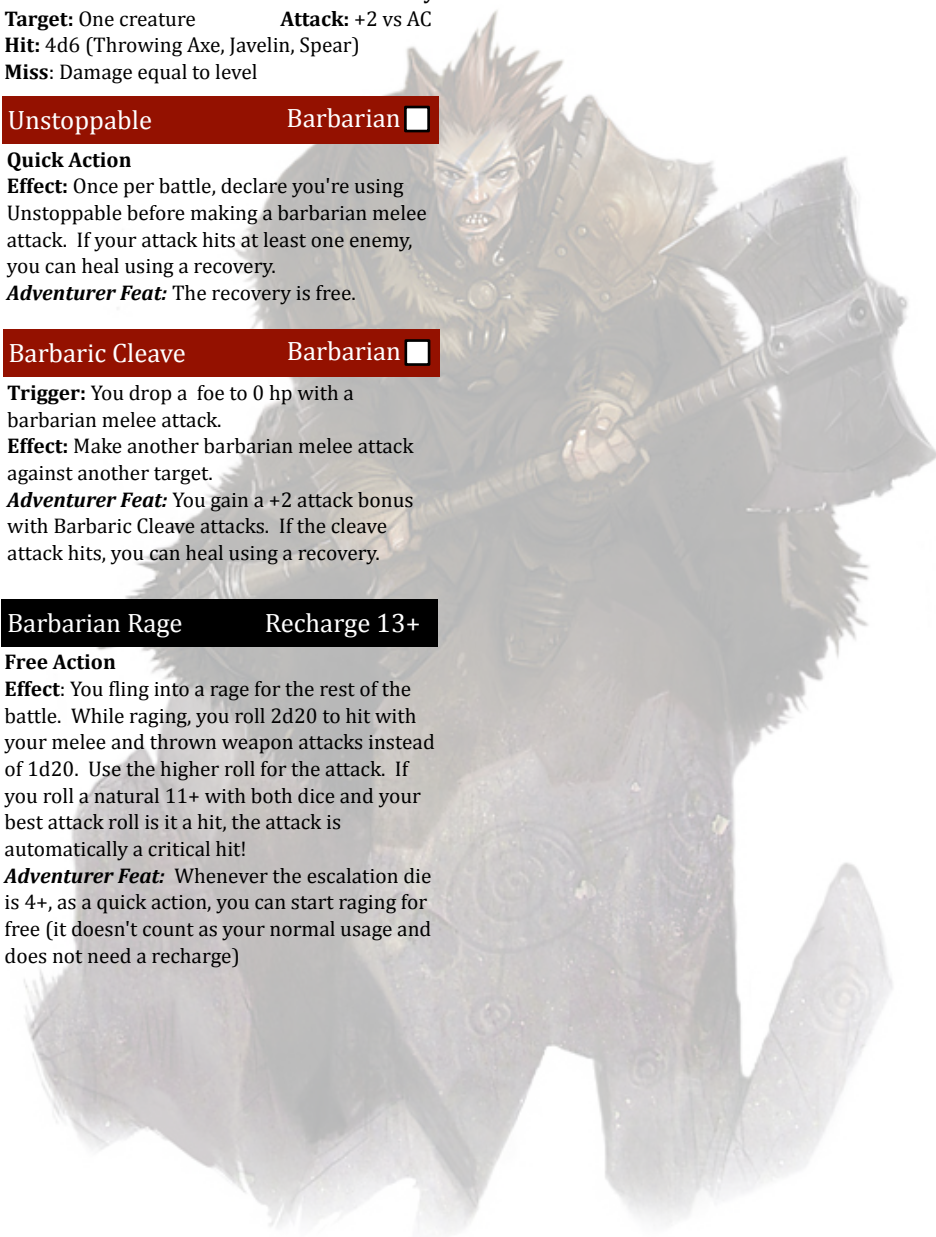
Effect: You fling into a rage for the rest of the battle. While raging, you roll 2d20 to hit with your melee and thrown weapon attacks instead of 1d20. Use the higher roll for the attack. If you roll a natural 11+ with both dice and your best attack roll is it a hit, the attack is automatically a critical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

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.





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

18 Strength +4
14 Constitution +2
12 Dexterity +1

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

AC 22
PD 16
MD 16

4 Level Initiative +9

Recoveries 4d10+2

Hit Points 54 Staggered 27

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.

Adventurer Feat: You may re roll one icon relationship with an evil or ambiguous icon once per day.

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.

Adventurer Feat: You gain a +4 bonus to your initiative checks.

Melee Basic Attack

At-Will

Standard Action

Nearby

Target: One creature

Attack: +6 vs AC

Hit: 4d8+4 (Longsword, Battleaxe)

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: 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.

Invocation of War



Quick Action:

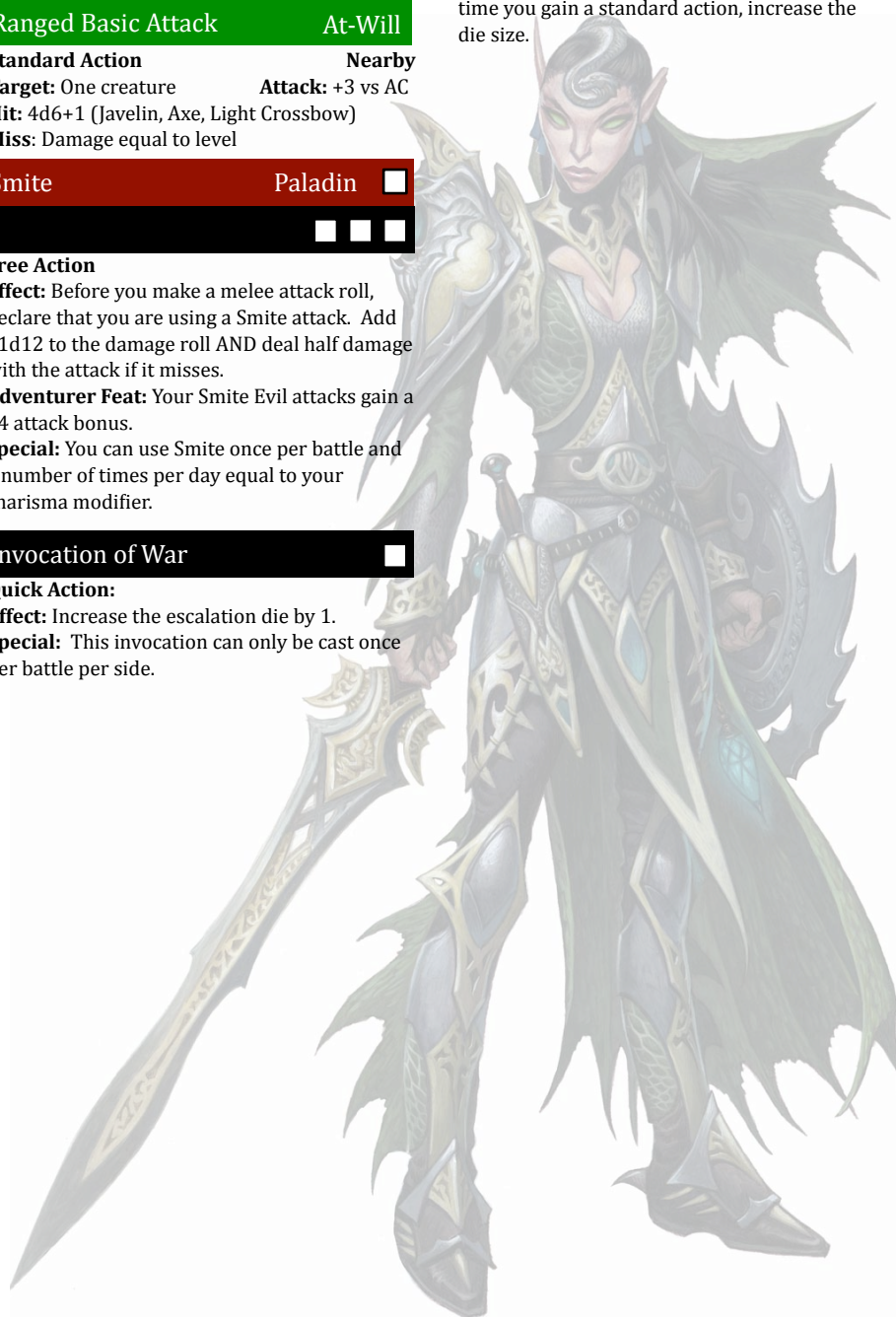
Effect: Increase the escalation die by 1.

Special: This invocation can only be cast once per battle per side.

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 Dwarf
Class Ranger
Player _____

14 Strength +2
16 Constitution +3
18 Dexterity +4

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

AC 21
PD 18
MD 14

4 Level Initiative +6

Recoveries 2d8+3

Hit Points 60 Staggered 30

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 other's can't perceive. Tracking doesn't work well in urban environments. In addition, you gain the *Terrain Stunt* power.

Adventurer Feat: You gain an additional amount of health equal to your base health (10).

Melee Basic Attack

At-Will

Standard Action

Nearby

Target: One creature

Attack: +7 vs AC

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

Miss: 8 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: 4d8+4 (Heavy Crossbow, Longbow)

Miss: 4 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+).

Adventurer Feat: 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 is less than 2, you only get half the usual healing from the recovery.

Terrain Stunt

Ranger ☐

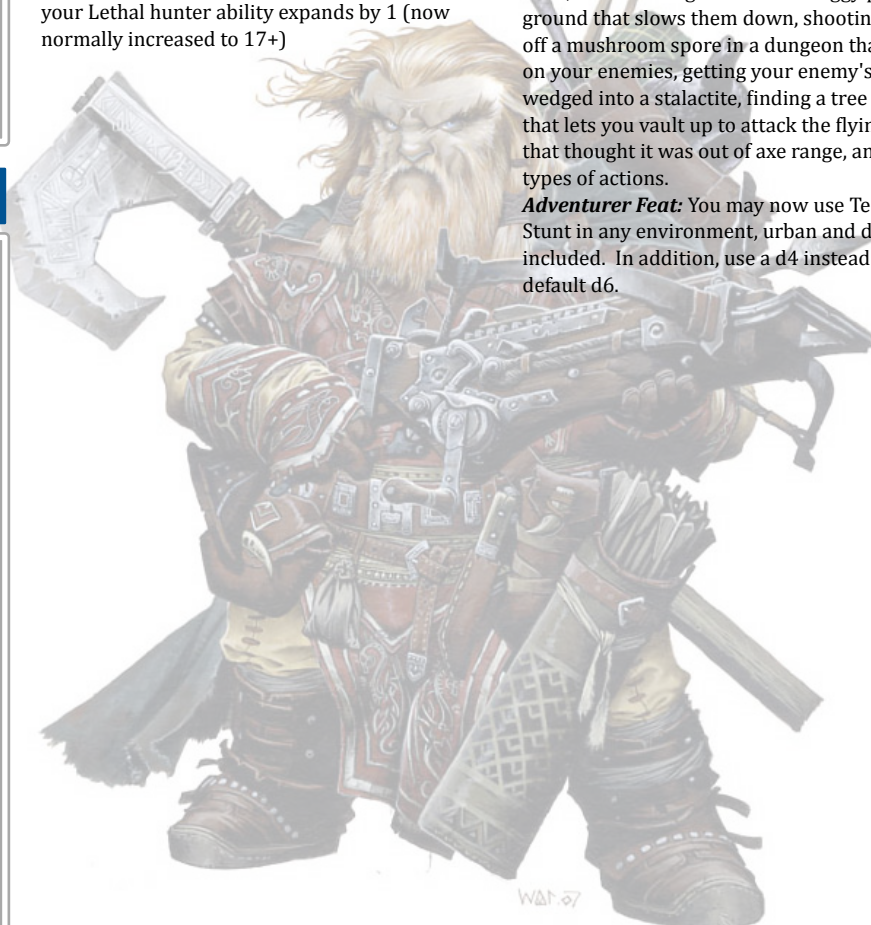
Trigger: You roll initiative

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.

Adventurer Feat: You may now use Terrain Stunt in any environment, urban and dungeon included. In addition, use a d4 instead of the default d6.





Name _____
Race *Halfling*
Class *Fighter*
Player _____

16 Strength +3
18 Constitution +4
14 Dexterity +2

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

AC 21
PD 17
MD 14

4 Level Initiative +6

Recoveries 4d10+4

Hit Points 66 Staggered 33

One Unique Thing



Icon Relationships

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.

Melee Basic Attack

At-Will

Standard Action

Nearby

Target: One creature **Attack:** +5 vs AC

Hit: 4d10+3 (Greatsword or Greataxe)

Miss: Damage equal to level

Ranged Basic Attack

At-Will

Standard Action

One enemy

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

Hit: 4d8+2 (Heavy Crossbow, Longbow)

Miss: Damage equal to level

Precision Attack

Manuever

Melee Attack

Trigger: Any hit with a natural 16+

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

Deadly Assault

Manuever

Melee Attack

Trigger: Natural even hit

Effect: Re roll any 1s from your damage roll. You must use the new result.

Carve an Opening

Manuever

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

Manuever

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.

Evasive

Halfling

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.





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

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

8 Intelligence -1
10 Wisdom +0
14 Charisma +2

AC 17
PD 19
MD 14

4 Level Initiative +8

Recoveries 2d8+2

Hit Points 48 Staggered 24

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

Miss: Damage equal to level

Evasive Strike

At-Will

Standard Action

Melee

Target: One Foe **Attack:** +6 vs AC
Hit: 4d8+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: 4d8+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: 4d8+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.

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:** +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.

Adventurer Feat: 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 2d8 damage once per round.

Adventurer Feat: 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
12 Constitution +1
16 Dexterity +3

10 Intelligence +0
8 Wisdom -1
18 Charisma +4

AC 17
PD 16
MD 15

4 Level Initiative +7

Recoveries 4d8+1

Hit Points 48 Staggered 24

One Unique Thing



Icon Relationships

Backgrounds

Talents & Features

Battle Cries: You can trigger battle cries based off your attack rolls with melee and ranged attacks. As a rule, the bonuses provided by battle cries help a bard's allies *not* the bard.

Adventurer Feat: You can spend a standard action to trigger any battle cry you know instead of making a flexible attack.

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.

Battle Skald: Increase the number of battle cries you know by one. The bonus battle cry can 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: +6 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: +7 vs AC

Hit: 4d6+3 (Short Bow, Crossbow)

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.

It's All Yours!

Battle Cry

Flexible Attack

Trigger: Natural even miss

Effect: This battle, your next ally to attack the target you missed gains a +2 attack bonus with that attack.

Hang Tough!

Battle Cry

Flexible Attack

Trigger: Natural odd

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

Take Heart!

Battle Cry

Flexible Attack

Trigger: Any Hit

Effect: Choose a nearby ally. That ally can roll a save against a save ends effect; OR roll a normal save against a condition that has a duration that lasts until the end of beginning of a turn.

Mighty Healing (Spelljack)

Daily ☐

Standard Action

Ranged Spell

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

Wild Heal Lv. 3

Recharge 16+ ☐

Standard Action

Ranged Spell

Targets: Two randomly selected allies. Choose the targets randomly from all nearby allies (including you) who are damaged.

Effect: Each target can heal using a recovery.

Adventurer Feat: This spell is now recharge 16+ instead of a daily ability.

Highblood Teleport

High Elf ☐

Move Action

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

Song of Heroes Lv. 3

Recharge 11+ ☐

Quick Action each turn

Sustain 11+

Opening & Sustained Effect: You and your nearby allies gain a +1 bonus to attacks and saves 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 Aid Lv. 3

Daily ☐

Quick Action each turn

Sustain 11+

Opening & Sustaining Effect: You or a nearby ally gains 3d6 temporary hit points.

Final Verse: One target that gained temporary hit points can also heal using a recovery.

Song of Thunder Lv. 3



Standard Action Each Turn

11+ to Sustain

Opening & Sustaining Effect: Make the following attack against 1d4+1 nearby enemies.

Attack: +8 vs PD

Hit: 7d6+4 thunder damage

Miss: --

Final Verse: Make the attack again, but this time it deals half damage on a miss.



Name _____
Race *Elf*
Class *Cleric*
Player _____

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

8 Intelligence -1
16 Wisdom +3
14 Charisma +2

AC 20
PD 16
MD 17

4 Level Initiative +4

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 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: 4d8+3 (Longsword, Warhammer)

Miss: Damage equal to level

Ranged Basic Attack

At-Will

Standard Action

Nearby

Target: One creature

Attack: +2 vs AC

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

Miss: --

Judgment Lv. 3

Cleric

Ranged Spell

Target: Staggered Enemies

Attack: +5 vs MD

Hit: 5d10+3 holy damage.

Miss: Holy damage equal to your level.

Hammer of Faith Lv. 3

Daily

Quick Action

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

Strength of the Gods Lv. 3

Daily

Quick Action

Effect: You can cast this spell for power to grant one nearby ally a +2d8 bonus to all melee damage until the end of the battle. OR you can cast for broad effect to grant up to three allies (including you) a +1d8 bonus to all melee damage until the end of the battle.

Bless Lv. 3

Daily

Quick Action

Effect: You can cast this spell for power to grant one nearby ally a +2 bonus to attack rolls and 2d0 temporary hit points 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 and 1d10 temporary hit points until the end of the battle.

Cure Wounds Lv. 1

Daily

Quick Action

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

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.

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 Strength Feat

Trigger: You hit a target with a melee attack

Effect: You may add 4d4 damage to the damage total.

Cause Fear Lv. 3

Daily

Standard Action

Target: Enemy <75hp

Attack: +7 vs MD

Hit: The target is weakened until the end of its next turn. On its next turn, if its unengaged, it does not attack and moves away from you. If it's engaged, it attempts to disengage as its first action and moves away if it succeeds. If it fails, it moves away as a second action (drawing opportunity attacks). In either case, it will not attack unless it has no options to escape.

Miss: The target hates you for trying to scare it.

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**
14 Constitution **+2**
12 Dexterity **+1**

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

AC 17
PD 16
MD 7

4 Level Initiative **+3**

Recoveries **4d6+2**

Hit Points **54** Staggered **27**

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.

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

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.

Melee Basic Attack

At-Will

Standard Action

Nearby

Target: One creature

Attack: +2 vs AC

Hit: 4d4-1 (Dagger)

Miss: Damage equal to level

Shocking Grasp Lv 3

At-Will

Standard Action

Ranged Spell

Target: One nearby enemy

Attack: +8 vs PD

Hit: 3d6 fire damage and if the natural attack roll is even, the target also takes 2d4 ongoing fire damage.

Miss: Damage equal to your level

Chaos Bolt Lv. 3

At-Will

Standard Action

Nearby

Target: One creature

Attack: +7 vs PD

Hit: 3d8+4 *random* damage, (1- Cold, 2- Fire, 3 - Lightning, 4 - Thunder)

Miss: Damage equal to your level.

Echoing Thunder Lv. 3

At-Will

Standard Action

Nearby

Target: One creature

Attack: +7 vs PD

Hit: 3d6+4 thunder damage, and the first enemy that hits you with a melee attack before the start of your next turn takes 2d6 thunder damage. (An empowered spell does not double this aftershock damage).

Miss: Damage equal to level

Breath of the Green Lv. 3

Daily

Close-Quarters Spell

Breath Weapon

Quick Action

Target: 1d4 nearby enemies in a group

Hit: 19 ongoing poison damage.

Miss: 5 ongoing poison 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 *dragon's leap* this turn if you wish.

Surprising

Half Elf

Free Action: After rolling a d20, you may subtract one from the natural result of the roll.

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.

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 may re-roll one of your Lightning Fork attack rolls.

Lighning Bolt Lv. 3 (Heritage)

Daily

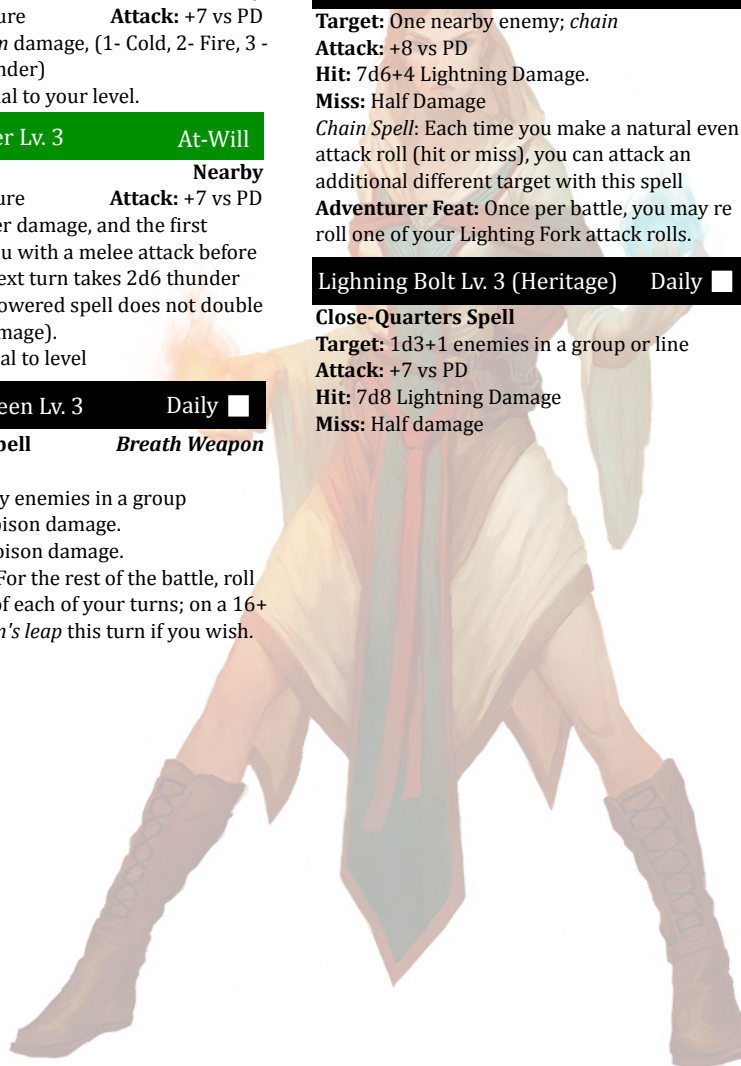
Close-Quarters Spell

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

Attack: +7 vs PD

Hit: 7d8 Lightning Damage

Miss: Half damage





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 **16**
 PD **16**
 MD **17**

4 Level Initiative **+11**

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.

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: You gain +4 to Initiative.

Recoveries **4d6+2**

□□□□□□□□

Hit Points **54** Staggered **27**

Melee Basic Attack At-Will

Standard Action **Nearby**
Target: One creature **Attack:** +1 vs AC
Hit: 4d6-1 (Staff)
Miss: None

Ray of Frost Lv. 3 At-Will

Standard Action **Ranged Spell**
Target: One nearby enemy **Attack:** +6 vs PD
Hit: 4d8 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 until the end of your next turn.

Quick to Fight Human ☐

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

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.

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.

Force Salvo Lv. 3 Daily ☐

Standard Action **Ranged Spell**
Target: Up to 5 creatures **Attack:** +8 vs PD
Special: This creates 5 force bolts that target a separate target each. Extras cannot be used.
Hit: 4d10 Force Damage
Adventurer Feat: You can target creatures with more than one bolt. Once you hit that target, you must choose a new target and so on.

Sleep Lv. 3 Daily ☐

Standard Action **Ranged Spell**
Target: Before making this attack, roll 3d20+45 for max HP you can target. Targeting nearest lowest HP enemies first, reduce the target(s) HP from your roll and continue on new targets until you would exceed your HP threshold.
Attack: +8 vs MD
Hit: Target falls unconscious (hard save ends, 16+; it also ends if target takes >10 damage)
Miss: The target is dazed until end of your next turn.

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 (Adventurer Feat): 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.

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.

Utility Lv. 1 Daily ☐

You may cast one of the following spells -

Feather Fall: As a quick action, when you would be falling, you instead glide down the ground over a round or two, then you resume plummeting.

Disguise Self: As a standard action, 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: 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.