



Name _____
Race *Half Orc*
Class *Druid*
Player _____

19 Strength +4
15 Constitution +2
8 Dexterity -1

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

AC 19
PD 17
MD 16

4 Level Initiative +3

Recoveries 4d10+2

Hit Points 54 Staggered 27

One Unique Thing



Icon Relationships

Backgrounds

Talents & Features

Warrior Druid Adept: You are trained to survive the wilds and fight in combat. Your AC in light armor is 12 instead of 10 like most other druids. Your base hit points are increased, and you can use martial weapons without an attack penalty.

Wild Healer Initiate: You nourish nature and your allies alike. You gain the *regeneration* spell usable to heal yourself and your allies.

Adventurer Feat: You gain a daily use of the *wild heal* spell.

Melee Attack (Strength): You use your strength as your melee ability score and your recovery die increases to a d10.

Nature Talking: Everybody knows that druids can talk with plants and animals. It may not always work, but druids won't admit it. The DC of speaking to nature depends on the information you are requesting and who you are speaking with.

Wilderness Survival: You never suffer from natural weather-related cold, heat, or exposure. You can go longer than most people without eating or drinking, but only a couple days longer.

Melee Basic Attack

At-Will

Standard Action

Nearby

Target: One creature

Attack: +8 vs AC

Hit: 4d8+4 (Warhammer, Flail, Spear)

Miss: Damage equal to level

Ranged Basic Attack

At-Will

Standard Action

Nearby

Target: One creature

Attack: +3 vs AC

Hit: 4d6-1 (Javeline, Throwing Axe)

Miss: Damage equal to level

Ancestral Guidance

Encounter ☐

Flexible Attack

Trigger: Natural Odd result

Effect: Add 3 damage to the attack, hit or miss.

You also regain the use of all your once-per-battle flexible attacks you have expended this battle (including this one).

Adventurer Feat: You also gain the *Spirit of the Ancestors* ability usable once per battle.

Wild Harmony

Encounter ☐

Flexible Attack

Trigger: Natural 16+

Effect: If you cast a *regeneration* or *greater regeneration* spell before the start of your next turn, the target adds your wisdom modifier to the healing they gain from their *first* recovery roll.

Adventurer Feat: The target now adds the healing bonus to each recovery roll provided from that spell.

Nature's Fury

Encounter ☐

Flexible Attack

Trigger: Natural 2-5

Effect: The attack deals half damage.

Invoke the Storm

Encounter ☐

Flexible Attack

Trigger: Natural 5, 10, 15, 20

Effect: Roll a d4. Deal lightning damage equal to five times the number you rolled to one nearby enemy other than the target of the triggering attack.

Adventurer Feat: Roll a d4 instead of a d3.

Lethal

Half Orc ☐

Trigger: You roll an melee attack.

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

Spirit of the Ancestors

Encounter ☐

Trigger: You make an attack against AC **Feat**

Effect: You can instead target the target's MD as the spirits guide your strikes.

Regeneration

Encounter ☐

Daily ☐

Interrupt Action/Quick Action

Close

Target: One nearby ally with an interrupt

action, or you with a quick action.

Trigger: One of your allies starts its turn.

Effect: The target heals using a recovery, rolling recovery dice as normal, but heals only half (rounding down) the amount of healing rolled. At the start of the target's *next* turn, the target heals using a free recovery, but heals only half (rounding down) the amount rolled. After the target heals this second time, roll a normal save to see if the spell continues. If you fail, the spell ends. If you succeed, the *regeneration* spell continues and the target will continue to heal and roll a save at the start and end of its turn, respectively.

Special: The save becomes a hard save if the target is at maximum hit points or 0 hit points at the start of their turn. You may only have one *regeneration* spell on you at a time.

Wild Heal

Daily ☐

Quick Action

Close

Target: You or one nearby ally; and one randomly chosen nearby ally that has taken damage.

Effect: Each target heals using one if its recoveries.



Name _____
Race *Half-Elf*
Class *Commander*
Player _____

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

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

AC 21
PD 16
MD 16

4 Level Initiative +5

Recoveries 4d8+2

Hit Points 54 Staggered 27

One Unique Thing



Icon Relationships

Backgrounds

Talents & Features

Command Points: You have access to interrupt abilities called commands that require command points. Every battle you begin with one command point and can gain more of them through your 'Fight from the Front' and 'Weight the Odds' abilities. You also have access to powerful daily tactics abilities that are usable on your turn.

Combat Maneuver: You can choose a fighter maneuver of your level or lower. You can use it like a fighter.

Armor Skills: Unlike other commanders, you take no penalties for fighting in heavy armor.

Adventurer Feat: When an enemy misses you with a melee attack and rolls a natural 1 or 2, you gain 1 command point.

Tactician: You rely on perception, intuition, and common sense as a commander instead of charismatic presence. Any time an element of the commander class refers to charisma, you can replace that element with a reference to wisdom. In addition, one battle per day, you can re-roll your initiative if you don't like the first result. You must take the re-rolled result.

Melee Basic Attack

At-Will

Standard Action

Nearby

Target: One creature

Attack: +7 vs AC

Hit: 4d6+3 (Mace, Shortsword)

Miss: Damage equal to level

Ranged Basic Attack

At-Will

Standard Action

Nearby

Target: One creature

Attack: +3 vs AC

Hit: 4d4-1 (Light Crossbow)

Miss: Damage equal to level

Front-Line

At-Will

Trigger: When you hit with a melee attack on your turn.

Effect: You gain 1d3 command points.

Adventurer Feat: You now gain 1d4 command points from your Frontline Class Feature.

Command Decision

At-Will

Standard Action

Effect: You gain 1d4 command points.

Adventurer Feat: Once per day, you can add your charisma modifier to the number of command points you gain when you use this action.

Basic Tactical Strike

Recharge 16+ ☐

Quick Action

Recharge 16+

Target: One nearby ally

Effect: Your ally can make a basic attack as a free action.

Scramble

Recharge 16+ ☐

Quick Action

Recharge 16+

Target: You and 1d3 nearby allies

Effect: Each target can take a move action as a free action, starting with you and proceeding in the order of your choice.

Finish This!

Recharge 16+ ☐

Quick Action

Recharge 16+

Special: Escalation Die is 3+ and only one enemy is left in the battle.

Effect: You can spend between 1 and 3 command points. The critical strike range of all allies' attacks against the remaining enemy expands by the number of command points you spent. This lasts until the end of the battle or until the enemy scores two critical hits.

Enforce Clarity

Recharge 16+ ☐

Quick Action

Recharge 16+

Target: One nearby ally

Effect: One condition (other than last gasp effect) on the target ends (including effects that don't require a save).

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.

Defensive Fighting

Manuever

Flexible Attack

Trigger: Natural 16+ or an even hit

Effect: Gain a +2 bonus to AC until the end of your next turn.

Adventurer Feat: You also gain the bonus to physical defense.

Rally Now!

Command

Cost: 1 Command Point

Interrupt Action

Target: One nearby ally on the ally's turn.

Special: You can spend 1 additional command point to use this on an unconscious ally.

Effect: The target can rally as a free action this turn. (If its their second or subsequent rally, they still need to succeed on the save.)

Charge!

Command

Cost: 1 Command Point

Interrupt Action

Target: One nearby ally on the ally's turn.

Effect: As a standard action this turn, the target can move and make a basic attack.

Adventurer Feat: If you spend an additional command point, the target can use a melee attack instead of a basic attack.

You set them up, I finish

Command

Cost: 4 Command Point

Interrupt Action

Target: One nearby ally (on that ally's turn) that hits an enemy you can see with an attack this turn.

Effect: Add your charisma modifier to the damage your ally deals. In addition, during your next turn, you gain a +2 bonus with melee attacks against the enemy your ally hit.



Name _____
Race *Human*
Class *Monk*
Player _____

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

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

AC 18
PD 18
MD 15

4 Level Initiative +8

Recoveries 4d8+1

Hit Points 48 Staggered 24

One Unique Thing



Icon Relationships

Backgrounds

Talents & Features

Two Weapon Fighting: Your hands, fists, and legs all serve to give you two-weapon fighting, letting you re roll all your attack results of '2'.

Forms: Your attacks progress between opening, flow, and finishing attacks in order. When you use an opening form, gain +1 AC until the start of your next turn, a flow form grants you +2 AC and a finishing form grants you +3 AC.

Ki: You have 5 ki points per day. By default, you can spend one ki to adjust a single die result up or down by 1. Your talents, feats, and forms will provide other ways to spend Ki. Unless specified otherwise, you can only spend 1 ki a turn.

Flurry (Seven Deadly Secrets): You gain the flurry ability to deal quick attacks.

Spinning Willow Style: When a ranged or close attack targeting your AC hits you, roll a normal save. If you succeed, take only half damage.

Adventurer Feat: You can now use Spinning Willow against attacks targeting your PD.

Leaf on the Wind: Once per battle, you can take another move action as a free action. If you fall up to 30 feet with a surface to catch a handhold or slow your descent, you take no fall damage.

Melee Basic Attack

At-Will

Standard Action Nearby
Target: One creature **Attack:** +8 vs AC
Hit: 4d6+4 (Staff, Mace, Spear)
Miss: Damage equal to level

Ranged Basic Attack

At-Will

Standard Action Nearby
Target: One creature **Attack:** +8 vs AC
Hit: 4d6+4 (Shortbow)
Miss: Damage equal to level

Panther Spins Free

Opening

Standard Action Claws of the Panther
Target: One creature **Attack:** +8 vs AC
Hit: 4d6+3 damage and you can pop free
Miss: Damage equal to level

Bronze Thwarts and Army

Opening

Standard Action Way of the Metallic Dragon
Target: One creature **Attack:** +8 vs AC
Hit: 4d8+3 damage.
Miss: Damage equal to level

Springing Mantis Strike

Opening

Standard Action Dance of the Mantis
Special: When you start your turn unengaged, you can move before the attack as part of the standard action of this attack.
Target: One creature **Attack:** +8 vs AC
Hit: 4d6+3 damage and you can pop free

Cat Cuts Between Hounds

Flow

Standard Action Claws of the Panther
Target: One creature **Attack:** +8 vs AC
Natural Even Hit: 4d8+3 damage and each enemy engaged with you takes 1d6 damage.
Natural Even Miss: Half Damage
Natural Odd Miss: Damage equal to level.

The Pincer Whirls Shut

Flow

Standard Action Dance of the Mantis
Target: One creature **Attack:** +8 vs AC
Hit: 4d8+3, or 4d10+3 against large targets
Natural Even Hit: As a hit, plus you can roll a disengage check as a free action after the attack.
Miss: Half Damage

Silver Warrior Advances

Flow

Standard Action Way of the Metallic Dragon
Target: One foe with more HP than you
Attack: +8 vs AC
Natural Even Hit: 4d8+3 damage and 10 ongoing cold damage.
Natural Odd Hit: 4d8+3 damage and an ally can pop free of the target.
Miss: Half damage.

Quick to Fight

Human ☐

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

Flurry (Deadly Secret)

At-Will

Quick Action Nearby
Special: The escalation die must be at 3+
Target: One creature **Attack:** +8 vs AC
Hit: 4d6+3
Adventurer Feat: You can now use Flurry when the escalation die is 2+.

A Thousand Palms: If you are engaged with 2 or more enemies, you may spend 1 point of ki to make another flurry attack against a different target other than your first.

General Slays the Horde

Finisher

Standard Action Way of the Metallic Dragon
Target: Up to two enemies. **Attack:** +8 vs AC
1st Hit: 4d10+3 damage
1st Miss: Damage equal to you level
2nd Hit: 4d8+3 fire damage
2st Miss: Damage equal to you level
Adventurer Feat (Become the Dragon): When you drop a non-mook enemy to 0 HP with a finishing attack, spend 1 point of ki to gain a standard action next turn.

Twinned Panther Claw

Finisher

Standard Action Claws of the Panther
Target: 1-2 enemies **Attack:** +8 vs AC
Hit: 4d12+3 damage.
Natural Even Miss: Half Daamage
Natural Odd Miss: Damage equal to level.
Adventurer Feat (Predator's Return): You can spend 1 point of ki when you miss all targets with a finishing move to use a flow attack next turn instead of an opening attack.

Precise Mantis Kick

Finisher

Standard Action Dance of the Mantis
Target: One creature **Attack:** +10 vs AC
Hit: 4d10+3 damage and you can pop free
Natural Even Mis: Your crit range with opening, flow, and finishing attacks expands by 1 until the end of the battle.
Natural Odd Miss: Damage equal to your level.
Adventurer Feat (The Dance Continues): You can spend 1 point of ki during your turn to roll a disengage check as a free action.



Name _____
Race Dark Elf
Class Necromancer
Player _____

8 Strength -1
10 Constitution +0
12 Dexterity +1

19 Intelligence +4
15 Wisdom +2
17 Charisma +3

AC 15
PD 14
MD 18

4 Level Initiative +8

Recoveries 4d6-1

Hit Points 36 Staggered 18

One Unique Thing



Icon Relationships

Backgrounds

Talents & Features

Death's Master: While you may not necessarily serve the Lich King, all necromancers must have at least one relationship point with the Lich King.

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

Wasting Away: Necromancers are frail, gaunt, sickly, and partially dead themselves. This is fall-out from the magic you wield. You subtract your constitution modifier from all your necromancer spell rolls, and you also require five death saves to truly die.

Deathknell: As a quick action, you can drop a nearby enemy that has 10 hp or fewer down to 0 hp and heal yourself 1d10 hit points.

Skeletal Minion: You have a skeletal minion the same level as you that fights alongside you in battle. If it dies, just reanimate a new one. The minion acts before or after your initiative.

Death Priest: When you have an icon relationship to use in a session, you can use this to interaction or publicly discuss the with spirits of the recent or ancient dead in the area. Similarly, you may perform a seance to perform a short rite and call upon spirits of the dead related to a random icon (other than Lich King). The spirit will speak to you, relaying information helpfully or under protest if you are at odds with that icon.

Melee Basic Attack

At-Will

Standard Action

Nearby

Target: One creature

Attack: +8 vs AC

Hit: 4d6+4 (Staff, Mace, Spear)

Miss: Damage equal to level

Ranged Basic Attack

At-Will

Standard Action

Nearby

Target: One creature

Attack: +8 vs AC

Hit: 4d6+4 (Shortbow)

Miss: Damage equal to level

Chant of Endings Lv. 3

At-Will

Standard Action

Nearby

Target: Lowest HP enemy

Attack: +8 vs AC

Hit: 4d6+4 negative energy damage.

Adventurer Feat: You can ignore mooks as targets

Death's Gauntlet Lv. 3

At-Will

Standard Action

Nearby

Target: Nearby Creature

Attack: +8 vs AC

Hit: 2d8+4 ongoing negative energy damage.

Special: Instead of taking the ongoing damage, the target can spend its standard action to attack the undead claws and limbs flailing at it.

Miss: Damage equal to level

Channel Life Lv. 3

Encounter

Ranged Spell

Attack Target: One random nearby creature

Healing Target: Nearby ally

Attack: +8 vs MD

Hit vs Enemy: 2d6+4 negative energy, and the healing target can heal using a recovery.

Hit vs Ally: 5 negative energy damage, and the healing target can heal using a recovery.

Adventurer Feat: You can use this twice per battle.

The Bones Beneath Lv. 3

Daily

Standard Action

Ranged Spell

Target: One nearby mook and its mob

Attack: +8 vs PD

Hit: 4d12+4 negative energy damage, and each book in the mob that drops becomes a skeleton mook under your control.

Miss: Half damage, and each book in the mob becomes a skeleton book under your control.

Skeleton Mook 3rd level book, Initiative after you, Vulnerability: holy

AC 18 PD 16 MD 12 HP 11 (Mook)

Sword/Axe/Whatever 8 vs AC - 5 damage.

Resist Weapons 16+: When a weapon attack targets this creature, the attack must roll a natural 16+ on the attack roll or it only deals half damage.

Companion

AC 21 PD 19 MD 15
Hit Points 27 Staggered 14

Minion Attack Lv. 4

At-Will

Standard Action

Nearby

Target: One creature

Attack: +8 vs AC

Hit: 2d6 damage

Adventurer Feat: You can set your skeletal minion ablaze or extinguish the fire. While it's flaming, your skeletal minion's damage die increases by one size and deals fire damage with its melee attacks, but it takes damage equal to your level each time its natural attack roll is odd.

Cruel

Dark Elf

Trigger: Natural Even attack roll

Effect: Deal 20 ongoing damage to the target

Summon Undead Lv. 3

Daily

Standard Action

Ranged Spell

Effect: You summon a mob of 1d3+1 putrid zombie mooks for the rest of the battle or until they all drop to 0 HP.

Putride Zombie, 3rd level mook, initiative +2
Vulnerability: holy

AC 18 PD 16 MD 12 HP 16 (Mook)

Rotting Fist +7 vs AC - 5 damage

Natural 16+: Both the zombie and its target takes an additional 1d6 damage!

Headshot: A critical hit against a putrid zombie deals triple damage instead of normal double.

Summon Horror Lv. 3

Daily

Standard Action

Ranged Spell

Effect: You summon a ghoul for the rest of the battle or until it drops to 0 HP.

Summoned Ghoul, 3rd level spoiler, initiative +8, Vulnerability: holy

AC 18 PD 16 MD 12 HP 20

Claws and Bite +8 vs AC - 8 damage

Natural Even Hit: The target is vulnerable to attacks by undead until the end of the ghoul's next turn.

Pound of Flesh: The ghoul's attack deals +4 damage against vulnerable targets.

Infected Bite: Any creature that is slain by a ghoul and not consumed will rise as a ghoul the next night.



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

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

10 Intelligence 0
12 Wisdom +1
15 Charisma +2

AC 17
PD 18
MD 15

4 Level Initiative +3

Recoveries 4d10+3

Hit Points 60 Staggered 30

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.

Adventurer Feat: You gain a +2 bonus to slayer attacks.

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:** +8 vs AC
Hit: 4d10+4 (Greatsword, Maul, Greataxe)
Miss: Damage equal to level

Ranged Basic Attack At-Will

Standard Action **One enemy**
Target: One creature **Attack:** +3 vs AC
Hit: 4d8-1
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.
Adventurer Feat: You gain a +2 attack bonus with barbaric cleave attacks. If the cleave attack hits, you can heal using a recovery.

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 _____

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

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

AC 22
PD 17
MD 17

4 Level Initiative +3

Recoveries 4d10+4

Hit Points 84 Staggered 42

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.

Adventurer Feat (Toughness): You gain additional HP equal to your class' base HP.

Adventurer Feat (Strong Recovery): When you send a recovery, you can re roll your lowest result and must keep the new result.

Melee Basic Attack At-Will

Standard Action Nearby
Target: One creature **Attack:** +7 vs AC
Hit: 4d8+3 (Longsword, Battleaxe)
Miss: Damage equal to level

Ranged Basic Attack At-Will

Standard Action One enemy
Target: One creature **Attack:** +3 vs AC
Hit: 4d8-1
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.

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).

Judgment Cleric

Ranged Spell
Target: Nearby staggered foes **Attack:** +5 vs MD
Hit: 5d10 holy damage
Miss: Holy damage equal to your level.



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

8 Strength **-1**
15 Constitution **+2**
19 Dexterity **+4**

12 Intelligence **+1**
10 Wisdom **+0**
17 Charisma **+3**

AC **20**
PD **17**
MD **15**

4 Level Initiative **+12**

Recoveries **4d8+2**

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

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.

Favored Enemy (Orc): The crit range of your ranger attacks against your chosen enemy expands by 2.

Adventurer Feat: You can change your favored enemy each time you take a full heal up

Adventurer Feat (Improved Initiative): You gain a +4 bonus to your initiative.

Adventurer Feat (Strong Recovery): When you roll recoveries to heal, you may re roll your lowest result and keep the new result.

Melee Basic Attack At-Will

Standard Action **Nearby**
Target: One creature **Attack:** +3 vs AC
Hit: 4d6-1 (Shortsword, Axe)
Miss: Damage equal to level

Ranged Basic Attack At-Will

Standard Action **One enemy**
Target: One creature **Attack:** +8 vs AC
Hit: 4d8+4 (Heavy Crossbow, Longbow)
Miss: Damage equal to level

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.

Dragon's Leap Lv. 3 Daily ☐

Quick Action
Target: Self
Effect: You can fly at the rate you normally move until the end of your turn. If you don't find someplace to land or hang onto, you will fall.
Breath Weapon: For the rest of the battle, roll a d20 at the start of your turn. If you roll a 16+ again, you can use *dragon's leap* this turn again if you wish.



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

19 Strength +4

17 Constitution +3

12 Dexterity +1

10 Intelligence +1

15 Wisdom +2

8 Charisma -1

AC 21

PD 17

MD 14

4 Level Initiative +5

Recoveries 4d10+3

Hit Points 60 Staggered 30

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.

Melee Basic Attack At-Will

Standard Action **Nearby**
Target: One creature **Attack:** +8 vs AC
Hit: 4d10+4 (Greatsword, Katana, Greataxe)
Miss: Damage equal to level

Ranged Basic Attack At-Will

Standard Action **One enemy**
Target: One creature **Attack:** +5 vs AC
Hit: 4d8+1
Miss: Damage equal to level

Carve an Opening Maneuver

Flexible Attack **Trigger:** Natural odd roll
Effect: Your critical range with melee attacks expands 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.

Deadly Assault Maneuver

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.

Steady Now Maneuver

Flexible Attack **Trigger:** Any even miss
Effect: You gain temporary hit points equal to your Constitution modifier.

Defensive Fighting Maneuver

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

Hack and Slash Maneuver

Special: The Escalation die must be 2+
Flexible Attack **Trigger:** Natural Even Roll
Effect: Make another melee weapon attack against a different target.

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 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 _____

10 Strength **+0**
15 Constitution **+2**
19 Dexterity **+4**

8 Intelligence **-1**
12 Wisdom **+1**
17 Charisma **+3**

AC **17**
 PD **18**
 MD **15**

4 Level Initiative **+8**

Recoveries **4d8+2**

Hit Points **60** Staggered **30**

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:** +8 vs AC
Hit: 4d8+4 (Cutlass)
Miss: Damage equal to level

Ranged Basic Attack At-Will

Standard Action **Ranged**
Target: One creature **Attack:** +8 vs AC
Hit: 4d4+4 (Throwing Dagger)
Miss: Damage equal to level

Evasive Strike At-Will

Standard Action **Melee**
Target: One Foe **Attack:** +8 vs AC
Hit: 4d8+4 and you can pop free from your target.
Miss: Damage equal to your level

Slick Feint At-Will

Standard Action **Melee**
Target: Engaged Foe **Attack:** +8 vs AC
Hit: The target is dazed until the end of your next turn. Make a 2nd Attack as below.
1st Miss: Do not make the 2nd attack.
2nd Target: A different engaged foe
2nd Attack: +10 vs AC
Hit: 4d8+4 damage
2nd Miss: Damage equal to your level.

Sure Cut At-Will

Standard Action **Melee**
Target: One Foe **Attack:** +8 vs AC
Special: You must have *momentum* and be able to deal your sneak attack damage to the target if you hit.
Hit: 4d8+4
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:** +8 vs AC
Hit: 4d8+4
Miss: Damage equal to your level

Breath Weapon Dragonborn

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

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:** +8 vs PD
Hit: 2d8+2 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.

Deflection At-Will

Interrupt Action, Spend your Momentum
Trigger: A melee attack misses you
Effect: The attack hits a different enemy you are engaged with instead, but deals only half damage.
Adventurer Feat: The power also triggers on a ranged attack against AC.



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

8

Strength

-1

19

Intelligence

+4

AC 19

15

Constitution

+2

17

Wisdom

+3

PD 14

10

Dexterity

+0

12

Charisma

+1

MD 18

4 Level

Initiative +4

Recoveries

4d8+2

Hit Points 54

Staggered 27

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.

Loresmaster: 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: +3 vs AC

Hit: 4d4-1

Miss: Damage equal to level

Battle Chant Lv. 3

At-Will

Standard Action

Nearby

Target: One nearby enemy

Attack: +8 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.

Adventurer Feat: The damage for Battle Chant is increased.

Ranged Basic Attack

At-Will

Standard Action

One enemy

Target: One creature

Attack: +4 vs AC

Hit: 4d6

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.

Soundburst Lv. 3

Daily ☐

Standard Action

Ranged Spell

Target: 1d4 nearby enemies

Attack: +8 vs PD

Hit: 6d8+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

Vicious Mockery Lv. 3

Recharge 11+ ☐

Standard Action

Ranged Spell

Target: Nearby Enemy

Attack: +8 vs PD

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

Miss: Damage equal to your level.

Adventurer Feat: On a hit, the effect that damages the target she it misses is now save ends.

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.

Confusion Lv. 3

Daily ☐

Standard Action

Ranged Spell

Target: One enemy with <100hp

Attack: +8 vs MD

Hit: The target is confused (save ends)

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

Befuddle Lv. 3

Recharge 6+ ☐

Standard Action

Ranged Spell

Target: One nearby creature with >64hp

Attack: +8 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+

Charm Person Lv. 3

Daily ☐

Standard Action

Ranged Spell

Attack: +8 vs MD

Target: One nearby creature with < 64hp

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 _____

17

Strength

+3

10

Intelligence

+0

AC 21

19

Constitution

+4

15

Wisdom

+2

PD 18

8

Dexterity

-1

12

Charisma

+1

MD 17

4 Level

Initiative +3

Recoveries

4d8+4

Hit Points 66

Staggered 33

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.

Adventurer Feat: You gain the Divine Strength power, usable once per battle.

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: +8 vs AC

Hit: 4d10+3 (Maul, Greastword)

Miss: Damage equal to level

Ranged Basic Attack

At-Will

Standard Action

One enemy

Target: One creature

Attack: +3 vs AC

Hit: 4d8-1 (Heavy Crossbow)

Miss: Damage equal to level

Combat Boon Lv. 3

At-Will

Standard Action

Nearby

Target: One creature

Attack: +8 vs AC

Hit: 4d10+3 (Maul, Greastword) and one nearby ally can roll a save against a save ends effect.

Adventurer Feat: If you score a critical hit, the subsequent save automatically succeeds.

Shield of Faith Lv. 3

Daily

Quick Action

Effect: You can cast this spell for power to grant one nearby ally a +2 bonus to AC and PD 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 and PD 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 2d10 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.

Strength of the Gods Lv. 3

Daily

Quick Action

Effect: You can cast this spell for power to grant one nearby ally +2d8 damage with melee attacks this battle OR for broad effect to give up to three nearby creatures including you +1d8 damage with melee attacks this battle..

Divine Endurance Lv. 3

Daily

Quick Action

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

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.

Cure Wounds Lv. 1

Daily

Quick Action

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

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.

Domain of Strength Feat

Trigger: You hit a target with a melee attack

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



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

10 Strength 0
17 Constitution +3
15 Dexterity +2

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

AC 16
PD 17
MD 15

4 Level Initiative +6

Recoveries 4d6+3

Hit Points 60 Staggered 30

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 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.

Melee Basic Attack

At-Will

Standard Action

Nearby

Target: One creature

Attack: +4 vs AC

Hit: 4d8+1

Miss: Damage equal to level

Burning Hands Lv. 3

At-Will

Standard Action

Close-Quarters

Target: 1-2 nearby foes

Attack: +8 vs PD

Hit: 2d8+4 fire damage

Miss: -

Chaos Pulse Lv. 3

At-Will

Standard Action

Nearby

Target: Random enemy

Attack: +8 vs PD

Hit: 3d10+Charisma *random energy* damage.

Even Miss: Half Damage.

Odd Miss: Damage equal to your level

Lightning Fork Lv. 3

Recharge 16+ ☐

Target: One nearby enemy; *chain*

Attack: +6 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

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

Resist Energy Lv. 3

Recharge 16+ ☐

Standard Action

Target: Two targets, your and/or one of your nearby allies.

Effect: Until the end of the battle, the target gains *resist 12+ damage* against the following energy type of your choice: cold, fire, lightning, thunder.

Adventurer Feat: You can target an additional creature with this spell.

Dragon's Leap Lv. 3

Daily ☐

Target: Self

Effect: You can fly at the rate you normally move until the end of your turn. You need to land or find someplace to hang on to or you'll fall.

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.

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 Lv. 3

Daily ☐

Target: 1d2 nearby enemies in a group.

Attack: +8 vs PD

Hit: 5d6+4 cold damage.

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



Name _____
Race *Halfling*
Class *Wizard*
Player _____

8 Strength **-1**
15 Constitution **+2**
17 Dexterity **+3**

19 Intelligence **+4**
12 Wisdom **+1**
10 Charisma **0**

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

4 Level Initiative **+7**

Recoveries **4d6+2**

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

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 assist you in figuring out what you need.

Evocation: Once per battle, you can use a quick action to maximize the damage, hit or miss, of one attack spell targeting PD.

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

Nearby

Attack: +3 vs AC

Hit: 4d6-1 (Staff)

Miss: None

Ranged Basic Attack

At-Will

Standard Action

Target: One creature

Ranged Attack

Attack: +7 vs AC

Hit: 4d4+3 (Hand Crossbow)

Miss: None

Ray of Frost Lv. 3

At-Will

Standard Action

Target: One nearby enemy

Ranged Spell

Attack: +8 vs PD

Hit: 4d8 cold damage.

Miss: Damage equal to your level.

Adventurer Feat: When your *ray of frost* attack roll is a natural even hit, and the target is staggered after, it is also dazed (-4 to attacks) until the end of your next turn.

Levitate

Utility Daily ☐

Standard Action

Close Quarters Spell

Effect: Until the end of the battle, you can use a move action to move straight up in the air or descend down, but no horizontally. While levitating, you take a -2 penalty to your attacks and are vulnerable to attacks against you.

Message

Utility Daily ☐

Quick Action

Close Quarters Spell

Effect: You send a one or two sentence message to another person you know and have touched in the last week. Sending a message to someone you can see is easy, to someone you can't see is a normal or hard DC skill check. Your receiver can be across half a city at most.

Speak with Item

Utility Daily ☐

Quick Action

Ranged Spell

Effect: Speak briefly, mind to mind, with a magic item you are touching that is owned by you or someone you know. If the conversation goes at all well, the item's owner gets a free power recharge roll.

Shield Lv. 1

Recharge 11+ ☐

Trigger: When an attack hits your AC

Free Action

Effect: The attacker must reroll the attack. You must accept the new result.

Adventurer Feat: You can now house either of the attack rolls, in case the 2nd one is somehow worse.

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: +8 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.

Hold Monster Lv. 3

Daily ☐

Standard Action

Ranged Spell

Target: One enemy with <60hp

Attack: +8 vs MD

Hit: The target cannot move or use move actions (hard save ends, 16+)

Miss: The target is dazed until the end of your next turn.

Adventurer Feat: If the spell misses all targets, you regain the spell during your next quick rest.

Confusion Lv. 3

Daily ☐

Standard Action

Ranged Spell

Target: One enemy with <100hp

Attack: +8 vs MD

Hit: The target is confused (save ends)

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

Rebuke Lv. 3

Cyclic ☐

Close-Quarters Spell

Target: One nearby enemy with <100hp.

Attack: +8 vs MD

Hit: The target is hampered (*only makes basic 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.