



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

19 Strength +4
17 Constitution +3
15 Dexterity +2

10 Intelligence 0
12 Wisdom +1
8 Charisma -1

AC 20
PD 20
MD 16

6 Level Initiative +8

Recoveries 6d10+3

Hit Points 100 Staggered 50

One Unique Thing



Icon Relationships

Backgrounds

Talents & Features

Whirlwind: You gain the whirlwind ability to be used in combat

Unstoppable: You gain the 'Unstoppable' ability once per battle.

Building Frenzy: You gain the 'Building Frenzy' ability once per day.

Violence: You gain the 'Violence' ability usable once per battle.

Melee Basic Attack At-Will

Standard Action **Melee**
Target: One creature **Attack:** +10 vs AC
Hit: 6d10+8 (Greatsword, Greataxe, Maul)
Miss: Damage equal to level

Whirlwind Attack At-Will

Standard Action **Melee**
Target: All engaged enemies **Attack:** +10 vs AC
Hit: 6d10+8 (Greatsword, Greataxe, Maul)
Miss: Damage equal to level
Effect: You are at -4 to AC until the start of your next turn.
Adventurer Feat: You deal miss damage with your *whirlwind* attacks.

Ranged Basic Attack At-Will

Standard Action **One enemy**
Target: One creature **Attack:** +8 vs AC
Hit: 6d8+4
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.

Violence Barbarian

Free Action
Effect: Add a +1d4 bonus to a barbarian melee attack roll after finding out whether you hit or missed.

Building Frenzy Daily

Trigger: You miss with an attack.
Effect: You deal +1d10 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.
Champion Feat: Bonus damage dice are now d10's instead of the default of d4's.

Lethal Half Orc

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

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)
Champion Feat: Whenever the escalation die is 3+, 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 *Human*
Class *Paladin*
Player _____

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

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

AC 25
PD 18
MD 19

6 Level Initiative +5

One Unique Thing

Icon Relationships

Backgrounds

Talents & Features

Bastion: You gain a +1 bonus to AC and can use the 'Bastion' ability once per battle.
Adventurer Feat: Increase your total number of recoveries by 1.

Lay on Hands: You gain the lay on hands twice per day as a quick action.

Paladin's Challenge: You can challenge every enemy that you hit.

Path of Universal Righteous Endeavour: Your nearby allies gain a +1 bonus to all saves.
Adventurer Feat: Once per day, you can reroll your relationship dice with a heroic or ambiguous icon.
Champion Feat: All your melee and ranged attacks deal holy damage.

Recoveries 6d10+2

Hit Points 100 Staggered 50

Melee Basic Attack At-Will
Standard Action Nearby
Target: One creature **Attack:** +10 vs AC
Hit: 6d8+8 holy damage(Longsword, Battleaxe, Spear)
Miss: Damage equal to level

Ranged Basic Attack At-Will
Standard Action One enemy
Target: One creature **Attack:** +7 vs AC
Hit: 6d6-2 holy damage (Light Crossbow, Javelin, Axe)
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 Smite: Your Smite Evil attacks gain a +4 attack bonus.
Special: You can use Smite once per battle and a number of times per day equal to your charisma modifier.

Bastion Paladin ☐
☐

Trigger: A nearby ally takes damage.
Effect: You may lose hit points equal to half of that damage and have your ally take only half of the damage instead. The damage you lose can come from temporary hit points, but isn't affected by damage resistance and other tricks to avoid or reduce the damage.
Champion Feat: Once per day, you can use Bastion twice in the same battle.

Lay on Hands Daily ☐ ☐

Quick Action
Effect: You can heal yourself or an ally next to you with a touch. You spend the recovery while the recipient heals as if they had spent the recovery.
Adventurer Feat: Add twice your charisma modifier to the healing provided.

Quick to Fight Human ☐
Trigger: You roll Initiative.
Effect: Roll 2d20 and choose the higher result for your initiative result.

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 is equal to -4 or to the escalation die, whichever is higher.
Champion Feat: You can have two challenges active at the same time against different enemies.



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

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

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

AC **23**
 PD **19**
 MD **17**

6 Level Initiative **+10**

Recoveries **6d8+2**

Hit Points **90** Staggered **45**

One Unique Thing



Icon Relationships

Backgrounds

Talents & Features

Double Ranged Attack – When you attack with a ranged weapon that does not need to be reloaded, you may choose to make it a double ranged attack. Your weapon damage drops one notch. If your first attack is a natural even roll (hit or miss), you can make a second attack as a free action. If you decide you don't want to try for a double ranged attack, declare it before rolling your attack; the single attack roll deals normal dice damage.

Animal Companion (Tiger): Increase your recoveries by two. You have a devoted animal companion who fights alongside you. Your animal acts on your initiative and has its own standard and move action. Your companion can be healed like any PC and does not die at 0 HP. It has four death saves equal to its normal HP. When you use a recovery while next to your animal companion, your animal companion can also heal using a free recovery.

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.

Melee Basic Attack At-Will
Standard Action Nearby
Target: One creature **Attack:** +10 vs AC
Hit: 6d6 (Shortsword, Hand Axe, Club)
Miss: Damage equal to level

Ranged Basic Attack At-Will
Standard Action One enemy
Target: One creature **Attack:** +10 vs AC
Hit: 6d8+8 (Heavy Crossbow, Longbow)
Miss: Damage equal to your level.

Double Ranged Attack At-Will
Standard Action One enemy
Target: One creature **Attack:** +8 vs AC
Hit: 6d6+8 (Heavy Crossbow, Longbow)
Miss: Damage equal to level
First Natural Even Hit: Make an additional double ranged attack.
Adventurer Feat: Your second attack gains a +2 to its attack roll.

Champion Feat: Once per battle, you can use use your double attack on an odd attack roll.

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

Lethal Hunter Talent
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+)

Companion
 AC **22** PD **20** MD **16**
 Hit Points **72** Staggered **36**

Companion Attack At-Will
Standard Action Acts before Ranger
Target: One adj creature **Attack:** +11 vs AC
Hit: 5d6 damage.
Special: The Tiger's crit range expands by 2 against creatures with lower initiative.
Adventurer Feat: Your companion adds the escalation die to its attacks.
Champion Feat: Your animal companion benefits from your Lethal Hunter talent.

Beastial Wrath (Feat) Companion
Free Action Adventurer Feat
Effect: Once per day, your animal can attack twice in one round with a standard action.



Name _____
Race *Dwarf*
Class *Fighter*
Player _____

17 Strength +3
19 Constitution +4
10 Dexterity +0

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

AC 24
PD 19
MD 17

6 Level Initiative +6

Recoveries 6d10+4

Hit Points 120 Staggered 60

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.

Heavy Warrior: You gain the Heavy Warrior ability

Tough as Iron : You gain the Tough as Iron ability

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

Skilled Intercept: You gain the skilled intercept power usable once per round.

Melee Basic Attack At-Will
Standard Action One enemy
Target: One creature **Attack:** +9 vs AC
Hit: 6d8+6 (Warhammer, Longsword, Spear)
Miss: Damage equal to your level.

Ranged Basic Attack At-Will
Standard Action One enemy
Target: One creature **Attack:** +6 vs AC
Hit: 6d6 (Javelin, Axe, Light Crossbow)
Miss: Damage equal to your level.

Skilled Intercept At-Will
Special: Limit once per round.
Trigger: An enemy is moving towards one of your allies to make an attack.
Effect: Roll a normal save (11+). If you succeed, you can pop free from up to two enemies and intercept the attack. The enemy must make its attack with you as the target instead.

Counter-Attack Fighter
Special: Only usable once per turn.
Trigger: Escalation die is even and an enemy misses you with a natural odd melee attack.
Effect: You can make a melee basic attack against the target dealing half damage.
Adventurer Feat: Your counter attack deals full damage instead of the default half.
Champion Feat: You can use *Counter-Attack* once per turn instead of once per round.

Sword Master's Anticipation Manuever
Flexible Attack **Trigger:** Natural even roll
Effect: The next time you use Skilled Intercept this battle, your save automatically succeeds.

Strong Guard Manuever
Special: You must be using a shield.
Flexible Attack **Trigger:** Any miss
Effect: One ally next to you gains a +2 AC bonus until the start of your next turn or until you are no longer next to ehm.

Defensive Fighting Manuever
Flexible Attack **Trigger:** Natural even roll
Effect: Gain a +2 bonus to AC until the end of your next turn.
Adventurer Feat You may also add the defense bonus to your PD.

That's Your Best Shot?! Dwarf ☐
Trigger: You have been hit.
Effect: You can use a recovery. If the escalation die isn't 2+ you only get half the usual healing from the recovery.

Heavy Warrior Fighter ☐
Trigger: You are hit by an attack that targets AC or PD while you are wearing heavy armor.
Effect: You take half damage from the attack.
Adventurer Feat: Once per day, you can use Heavy Warrior twice in a battle.
Champion Feat: You can also use the power against an attack targeting your PD.

Tough as Iron Fighter ☐
☐

Quick Action
Effect: You can rally and spend a recovery. (Normally this is a standard Action)
Adventurer Feat: Once per day, you can use Tough as Iron twice in one battle without needing to roll a save for the second rally.

Punish Them Manuever
Special: Only usable on an opportunity attack
Flexible Attack **Trigger:** Any natural 16+
Effect: The target is dazed until the end of its turn.

Make 'Em Flinch Manuever
Flexible Attack **Trigger:** Natural even miss
Effect: Add twice your strength modifier to the miss damage.

Steady Now Manuever
Flexible Attack **Trigger:** Natural even miss.
Effect: You gain 4 temporary hit points



Name _____
Race *Halfling*
Class *Rogue*
Player _____

8 Strength **-1**
12 Constitution **+1**
19 Dexterity **+4**

15 Intelligence **+2**
17 Wisdom **+3**
10 Charisma **+0**

AC **21**
PD **19**
MD **18**

6 Level Initiative **+10**

One Unique Thing

Icon Relationships

Backgrounds

Talents & Features

Small - You gain a +2 bonus against opportunity attacks.
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 reroll the skill check. If the trap's attack roll against the rogue is natural odd roll, you can force the trap to reroll the attack.
Adventurer Feat: You can now shout out a warning to let your allies benefit from your *Trap Sense* reroll ability.
Sneaky Bastard: Sneak attack deals more damage!!!
Thievery: You have the Thief background at its full possible bonus of +5, without having to spend your normal background points on it.
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. Yes, it's improv night at the rogue show, and you're the star baby, the star. You'll probably want to make an attack as part of the stunt, and that's alright, but you'll need to roll normally for the attack. The fun is doing something outrageous like dodging between the legs of giants, vaulting on a 12-foot pole over the heads of onrushing orcs, or cutting open bags of flour just in time to make them proof and daze several foes for a round

Recoveries **6d8+1**

Hit Points **70** Staggered **35**

Melee Basic Attack At-Will
Standard Action One enemy
Target: One creature **Attack**: +9 vs AC
Hit: 6d8+8 (Shortsword, Wicked Knife)
Miss: Damage equal to your level.

Ranged Basic Attack At-Will
Standard Action One enemy
Target: One creature **Attack**: +6 vs AC
Hit: 6d6+8 (Throwing Knife, Shuriken)
Miss: Damage equal to your level.

Sneak Attack Rogue
Trigger: You make a rogue melee attack against an enemy engaged with one of your allies.
Effect: Deal additional 3d8 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.
Champion Feat: Your *Sneak Attack* also works against enemies who are confused, dazed, weakened, or vulnerable to your attacks.

Sure Cut At-Will
Standard Action Melee
Target: One Foe **Attack**: +10 vs AC
Hit: 6d8+8
Miss: Damage equal to your level and your sneak attack damage.

Evasive Strike At-Will
Standard Action Melee
Target: One Foe **Attack**: +10 vs AC
Hit: 6d8+8 and you can pop free from the target.
Miss: Damage equal to your level

Slick Feint At-Will
Standard Action Melee
1st Target: Nearby foe **Attack**: +6 vs MD
1st Hit: The target is dazed until the end of your next turn, and you can make another attack against a second target.
1st Miss: Your attack action fails, no damage.
2nd Target: +12 vs AC
2nd Hit: 6d8+8 damage
2nd Miss: Damage equal to your level.

Flying Blade At-Will
Standard Action Ranged
Target: One Foe **Attack**: +10 vs AC
Hit: 6d8+8
Natural Even Hit: If one of your allies is engaged with the target, add your sneak attack damage.
Miss: Damage equal to your level

Evasive Halfling ☐
Trigger: An enemy makes a successful attack against you.
Effect: The target re rolls their attack roll with a -2 penalty.

Roll with It At-Will
Interrupt Action Requires Momentum
Special: Once per round
Trigger: A melee attack that targets AC hits you
Effect: You take half damage
Adventurer Feat: The power also triggers on an attack against PD.

Harmless Misdirection At-Will
Interrupt Action Requires Momentum
Special: Once per round.
Trigger: You miss with a melee attack while an ally is engaged with the target.
Effect: You can pop free from the target, and the target can't attack you during its next turn as long as your ally remains engaged with it.

Deflection At-Will
Interrupt Action
Trigger: An attack misses you.
Effect: The attack hits a different enemy you are engaged with instead.
Adventurer Feat: The power also triggers on ranged attacks against AC.
Champion Feat: The deflected attack now deals full damage instead of half.



Name _____
Race Gnome
Class Bard
Player _____

8 Strength **-1**
15 Constitution **+2**
12 Dexterity **+1**

10 Intelligence **0**
17 Wisdom **+3**
19 Charisma **+4**

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

6 Level Initiative **+7**

Recoveries **6d8+2**

Hit Points **90** Staggered **45**

One Unique Thing



Icon Relationships

Backgrounds

Talents & Features

Small: You gain a +2 bonus to AC against opportunity attacks.

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.

Adventurer Feat You can use your charisma modifier for attack and damage bonuses of the spell.

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

Storyteler: Once per scene when an ally rolls relationship die for an icon, you can tell a one or two sentence story related to that icon to allow your ally to re roll the result. Depending on the situation, your story might sway the opinion of people who are in a position to help your friend, or it might inspire that friend to achieve more. This is a roleplaying opportunity that may or may not work out depending on the re roll of the relationship dice.

Melee Basic Attack At-Will
Standard Action One enemy
Target: One creature **Attack:** +9 vs AC
Hit: 6d8+8 (Shortsword, Wicked Knife)
Miss: Damage equal to your level.

Ranged Basic Attack At-Will
Standard Action One enemy
Target: One creature **Attack:** +6 vs AC
Hit: 6d6 (Throwing Knife, Shuriken)
Miss: Damage equal to your level.

Battle Chant Lv. 5 At-Will
Standard Action Nearby
Target: One nearby enemy **Attack:** +6 vs MD
Hit: 4d6+4 thunder damage
Miss: Damage equal to level
Effect: You may use this attack to trigger any battle cries that you know.
Adventurer Feat: Your battle chant now uses d6's instead of d4's.

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.

We Need You! Battle Cry
Flexible Attack Trigger: Natural even hit
Effect: One nearby conscious ally can roll a save against a save ends effect.

Hang Tough Battle Cry
Flexible Attack Trigger: Natural odd roll
Effect: Give a nearby ally 10 temporary hit points.

Adventurer Feat: Double the temporary hit points if the ally is staggered.

Champion Feat: Add your level to the temporary hit points provided.

Stay True! Battle Cry
Flexible Attack Trigger: Natural 20, or Natural 16+ if escalation is 3+
Effect: A nearby ally regains the use of a once-per-battle racial ability they have already expended this battle.

Charm Person Lv 5 Daily ☐
Standard Action Ranged Spell
Target: One nearby creature with < 96hp
Attack: +8 vs MD

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.

Confounding Gnome ☐
Trigger: You make an attack with a natural 16+
Effect: The target is weakened (-4 to hit and defenses) until the end of your next turn.
Champion Feat: Instead of dazed, the target is now weakened until the end of your next turn.

Song of Aid Daily ☐
Standard Action Bardic Song
Target: Nearby Allies **Sustain 9+**
Opening/Sustaining Effect: You or a nearby ally gains 5d6 temporary hit points
Final Verse: One target that gained the temporary hit points can heal using a recovery.

Song of Magic Lv 5 Daily ☐
Quick Action Bardic Song
Target: Nearby Allies **Sustain 16+**
Opening/Sustaining Effect: You and nearby allies that cast spells that are normally expended may roll a d20 after casting. On a 16+, the spell is not expended.

Final Verse: You and your allies gain a +2 attack bonus to all spells cast before the start of your next turn.

Befuddle lv. 5 Recharge 6+ ☐
Standard Action Ranged Spell
Target: One nearby creature with >96
Attack: +10 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+
Vicious Mockery Lv 5 Recharge 11+ ☐

Standard Action Bardic Song
Target: Nearby Enemy **Attack:** +10 vs PD
Hit: 9d6+8 psychic damage, and until the end of your next turn, when the target misses with an attack, it takes half the damage it would have dealt.

Miss: Damage equal to your level.

Denial Lv 5 [Spelljack] Daily ☐
Standard Action Ranged Spell
Target: 1d4 nearby enemies in a group
Attack: +10 vs MD
Hit: 9d10+8 psychic damage and the target is hampered until the end of your next turn.
Miss: Half Damage



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

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

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

AC 23
PD 17
MD 19

6 Level Initiative +9

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 War: Any time you attack an enemy, hit or miss, you confer a +1 bonus to all your allies on attacks against that target this turn.

Adventurer Feat: The bonus is also conferred on ranged attacks and spells

Domain of Healing: When you cast a spell that lets you heal using a recovery or free recovery, the target also adds hit points equal to twice your level to the recovery.

Domain of the Beauty: Once per level, you can mystically generate a one-point conflicted relationship with a heroic or ambiguous icon you do not already have a relationship with. The relationship point remains with you until you gain a level, then its time for a new relationship. It is the genius of your theology that old relationships don't turn negative

Recoveries 6d8+1

Hit Points 80 Staggered 40

Melee Basic Attack At-Will
Standard Action One enemy
Target: One creature **Attack:** +9 vs AC
Hit: 6d8+3 (Shortsword, Wicked Knife)
Miss: Damage equal to your level.

Ranged Basic Attack At-Will
Standard Action One enemy
Target: One creature **Attack:** +6 vs AC
Hit: 6d4+4 (Dagger, Hand Crossbow)
Miss: Damage equal to your level.

Javelin of Faith Lv5 At-Will
Standard Action Ranged Spell
Target: One creature **Attack:** +10 vs PD
Hit: 6d6+8 Holy Damage
Miss: Damage equal to level
Adventurer Feat: The spell also deals +2d6 damage against an undamaged target.

Sphere of Radiance Lv 5 Cleric
Standard Action Ranged Spell
Effect: Before you make the attack, you or one nearby ally can heal using a free recovery.
Target: 1-2 enemies **Attack:** +10 vs MD
Hit: 7d8+8 holy damage.
Miss: Half Damage.

Judgment Lv 5 Cleric
Standard Action Ranged Spell
Target: Staggered Enemies **Attack:** +10 vs MD
Hit: 8d10 Damage
Miss: Holy damage equal to your level.

Spirits of Righteousness Lv 5 Cleric
Standard Action Ranged Spell
Target: One enemy **Attack:** +10 vs MD
Hit: 7d10+8 holy damage and your nearby ally with the fewest hit points gains a +4 bonus to AC until the end of your next turn.
Miss: Your nearby ally with the fewest hit points gains a +2 bonus to AC until the end of your next turn.

Turn Undead Lv 5 Daily
Standard Action Close Quarters Spell
Target: 1d4 nearby undead creatures <150 hp
Attack: +9 vs MD
Hit: The target is dazed until the end of your next turn.
Hit by 4+: 6d10 holy damage and the target is dazed until the end of your next turn.
Hit by 8+: Holy damage equal to half the target's maximum HP and dazed (save ends)
Hit by 12+ OR natural 20: Its destroyed
Adventurer Feat: You can expend your daily use of *turn undead* to gain a free use of *heal*.
Champion Feat: You can choose to target demons as well as undead with this spell.

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.

Champion Feat: Begin at a d4 instead of a d6.

Heal Cleric

Quick Action Close Quarters Spell
Target: You or one ally you can touch
Effect: Target can heal with a recovery +12.
Adventurer Feat: The target can be a nearby ally instead of one you can touch.

Mighty Healing Lv 3 Daily

Standard Action Ranged Spell
Effect: You can cast this spell for power to allow an ally to heal using a single recovery and regaining double the usual hit points +24 OR for broad effect for up to three nearby allies to heal using a recovery +12.

Cure Wounds Lv 5 Recharge 16+

Quick Action Ranged Spell
Effect: You or a nearby ally can heal using a free recovery +12 HP. The target can also roll a save against each save ends effect.

Invocation of Healing

Quick Action:
Effect: You gain an additional use of *heal* in this encounter. The first *heal* spell you cast after using this invocation uses a free recovery.

Invocation of War

Quick Action:
Effect: Increase the Escalation Die by 1

Invocation of Beauty

Quick Action:
Effect: As a free action, at some dramatic moment, you or an ally of your choice can roll for one icon relationship that might have an effect on the battle. Rolls of 5 and 6 are beneficial as usual, though the GM will have to improvise what that means. Use of this invocation must occur at a dramatic moment.



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

10 Strength 0
19 Constitution +4
12 Dexterity +1

8 Intelligence -1
15 Wisdom +2
17 Charisma +3

AC 20
PD 18
MD 18

6 Level Initiative +7

One Unique Thing

Icon Relationships

Backgrounds

Talents & Features

Gather Power: Once initiative has been rolled you may spend a standard action to gather magical power, preparing themselves for casting a double-strength spell with their next standard action. Empowering a spell doubles its effects and/or damage. When you gather power, gain a Chaotic Benefit.

Chaotic Benefit: On a 1-2, gain a +1 AC and PD for one round. 3-4 deal 10 damage to all nearby staggered enemies. 5-6 deal 14 damage to one nearby enemy.

Chromatic Destroyer Heritage (The Three) – You may have multiple Breath Weapon attacks active at the same time. You do not gain extra actions but do get to choose which breath to use each turn.

Adventurer Feat: You gain a +2 to your attack rolls with empowered *breath weapon* spells.

Champion Feat: Once per day, turn a failed *breath weapon* recharge roll into a success.

Metallic Protector Heritage (Great Gold Wyrn) - Your breath attacks and rolls to re-use breath weapon spells during a fight gain a +2 bonus.

Adventurer Feat: You gain the Metallic Protector spell

Spell Fist – You gain a +2 bonus to AC due to the dragon scales across your skin. You can use ranged spells while engaged with enemies without taking opportunity attacks.

Adventurer Feat: When you miss with a spell against an enemy engaged with you, seal 6 extra miss damage.

Champion Feat: Once per battle, include an enemy engaged with you as an additional target of the spell.

Recoveries 6d6+4

□□□□□□□□

Hit Points 100 Staggered 50

Melee Basic Attack At-Will
Standard Action One enemy
Target: One creature **Attack:** +9 vs AC
Hit: 6d4 (Staff, Shortsword, Spear)
Miss: Damage equal to your level.

Ranged Basic Attack At-Will
Standard Action One enemy
Target: One creature **Attack:** +6 vs AC
Hit: 6d4+2 (Dagger, Hand Crossbow)
Miss: Damage equal to your level.

Scorching Ray Lv 5 At-Will
Standard Action Nearby
Target: One creature **Attack:** +9 vs PD
Hit: 4d6+8 fire damage
Natural Even: The target takes 2d6 ongoing fire damage.
Miss: Damage equal to your level.

Burning Hands Lv 5 At-Will
Standard Action Nearby
Target: 1-2 grouped enemies **Attack:** +9 vs PD
Hit: 2d8+8 damage
Miss: Roll your damage and apply the damage of every die that rolled the maximum amount.
Adventurer Feat: You deal miss damage.

Metallic Protector Feat ☐
Quick Action
Effect: You can gain *resist energy* 12+ to one of the following types of energy: acid, cold, fire, lightning, or poison. This lasts until the end of the battle.

Resist Energy Lv 5 Recharge 16+ ☐
Standard Action
Effect: Until the end of the battle, two allies gain Resist 16+ against your choice of two types of the following energy: cold, fire, lightning, thunder
Adventurer Feat: You can target two allies.

Cruel Dark Elf ☐
Free Action
Trigger: You roll a natural even.
Effect: Deal 30 ongoing damage to the target.

Dragon's Leap Lv. 5 Daily ☐
Close-Quarters Spell Nearby
Target: Self
Effect: You can fly at the rate you normally move until the end of your next turn.

Breath Weapon: For the rest of the battle, roll a d20 at the start of each of your turns; on a 14+, you may use *breath of the white* that turn.

Breath of White Lv 5 Daily ☐
Close-Quarters Spell Nearby
Target: 1d2 nearby enemies in a group
Attack: +9 vs PD
Hit: 6d12+8 cold damage
Miss: Half Damage

Breath Weapon: For the rest of the battle, roll a d20 at the start of each of your turns; on a 14+, you may use *Breath of the White* that turn.

Breath of the Green Lv 5 Daily ☐
Close-Quarters Spell Nearby
Target: 1d4 nearby enemies in a group
Attack: +9 vs PD
Hit: 33 ongoing poison damage
Miss: 10 ongoing poison damage.

Breath Weapon: For the rest of the battle, roll a d20 at the start of each of your turns; on a 14+, you may use *Breath of the Green* that turn.

Breath of the Black Lv 5 Daily ☐
Close-Quarters Spell Nearby
Target: One nearby enemy
Attack: +9 vs PD
Hit: 10d6+8 acid damage and 20 ongoing acid damage.
Miss: 10 ongoing acid damage

Breath Weapon: For the rest of the battle, roll a d20 at the start of each of your turns; on a 14+, you may use *breath of the white* that turn.



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

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

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

AC **18**
PD **18**
MD **19**

6 Level Initiative **+13**

Recoveries **6d6+2**

Hit Points **80** Staggered **40**

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: You gain a +4 to initiative.

Melee Basic Attack At-Will

Standard Action One enemy

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

Hit: 6d4-2 (Staff, Shortsword, Spear)

Ranged Basic Attack At-Will

Standard Action One enemy

Target: One creature **Attack:** +9 vs AC

Hit: 6d4+6 (Dagger, Hand Crossbow)

Ray of Frost Lv 5 At-Will

Standard Action Ranged Spell

Target: One nearby enemy **Attack:** +10 vs PD

Hit: 6d8 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.

Color Spray Lv. 5 Cyclic

Close-Quarters Spell

Target: 1d4 nearby enemies in a group.

Attack: +6 vs MD

Hit: 6d8 psychic damage and if the target has 35hp 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.

Adventurer Feat: Increase the HP threshold by 5 for the weakened effect.

Counter-Spell Talent

Close-Quarters Spell

Trigger: A nearby creature casts a spell.

Target: The caster **Attack:** +10 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.)

Highblood Teleport High Elf

Move Action

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

Teleport Shield Lv 3 Daily

Close-Quarters Spell

Trigger: A creature moves to engage you

Target: The attacker **Attack:** +10 vs PD

Hit: Teleport the target somewhere nearby you can see. You can place them in combat with one of your allies, but you can't place them in a dangerous location.

Lightning Bolt Lv. 5 Daily

Ranged Spell Nearby

Target: 1d3+1 enemies in a group or in a (rough) line.

Attack: +10 vs PD

Hit: 10d10 damage

Miss: Half Damage

Champion Feat: A natural even hit also deals 10 ongoing lightning damage.

Fireball Lv. 5 Daily

Ranged Spell Nearby

Target: 1d3 nearby enemies in a group. If you choose to cast *recklessly* you can target 1d4 additional enemies, but then your allies engaged with the any of the targets make take damage.

Attack: +10 vs PD

Hit: 10d10 fire damage.

Miss: Half Damage

Reckless Miss: Your allies engaged with the target take one fourth damage.

Champion Feat: Casting the spell recklessly targets 1d4 additional enemies.

Force Salvo Lv 5 Daily

Ranged Spell Nearby

Target: 1-5 nearby enemies. **Attack:** +10 vs PD

Special: This creates up to 5 bolts which must target a different creature with each bolt.

Hit: 7d10 damage

Adventurer Feat: You may now fire multiple bolts at one target, but once one hits you must target a different creature for consecutive bolts



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

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

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

AC 19
PD 18
MD 19

6 Level Initiative +6

Recoveries 6d6+2

Hit Points 90 Staggered 45

One Unique Thing



Icon Relationships

Backgrounds

Talents & Features

Martial Training: You can use heavy and martial weapons without penalty.
Adventurer Feat: You gain 1 command point whenever you roll a natural 19 or 20.
Champion Feat: Twice per day as a free action (once per turn) you can re roll one of your melee attack rolls.
Sword of Victory: When your melee attacks drop a non-mook enemy to 0 hp, or three or more mooks, you gain 1 command point.
Adventurer Feat: You only have to drop 2 or more mooks to gain a command point.
Forceful Command: When you give a command that lets an ally roll a d20, you can spend additional command points up to the escalation die value, to gain a +2 bonus to the roll for each point you spent.
Adventurer Feat: You begin each battle with 1 additional command point.
Moment of Glory: When you roll initiative, roll a d4 and record the result. As a free action, you can add the result to a single attack made by one of your allies later this battle.

Melee Basic Attack At-Will
Standard Action Nearby
Target: One creature **Attack:** +10 vs AC
Hit: 6d10+8 (Greatsword, Great Axe, Maul)
Miss: Damage equal to level
Fight from the Front: When you hit, gain 1d3 command points.
Adventurer Feat: Increase the command points you gain to 1d4.
Champion Feat: When you make a melee attack during your turn and miss with a natural even roll, gain 1 command point.

Ranged Basic Attack At-Will
Standard Action Nearby
Target: One creature **Attack:** +5 vs AC
Hit: 6d8 (Heavy Crossbow)
Miss: Damage equal to level

Command Decision At-Will
Standard Action
Effect: You gain 1d4 command points.

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.

Adv. Tactical Strike Recharge 16+
Quick Action Recharge 16+
Target: One nearby ally
Effect: Your ally can make an at-will attack as a free action.

Swordwork Recharge 16+
Quick Action Recharge 16+
Special: Escalation Die is 4+
Effect: You can make a basic melee attack as a quick action once each turn until the end of the battle. You do not gain command points from your Fight from the Front class feature using sword work attacks.

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.
Adventurer Feat: You can now use this ability when the escalation die is 3+.

Lethal Half-Orc
Martial Training Feat
Trigger: You roll an melee attack.
Effect: You may re roll the attack and choose the higher result.

Strike Here! Command
Cost: 4 Command Points
Interrupt Action
Target: One nearby ally on their turn who is engaged with an enemy you are engaged with.
Effect: The target can take an extra standard action this turn.

Hit Harder Command
Cost: 1 Command Point
Interrupt Action
Target: One nearby ally making an attack on that ally's turn.
Effect: The target can re roll any of their damage dice, using the rerolled result.

Set them up, I finish Command
Cost: 4 Command Point
Interrupt Action
Target: One nearby ally on the ally's turn that hits an enemy you can see with an attack this turn.
Effect: Add twice your charisma modifier to the damage. During your next turn, you gain a +2 attack bonus with melee attacks against that target.

Try Again Command
Cost: 2 Command Point
Interrupt Action
Target: One nearby ally on the ally's turn.
Effect: Target can re roll one attack roll but must use the re-rolled result.



Name _____
Race *Dragonborn*
Class *Monk*
Player _____

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

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

AC 18
PD 20
MD 17

6 Level Initiative +10

Recoveries 6d8+1

Hit Points 80 Staggered 40

One Unique Thing

Icon Relationships

Backgrounds

Talents & Features

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 attack roll up or down by 1. Unless specified otherwise, you can only spend 1 ki a turn.

Greeting Fist (Seven Deadly Secrets): The first time you make a melee attack against each enemy during a battle, you deal an extra 4d6 damage. When you deal this damage, you can spend 1 ki to double that damage.

Adventurer Feat: Once per battle when you miss with your first melee attack against an enemy, you can use Greeting Fist against that enemy later this battle.

Phoenix Touched: You may use your Charisma modifier in place of your wisdom modifier for monk talents. In addition, while staggered, on natural even attack rolls, you heal double your charisma modifier. Twice per day, when staggered, you can spend one point of ki to heal using a recovery. You heal half the amount and deal half in fire damage to an engaged enemy of your choice.

Adventurer Feat: You can use the above ki power twice a day.

Diamond Focus: You gain a +2 bonus to saves while you're not staggered. In addition, you can go one round without using a monk attack without losing your position in the attack sequences. When you are dazed, weakened, or stunned, you can spend 1 point of ki to make an immediate normal save against the effects.

Adventurer Feat: Include confused and hampered in the list above.

Path of the Perfect Warrior: One battle per day, you can increase your d6 attacks to d8s, your d8 attacks to d10, and your d10 attacks to d12. Once per day, you can spend one ki when you use a healing surge to heal using a second free recovery.

Melee Basic Attack

At-Will

Standard Action

Nearby

Target: 1 enemies

Attack: +10 vs AC

Hit: 6d6+6 (Staff, Mace, Spear)

Miss: Damage equal to level

Two Weapon Fighting: You may re roll all your attack rolls that result as a 2.

Ranged Basic Attack

At-Will

Standard Action

Nearby

Target: One creature

Attack: +10 vs AC

Hit: 6d6+8 (Shortbow)

Miss: Damage equal to level

One Must be Free

Opening

Standard Action

Dutiful Guardian

Target: One creature

Attack: +10 vs AC

Hit: 6d6+6 damage and one ally pops free from the target.

Miss: Damage equal to level

Bronze Thwarts an Army

Opening

Standard Action

Way of the Metallic Dragon

Target: One creature

Attack: +10 vs AC

Hit: 6d8+6 damage.

Miss: Damage equal to level

Wind Horse Shakes Mane

Flow

Standard Action

Dutiful Guardian

Target: One creature

Attack: +10 vs AC

Hit: 6d8+6 damage, and you can either take a free move action OR gain a +4 bonus to PD until the start of your next turn.

Miss: Half Damage.

Second Certain Toxin

Flow

Standard Action

First Deadly Venom

Target: One creature

Attack: +10 vs PD

Hit: 6d8+6 damage

Natural Even: Add 5 ongoing poison damage.

Miss: You take damage equal to your level.

Temple Lion Stands True

Finisher

Standard Action

Dutiful Guardian

Target: One enemy

Attack: +10 vs AC

Natural Even Hit: 6d10+6 Damage and you can rally

as a free action unless your rally is expended.

Natural Even Miss: Half Damage.

Natural Odd Miss: Damage equal to your level.

General Slays the Horde

Finisher

Standard Action

Way of the Metallic Dragon

Target: Up to two enemies

Attack: +10 vs AC

1st Hit: 4d10+6 damage

1st Miss: Damage equal to your level

2nd Hit: 4d8+6 fire damage

2nd Miss: Damage equal to your level

Breath Weapon

Dragonborn

Quick Action

Close-Quarters Attack

Target: 1d3 Nearby foes

Attack: +6 vs PD

Hit: 6d6 damage of an energy type that makes sense for your character.

Champion Feat: Your breath attack targets 1d3 enemies instead.

Rising Phoenix Fist

Opening

Standard Action

Rising Phoenix

Target: One creature

Attack: +10 vs AC

Hit: 6d6+6 damage and you can pop free

Natural Even Miss: 5 ongoing fire damage

First Deadly Venom

Opening

Standard Action

First Deadly Venom

Target: One creature

Attack: +10 vs AC

Hit: 6d6+6 damage, and if the target is staggered after the attack, it also takes 5 ongoing poison damage.

Miss: You take damage equal to your level.

Becomes the Pillar of Flame

Flow

Standard Action

Rising Phoenix

Target: One creature

Attack: +10 vs AC

Hit: 6d8+6 fire damage, and you can roll a disengage check as a free action. If you disengage from all enemies you gain *flight* until the end of your next turn.

Miss: Damage equal to your level.

Silver Warrior Advances

Flow

Standard Action

Way of the Metallic Dragon

Target: One foe with more HP

Attack: +10 vs AC

Natural Even Hit: 6d8+6 and 10 ongoing cold damage.

Natural Odd Hit: 6d8+6 damage and an ally can pop free of the target.

Miss: Half damage.

Life Burning Fire Fist

Finisher

Standard Action

Rising Phoenix

Target: One foe of higher level

Attack: +10 vs AC

Hit: 6d8+6 fire damage.

Natural Even Hit: You can heal using a recovery

Natural Odd Hit: You can roll a save against a save ends effect.

Natural Even Miss: Half Damage.

Champion Feat: Once per day as a free action, double the healing you get when you heal using a recovery.

Third Poisonous Lesson

Finisher

Standard Action

First Deadly Venom

Target: One foe w/ ongoing damage Attack: +10 vs AC

Hit: 6d10+6 damage

Natural Even Hit: Add 10 ongoing poison damage, and if the target has <108 HP, it's hampered (save ends both).

Natural Odd Hit: As a hit, plus 5 ongoing poison damage.

Miss: You take damage equal to your level.

Adventurer Feat: You gain *resist poison* 14+



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

10 Strength +0
15 Constitution +2
17 Dexterity +3

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

AC 19
PD 19
MD 18

6 Level Initiative +9

Recoveries 6d6+2

Hit Points 80 Staggered 40

One Unique Thing

Icon Relationships

Backgrounds

Talents & Features

Elemental Caster (Adept): You have access to a wide range of powerful elemental summoning and attack spells.
Adventurer Feat (Fire Mastery): You gain the flame spear spell. Small flames flick around you may accompany your stronger moods.
Adventurer Feat (Earth Mastery): You gain the *ripping vines* spell. You also seem to sleep very soundly and are more affected than others by the seasons.
Champion Feat (Fire Mastery): When one of your elementals drops to 0 HP, deal 14 fire damage to one enemy engaged with it.
Terrain Caster (Initiate): You have access to spells that echo and thrive off the very land you may find yourself in. As an innate, you have three daily spells you can cast per day. You can only cast a terrain spell if you are in a terrain matching it's category.
Adventurer Feat (Plains Mastery): You gain the *Sunbeams* spell usable at-will.
Melee Attack (Speed): You use your dexterity as your melee attack ability score and your recoveries are d6's.
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.
Druidic Summoning: These feats apply to the following summoning spells -
Adventurer Feat: Your summoned creatures can arrive anywhere you can see nearby instead of appearing beside you.
Champion Feat: When you summon an elemental, they add 2d10+6 HP to their base hit points.

Melee Basic Attack At-Will
Standard Action Nearby
Target: 1 enemies **Attack:** +10 vs AC
Hit: 6d6 (Club, Staff, Shell Blade)
Miss: Damage equal to level

Ranged Basic Attack At-Will
Standard Action Nearby
Target: One creature **Attack:** +10 vs AC
Hit: 6d6+8 (Shortbow)
Miss: Damage equal to level

Flame Spear At-Will
Standard Action Nearby
Target: Nearby Enemy **Attack:** +10 vs PD
Hit: 5d8+8 fire damage
Natural Odd: One of your allies engaged with the target takes 2d8 fire damage.

Ripping Vines At-Will
Standard Action Nearby
Target: Nearby Enemy **Attack:** +10 vs PD
Hit: 5d6+8 damage.
Natural Odd Hit: And 6 ongoing damage
Critical Hit: The target is stuck (save ends)

Sunbeams At-Will
Standard Action Nearby
Target: 1-2 near enemies **Attack:** +10 vs PD
Hit: 2d8+8 fire damage.

Flame Seeds Lv 5 Daily
Standard Action Ranged Spell
Target: 1d3+1 near foes **Attack:** +10 vs PD
Hit: 3d12+8 fire damage, and 5 ongoing fire damage (hard save ends, 16+)
Effect: Until the end of the battle, you can use a quick action once per turn to increase the *flame seeds* ongoing fire damage by 5 for each target that hasn't saved.

Faerie Fire Lv 5 Daily
Standard Action Ranged Spell
Target: Nearby Enemy **Attack:** +10 vs PD
Hit: 6d10+8 fire damage, and the target is vulnerable (hard save ends, 16+). The target also can't turn invisible, hide from your allies, or teleport.

Miss: Half damage and the target is vulnerable until the end of your next turn.

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

Summon Earth Elemental Lv 5 Daily
Standard Action Ranged Spell
Effect: You summon a 5th level earth elemental.

HP: 39+2d10 AC: 21 PD: 20 MD: 15
5th Level Blocker [Elemental]
Rocky Fists (2 attacks): +9 vs AC - 11 damage, Miss: 4 damage.

Boulder Up: Roll a d10 at the start of each of the elemental's turns. If you roll less than or equal to the escalation die, shift into boulder guardian form, gain +2 to AC and the *Relentless Pursuit* ability listed below.

Relentless Pursuit (Guardian Form only): Staggered enemies can't disengage from the earth elemental.

Repair damage 10 or below: When the earth elemental is targeted by a natural attack roll of 10 or less, the elemental heals 1d12 damage before taking damage from the attack.

Summon Fire Elemental Lv 5 Daily
Standard Action Ranged Spell
Effect: You summon a 5th level fire elemental.

HP: 39+2d10 AC: 21 PD: 20 MD: 17
5th Level Wrecker [Elemental]
Whipping Flames: +10 vs PD - 14 fire damage and 7 ongoing fire damage to a random nearby enemy

Elemental Wildfire: +10 vs PD (one nearby enemy OR each nearby enemy taking ongoing fire damage) - 20 fire damage and 7 ongoing fire damage. Miss: 7 ongoing fire damage.

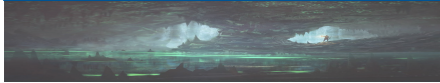
Melee Burn: When an enemy makes a natural odd melee attack against the fire elemental, that attacker takes 1d12 fire damage

Resist Fire 18+: A fire attack against this creature must roll 18+ or deal half damage.
Wildfire Transformation: Roll a d10 at the start of each of your turns. If you roll less than the escalation die, shift into wildfire form and can use the *Elemental Wildfire* spell above.

Initiate Terrain Caster Spell Pool Lv. 6



Cave, Dungeon, Underworld



Spider Climb Lv. 5 Daily

Quick Action Ranged Spell

Target: You

Effect: Until the end of the battle or for five minutes, you can climb up sheer surfaces and stick to ceilings as if you were a spider. You can fight and cast spells normally while climbing around all spider-style. If you're fighting while standing upside down on a ceiling or sideways on a wall, you can reroll the first natural odd attack roll you get if you tell a fun story about how the *spider climb* effect is letting you fight better than you normally would. You can fall up to 100 feet without taking damage.

Fungal Ambuscade Lv. 5 Daily

Standard Action Ranged Spell

Target: Nearby Enemy **Attack:** +10 vs PD

Hit: The target takes 25 ongoing poison damage. (Two saves ends)

Miss: The target takes 10 ongoing poison damage. (Two saves ends)

Forest, Woods



Barkskin Lv 5 Daily

Quick Action Ranged Spell

Target: You or nearby ally wearing light or no armor.

Effect: Until the end of the battle, the target gains a +3 bonus to AC and PD except against attacks that deal fire damage.

Entangle Lv 5 Daily

Standard Action Ranged Spell

Target: 1d3 nearby foes **Attack:** +10 vs PD

Hit: 5d10 damage and if the target has 135 hp or fewer, it is stuck (save ends).

Miss: Damage equal to your level and if the target has 135 hp or fewer, it is stuck (easy save ends).

Plantwalk Lv 5 Daily

Quick Action Ranged Spell

Target: You

Effect: Until the end of the turn, you can teleport once as a move action by moving into a tree or other large plant an emerging from another plant or tree of the same species you can see or out of your line of sight. If you go beyond your line of sight, the GM chooses how far you can go, up to a mile.

Once per level, when you cast this spell, you also summon a 5th level earth elemental beside one of the trees or plants involved in your teleport. Use the *summon east elemental* spell on page 47 of 13 True Ways.

Ice, Tundra, Deep Snow



Ice Shield Lv 5 Daily

Quick Action Close-Quarter Spell

Target: You

Effect: Until the end of a battle, when an enemy engaged with you attacks and rolls a natural 1-15, it takes 6d6 cold damage after the attack.

Icicle Lv 5 Daily

Standard Action Ranged Spell

Target: One creature **Attack:** +10 vs PD

Natural Even Hit: 7d10+8 cold damage and the target is hampered (easy save ends, 6+)

Natural Odd Hit: 7d10+8 cold damage and the target is stuck (easy save ends, 6+)

Miss: Half damage and the target is stuck until the end of its next turn.

Cone of Cold Lv 5 Daily

Standard Action Ranged Spell

Target: 1d4 grouped foes **Attack:** +10 vs PD

Hit: 10d6+8 cold damage

Natural Even Hit: Target is stuck (save ends)

Miss: Half Damages

Koru Behemoth



Koru Shrugs Lv. 5 Daily

Quick Action Ranged Spell

Target: You or one nearby ally

Effect: Until the end of the battle, the target can use a quick action to heal 6d6 hit points if they are not staggered.

STOMP! Lv 5 Daily

Standard Action Ranged Spell

Target: One large, huge, or even bigger enemy

Attack: +10 vs PD

Hit: 7d12+8 damage

Miss: You don't expend the spell but must cast it again with your next standard action. If you don't, you take damage as if the spell hit you and is now expended.

Mountains



Rumble Lv 5 Daily

Quick Action Close Quarters Spell

Target: You or one nearby ally

Effect: Until the end of the battle, when you end your turn engaged with one or more enemies, each of those creatures takes 2d6+8 thunder damage.

Stoneskin Lv 5 Daily

Quick Action Ranged Spell

Target: You or one nearby ally

Effect: The target gains *resist damage 16+* against attacking AC and PD until the end of the battle or until two natural 16+ attack rolls against AC and PD hit the target.

Plains, Overworld



Heat Metal Lv 5 Daily

Standard Action Ranged Spell

Target: One creature wearing metal or using metal weapons **Attack:** +10 vs PD

Hit: 5d10+8 fire damage and 25 ongoing fire damage and target is dazed (save ends both)

Miss: 25 ongoing fire damage

Air & Fire Lv 5 Daily

Quick Action Ranged Spell

Effect: During your next turn, you can cast a 5th level daily air or fire spell from the Elemental Caster's spell list even if you don't ordinarily know that spell, except for a *summon elemental* spell. This spell does not count against your daily spell pool.

Ruins



Inevitable Collapse Lv 5 Daily

Standard Action Ranged Spell

Target: Nearby Enemy **Attack:** +10 vs PD

Hit: 5d10+8 damage and 20 special ongoing damage. The target can't start rolling saves against this damage until you or your allies attack it, or until it starts its turn staggered.

Miss: 10 special ongoing damage on a miss

How Things End Lv 5 Daily

Standard Action Ranged Spell

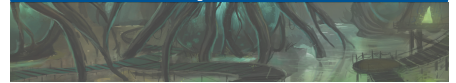
Target: 3 staggered foes. **Attack:** +10 vs PD

Hit: 6d10+8 psychic amage

Natural Even Hit: The target cannot attack you during its next turn.

Miss: Half damage.

Swamp, Lake, River



The Big Muddy Lv 5 Daily

Standard Action Ranged Spell

Target: Each nearby enemy with less than 140 hit points that is touching the ground or the water and does not have *flight*.

Attack: +10 vs PD

Hit: The target is stuck (save ends).

Reclamation Daily

Standard Action Ranged Spell

Target: 1-2 nearby non book enemies with the fewest hit points **Attack:** +10 vs MD

Hit: 6d8+8 damage and the target cannot heal (hard save ends, 16+).

Miss: Half damage.



Name _____
Race *Human*
Class *Necromancer*
Player _____

6 Level

Initiative +7

One Unique Thing

Icon Relationships



Backgrounds

Talents & Features

Death's Master: While you don't necessarily serve the Lich King, all necromancers must have at least one icon point with him.

Ritual Magic: You can cast your spells at greater effect with the right planning, time, and reagents. Your GM can give details.

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

Cackling Soliloquist: If you spend your move, quick, and standard action casting a daily spell while screaming grandiloquently, cackling maniacally, or megalomaniacally describing the grandeur of your plans and your enemy's doom, the spell becomes recharge 16+ instead of a daily spell.

Adventurer Feat: When you use this talent, your voice invigorates you, gaining 6d6+10 temporary hit points.

Champion Feat: Your soliloquized spells recharge on 16+

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.

Adventurer Feat (Summoning): Your summoned creatures can add the escalation die to their attacks.

8

Strength

-1

19

Intelligence

+4

AC 17

10

Constitution

+0

15

Wisdom

+2

PD 16

12

Dexterity

+1

17

Charisma

+3

MD 20

Recoveries

6d6

Hit Points 60

Staggered 30



Melee Basic Attack

At-Will

Standard Action

One enemy

Target: One creature

Attack: +5 vs AC

Hit: 6d4-2 (Staff, Shortsword, Spear)

Ranged Basic Attack

At-Will

Standard Action

One enemy

Target: One creature

Attack: +7 vs AC

Hit: 6d4+2 (Dagger, Hand Crossbow)

Chant of Endings Lv 5

At-Will

Standard Action

Ranged Spell

Target: Enemy with lowest hit points

Attack: +10 vs MD

Hit: 6d6+8 negative damage

Adventurer Feat: You can now choose whether or not to ignore mooks as targets for this spell.

You Know What to Do Lv 5

Daily

Standard Action

Ranged Spell

Target: Near enemy <90HP, up to a number of targets equal to the escalation die

Attack: +10 vs MD

Hit: Target target is confused (save ends).

Instead of attacking an ally, it attacks itself.

Miss: Negative damage equal to your level.

Circle of Death Lv 5

Daily

Standard Action

Ranged Spell

Special: The escalation die must be 3+

Target: All near creatures Attack: +10 vs PD

Hit vs Enemy: 8d12 negative damage

Hit vs an Ally: 3d8 negative damage

Miss vs Enemy: Half Damage

Miss vs Ally: You take half the damage the ally would have taken on a hit.

Rotting Curse Lv. 5

Daily

Standard Action

Ranged Spell

Target: Nearby Enemy

Attack: +10 vs PD

Hit: 30 ongoing negative damage (hard save ends) and each time the target fails a save, the ongoing damage increases by 15.

Miss: 15 ongoing negative damage (hard save ends)

Summon Horror Lv. 5

Daily

Standard Action

Ranged Spell

Effect: You summon a Wight for the rest of the battle or until they all drop to 0 HP.

Wight. 5th level spoiler; initiative +8

Vulnerability: holy

AC 22 PD 19 MD 14 HP 32

Sword +10 vs AC - 14 damage, *natural even* - Unless the wight is staggered, add 8 ongoing negative energy damage.

Companion

AC 23

PD 21

MD 17

Hit Points 45

Staggered 23

Minion Attack Lv 6

At-Will

Standard Action

Acts before Master

Target: One adj creature

Attack: +13 vs AC

Hit: 4d6 damage

Adventurer Feat: As a quick action, set your minion ablaze. While flaming, your damage die increases by one size and deals fire damage, but it also takes 6 damage every time it rolls odd.

Adventurer Feat: Add escalation to your minion's attacks.

Champion Feat: The minion gets more damage

Quick to Fight

Human

Trigger: You roll Initiative.

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

Summon Wraith Lv. 5

Daily

Standard Action

Ranged Spell

Effect: You summon two wraiths for the rest of the battle or until they all drop to 0 HP.

Wraith. 5th level spoiler; initiative +10

Vulnerability: holy

AC 19 PD 14 MD 17 HP 33

Ice-cold Ghost Blade +10 vs PD - 14 negative energy damage, *Natural 16+* - The target is weakened until the end of its next turn.

Spiraling Assault +10 vs PD (1d3 nearby enemies) - 10 negative energy damage and after the attack the wraith teleports to and engages with one target it hit. Only usable when the escalation die is even.

Flight: The wraith hovers and zooms about

Ghostly: This creature has *resist damage 16+* to all damage except force damage. The wraith can move through solid objects but must end its turn outside of them.

Summon Undead Lv. 5

Daily

Standard Action

Ranged Spell

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

Starving Ghouls. 5th level mook, initiative +8

Vulnerability: holy

AC 20 PD 18 MD 14 HP 18 (Mook)

Ripping Claws +10 vs AC: - 7 damage, and

Natural 16+ the target is vulnerable to attacks

by undead until the end of the ghoul's next turn.

Pound of Flesh: The starving ghoul's attacks deal +5 damage against vulnerable targets.