



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

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

2 Level

Initiative **+3**Recoveries **2d10+3**Hit Points **40**Staggered **20**

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.

Melee Basic Attack At-Will

Standard Action **Melee****Target:** One creature **Attack:** +6 vs AC**Hit:** 2d10+4**Miss:** Damage equal to level

Whirlwind Attack At-Will

Standard Action **Melee****Target:** All engaged enemies **Attack:** +6 vs AC**Hit:** 2d10+4**Miss:** Damage equal to level**Effect:** You are at -4 to AC until the start of your next turn.

Ranged Basic Attack At-Will

Standard Action **One enemy****Target:** One creature **Attack:** +4 vs AC**Hit:** 2d8+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.

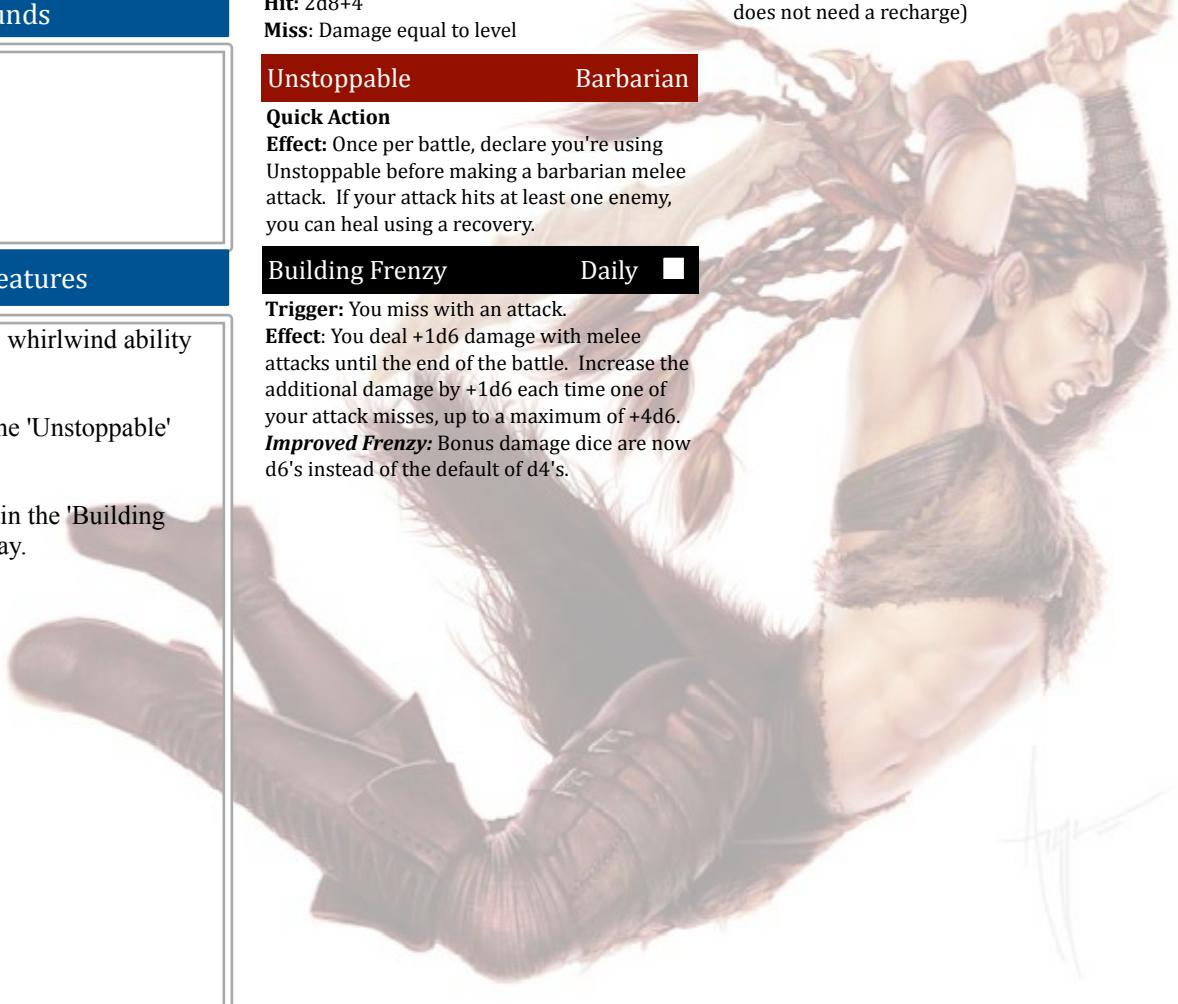
Building Frenzy Daily

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.**Improved Frenzy:** Bonus damage dice are now d6'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 14+

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!**Improved Rage:** 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 Human
Class Paladin
Player _____

18	Strength +4	10	Intelligence +0	AC 21
14	Constitution +2	12	Wisdom +1	PD 14
8	Dexterity -1	16	Charisma +3	MD 15

2 Level

Initiative +1

Recoveries 2d10+2

Hit Points 40

Staggered 20

One Unique Thing

Icon Relationships

Backgrounds

Talents & Features

Bastion: You gain a +1 bonus to your AC and can shield your allies from harm.

Lay on Hands: You gain the Lay on hands power. You may use the power a number of times equal to your charisma modifier.

Paladin's Challenge: You gain the ability to challenge your foes.

Melee Basic Attack

Standard Action

Target: One creature

Hit: 2d8+4

Miss: Damage equal to level

At-Will

Nearby

Attack: +6 vs AC

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.

Improved 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.

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.

Improved Lay on Hands: Add twice your charisma modifier to the healing provided.

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.

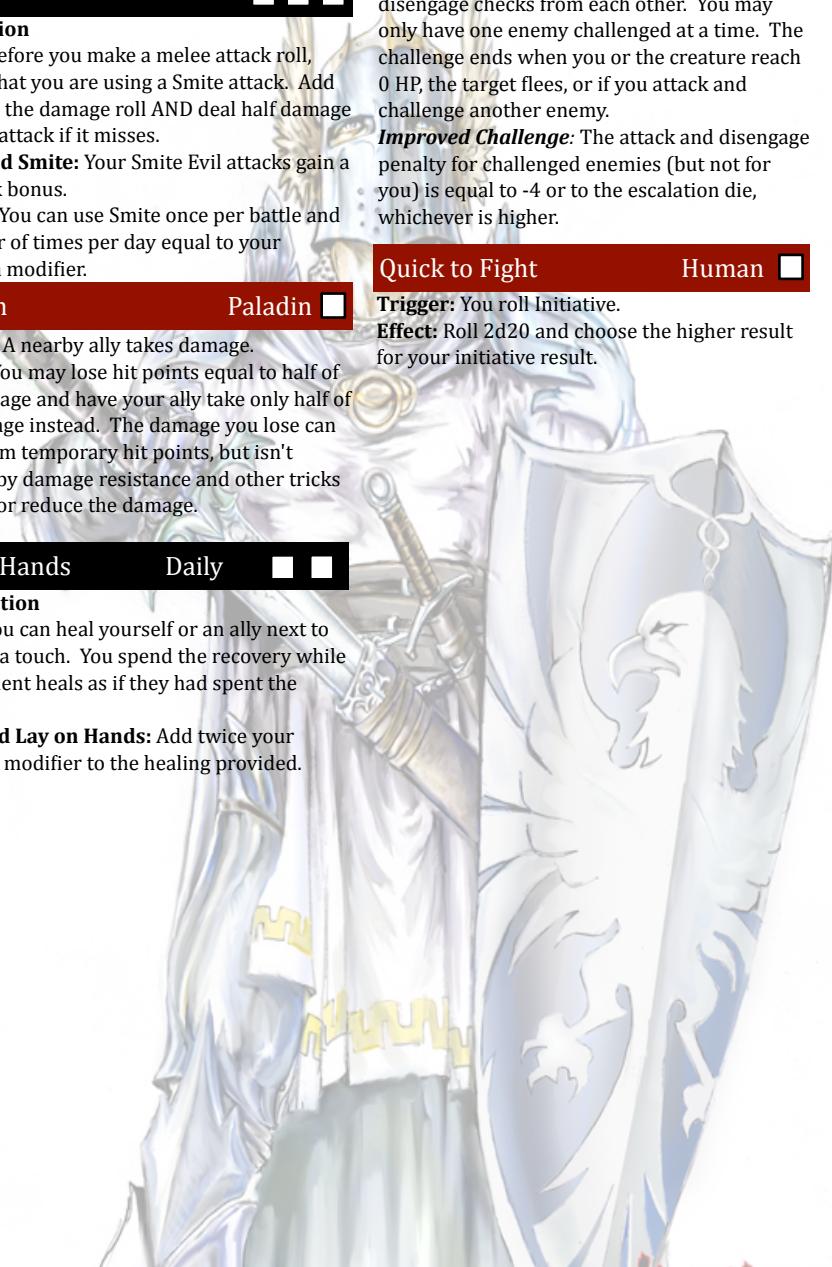
Improved Challenge: The attack and disengage penalty for challenged enemies (but not for you) is equal to -4 or to the escalation die, whichever is higher.

Quick to Fight

Human

Trigger: You roll Initiative.

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





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

10	Strength	+0	12	Intelligence	+1	AC	17
14	Constitution	+2	16	Wisdom	+3	PD	15
18	Dexterity	+4	8	Charisma	-1	MD	13

2 Level

Initiative +6

Recoveries 2d8+2

Hit Points 28

Staggered 14

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.

Improved Double Ranged Attack - Your second attack gains a +2 to the attack roll.
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.

Melee Basic Attack At-Will

Standard Action Nearby

Target: One creature Attack: +2 vs AC

Hit: 2d8+2

Miss: Damage equal to level

Ranged Basic Attack At-Will

Standard Action One enemy

Target: One creature Attack: +6 vs AC

Hit: 2d8+4 (2 rolls of 2d6+4 for double ranged)

Miss: Damage equal to level

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.

Companion

AC 17

PD 15

MD 12

Hit Points 27

Staggered 13

Melee Attack Companion

Standard Action

Acts before Ranger

Target: One adj creature

Attack: +6 vs AC

Hit: 1d10 damage

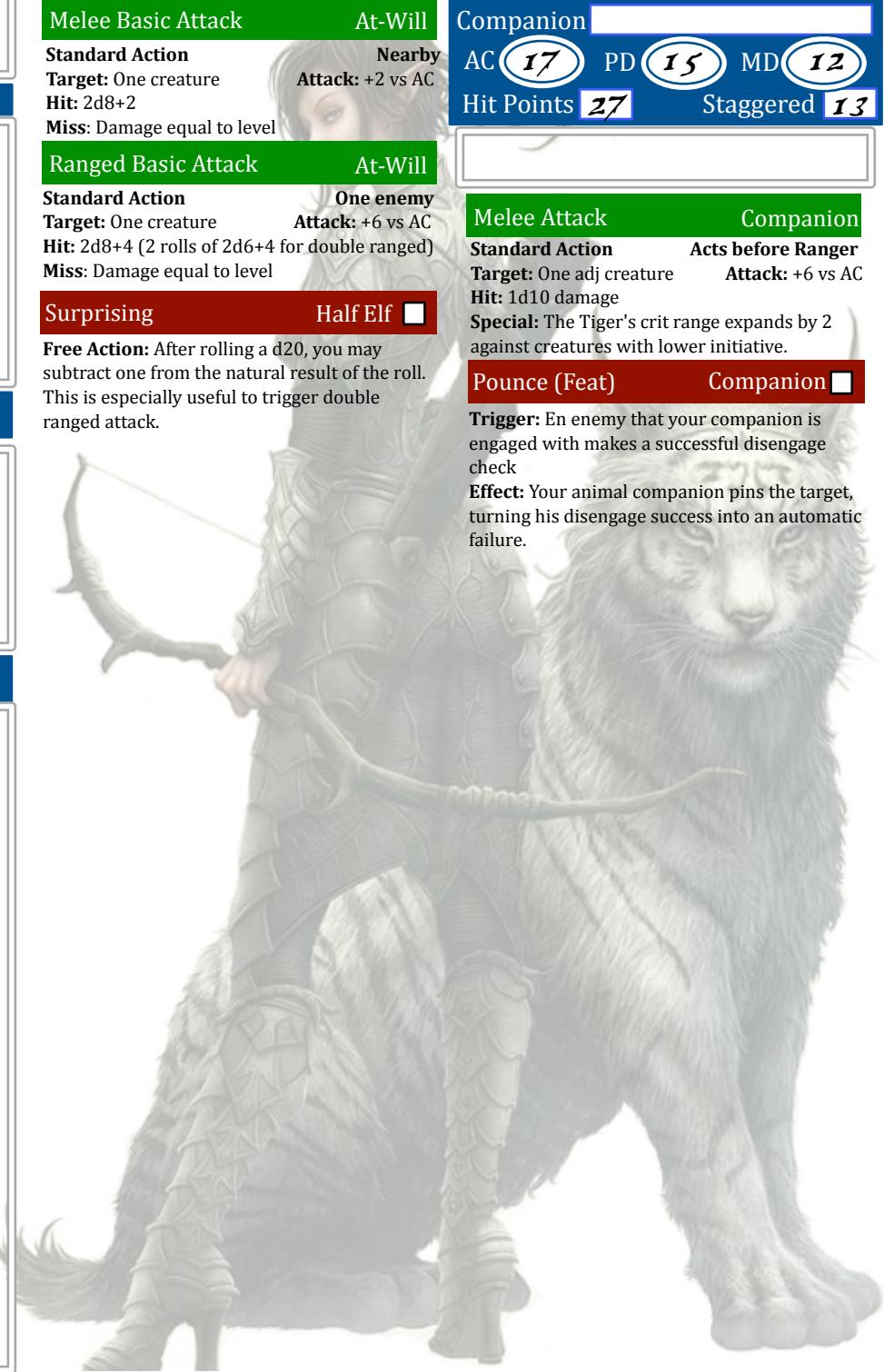
Special: The Tiger's crit range expands by 2 against creatures with lower initiative.

Pounce (Feat)

Companion

Trigger: An enemy that your companion is engaged with makes a successful disengage check

Effect: Your animal companion pins the target, turning his disengage success into an automatic failure.





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

16	Strength	+3	12	Intelligence	+1	AC	20
18	Constitution	+4	14	Wisdom	+2	PD	15
10	Dexterity	+0	8	Charisma	-1	MD	13

2 Level

Initiative +2

Recoveries 2d10+4

Hit Points 48

Staggered 24

One Unique Thing



Icon Relationships

Backgrounds

Talents & Features

Extra Tough: You start with nine recoveries instead of the usual eight.
Threatening: Whenever an enemy attempts to disengage from you, it takes a penalty to its check equal to your Dexterity or Constitution Modifier, whichever is higher. The penalty does not apply if you are stunned, grabbed, or otherwise incapable of making an opportunity attack.
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.

Melee Basic Attack At-Will

Standard Action **Nearby**
Target: One creature
Attack: +6 vs AC
Hit: 2d10+4
Miss: Damage equal to level

Ranged Basic Attack At-Will

Standard Action **One enemy**
Target: One creature
Attack: +4 vs AC
Hit: 2d8+4
Miss: Damage equal to level

Heavy Blows Maneuver

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

Deadly Assault Maneuver

Flexible Attack **Trigger:** Natural even hit
Effect: Re roll any 1s from your damage roll. You must use the new result.

Carve an Opening Maneuver

Flexible Attack **Trigger:** Natural odd roll
Effect: Your crit range with melee attacks expand by a cumulative +1 this battle until you score a melee critical hit. When you score a melee critical hit, your crit range drops back to normal.

Defensive Fighting Maneuver

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

Improved Defensive Fighting: 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 while you are wearing heavy armor.
Effect: You take half damage from the attack.

Counter-Attack Fighter

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.
Improved Counter-Attack: Your counter attack deals full damage instead of the default half.

Tough as Iron Fighter

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





Name _____
Race Halfling
Class Rogue
Player _____

8	Strength -1	14	Intelligence +2	AC 17
12	Constitution +1	16	Wisdom +3	PD 15
18	Dexterity +4	10	Charisma +0	MD 14

2 LevelInitiative **+6**Recoveries **2d8+1**Hit Points **28**Staggered **14****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.

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

Melee Basic Attack At-Will

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

Evasive Strike At-Will

Standard Action **Melee**
Target: One Foe **Attack:** +6 vs AC
Hit: 2d8+4 and you can pop free from your target.
Miss: Damage equal to your level

Tumbling Strike At-Will

Standard Action **Melee**
Target: One Foe **Attack:** +6 vs AC
Special: You gain a +5 bonus to all disengage checks you attempt this turn. You can also move to engage an enemy, make this attack against it, and then use a quick action to attempt to disengage from it (the quick action disengage lets you move again if you succeed).
Hit: 2d8+4
Miss: Damage equal to your level

Sure Cut At-Will

Standard Action **Melee**
Target: One Foe **Attack:** +6 vs AC
Special: You must have *momentum* and be able to deal your sneak attack damage to the target if you hit.
Hit: 2d8+4
Miss: Deal your sneak attack damage + damage equal to your level.

Roll with It At-Will

Interrupt
Trigger: A melee attack that targets AC would hit you.
Special: You must have *momentum*.
Effect: You take half damage from the attack.
Improved Roll with It: The power also triggers against attacks that target your PD.

Ranged Basic Attack At-Will

Standard Action **Ranged**
Target: One creature **Attack:** +6 vs AC
Hit: 2d8+4
Miss: Damage equal to level

Flying Blade At-Will

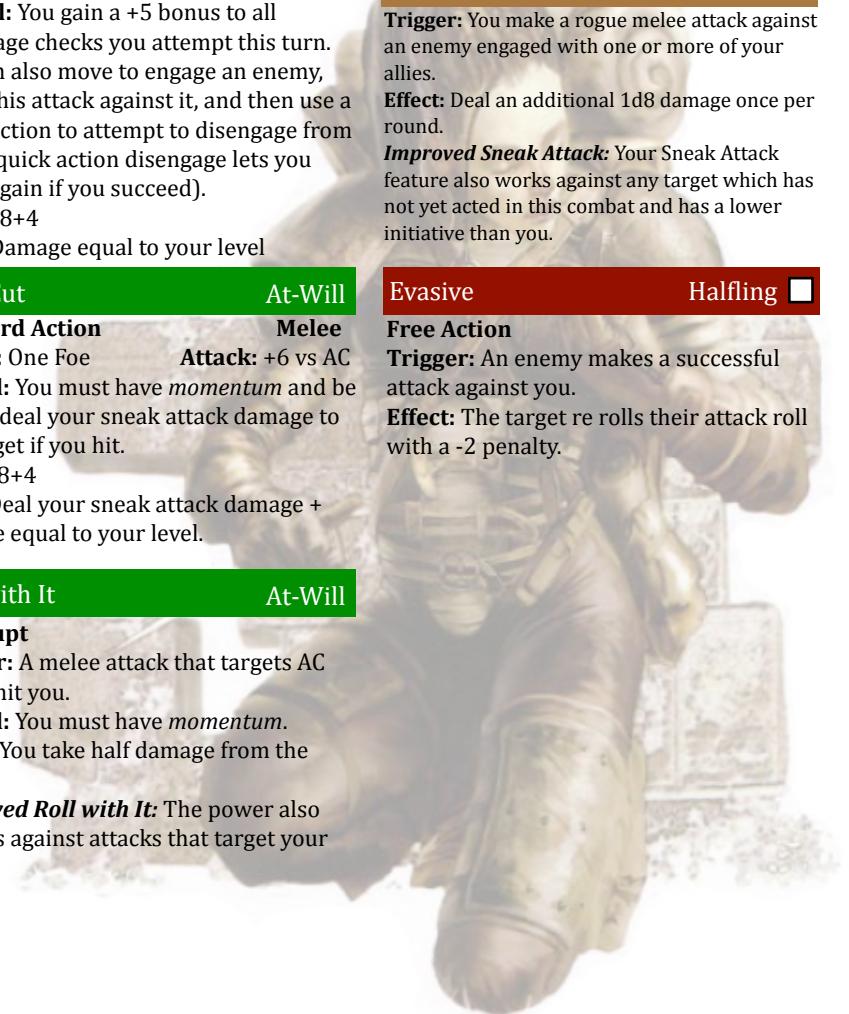
Standard Action **Ranged**
Target: Nearby foe **Attack:** +6 vs AC
Hit: 2d8+4
Special: If your natural attack roll is even and one of your allies is engaged with the target, you can use your sneak attack damage for the round.

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.
Improved Sneak Attack: Your Sneak Attack feature also works against any target which has not yet acted in this combat and has a lower initiative than you.

Evasive **Halfling**

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





Name _____
 Race *Gnome*
 Class *Bard*
 Player _____

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

2 Level

Initiative **+3**

Recoveries **2d8+2**

Hit Points **36**

Staggered **18**

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.

Improved Spelljack: 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 **Nearby**
Target: One creature **Attack:** +1 vs AC
Hit: 2d4-1
Miss: Damage equal to level

Battle Chant At-Will

Standard Action **Nearby**
Target: One nearby enemy **Attack:** +6 vs MD
Hit: 2d6+4 thunder damage
Miss: Damage equal to level
Effect: You may use this attack to trigger any battle cries that you know.

Ranged Basic Attack At-Will

Standard Action **One enemy**
Target: One creature **Attack:** +3 vs AC
Hit: 2d6+1
Miss: Damage equal to level

Confounding Gnome

Trigger: You make an attack with a natural 16+
Effect: The target is dazed (-4 to hit) until the end of your next turn.

Pull it Together! Battle Cry

Flexible Attack **Trigger:** Natural 11+
Effect: One nearby ally can heal using a recovery.
Improved Battle Cry: The target adds +1d4 healing per point on the escalation die.

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.

Befuddle lv. 1 Recharge 6+

Standard Action **Ranged Spell**
Target: One nearby creature with >100hp
Attack: +6 vs MD

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

Improved Befuddle: Recharge roll is now 6+

Soundburst Lv. 1 Daily

Standard Action **Ranged Spell**
Target: 1d4 nearby enemies **Attack:** +6 vs PD
Hit: 5d6+4 charisma thunder damage and the target is dazed (-4 to attacks) until the end of your next turn.

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

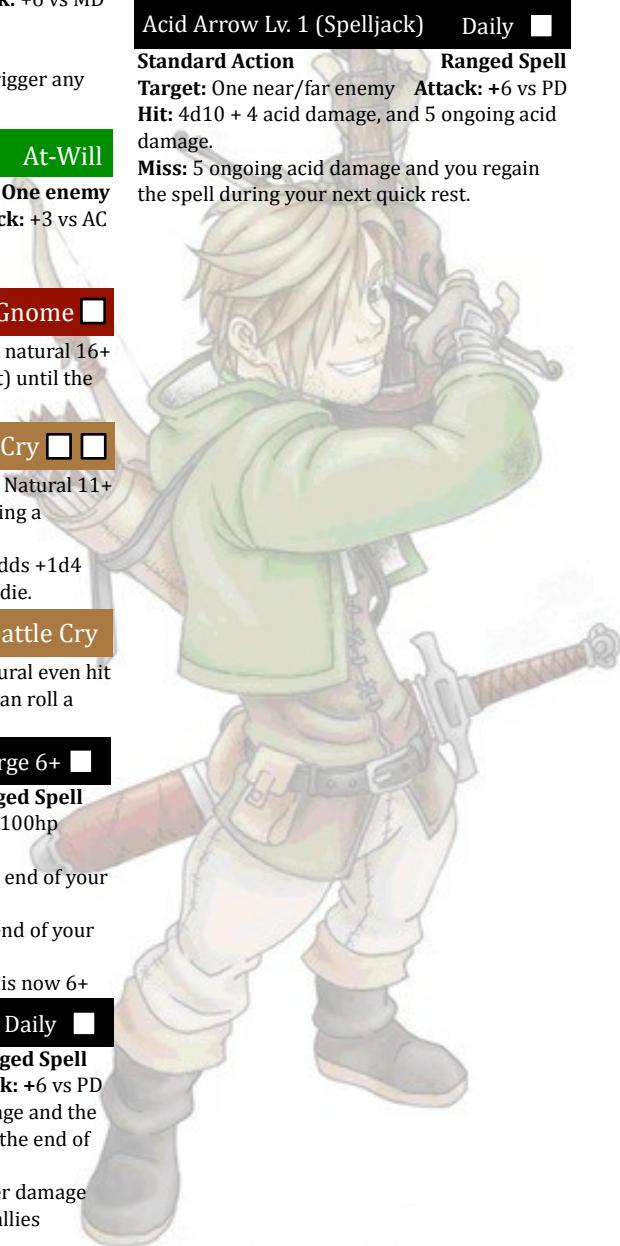
Song of Heroes Recharge 11+

Standard Action **Bardic Song**
Target: Nearby Allies **Sustain 11+**
Opening/Sustaining Effect: You and your nearby allies gain a +1 attack bonus until the start of your next turn.

Final Verse: The effect ends immediately, but one ally of your choice gains a +2 bonus to their next attack roll this battle.

Acid Arrow Lv. 1 (Spelljack) Daily

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





Name _____
Race Elf
Class Cleric
Player _____

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

2 Level

Initiative +4

Recoveries 2d8+1

Hit Points 32

Staggered 16

One Unique Thing



Icon Relationships

Backgrounds

Talents & Features

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

Domain of 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.

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

Melee Basic Attack

At-Will

Standard Action

Nearby

Target: One creature

Attack: +6 vs AC

Hit: 2d8+4

Miss: Damage equal to level

Javelin of Faith

At-Will

Standard Action

One nearby enemy

Target: One creature

Attack: +6 vs AC

Hit: 1d6+4

Miss: Damage equal to level

Improved Javelin: The spell also deals +1d6 damage against an undamaged target.

Spirits of the Righteous

Cleric

Ranged Spell

Target: Nearby Enemy

Attack: 6 vs MD

Hit: 4d6 +4 holy damage, and your ally with the fewest hit points gains +4 bonus to AC until the end of their next turn.

Miss: Your ally with the fewest hit points gains +2 bonus to AC until the end of their next turn.

Shield of Faith

Daily

Quick Action

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

Bless

Daily

Quick Action

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

Cure Wounds

Daily

Quick Action

Effect: You or a nearby ally can heal using a free recovery +4 HP.

Heal

Cleric



Close-Quarters Spell

Target: You or one ally you can touch

Effect: Target can heal with a recovery +4.

Improved Heal: The target can be a *nearby* ally instead of one you can touch.

Invocation of War



Quick Action:

Effect: Increase the Escalation Die by 1

Special: You may only cast one invocation per battle.

Invocation of Healing



Quick Action:

Effect: You gain an additional use of heal in this encounter.

Special: You may only cast one invocation per battle.

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.

Special: You may only cast one invocation per battle.

Elven Grace

Wood Elf



At the beginning of each of your turns, roll a d6 to see if you get an extra standard action. If your roll is equal or lower than the escalation die, you get an extra standard action. Every time you gain a standard action, increase the die size.



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

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

2 Level

Initiative **+3**Recoveries **2d6+4**Hit Points **40**Staggered **20**

One Unique Thing

Icon Relationships

Backgrounds

Talents & Features

Gather Power: Once initiative has been rolled and a battle is underway, a sorcerer can spend a standard action to gather magical power, preparing themselves for casting a double-strength spell with their next standard action. Gathering power is loud and flashy, involving crackling lightning, rumbling thunder, and the flicker of magical light. Empowering a spell doubles its effects and/or damage. When you gather power, gain a Chaotic Benefit.

Chaotic Benefit: On a 1-2, you gain a +1 bonus to AC and PD until the start of your next turn. 3-4 deal damage equal to your level modifier to all nearby staggered enemies. 5-6 deal damage equal to your level modifier to one nearby enemy.

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.

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

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. You use your Constitution Modifier instead of your charisma modifier to determine the damage you add to all your sorcerer spells.

Dancing Lights - You can create a series of blinking random multicolored lights in random locations 20 feet around you for several seconds

Melee Basic Attack

Standard Action

Target: One creature

Hit: $1d8+1$

Miss: Damage equal to level

At-Will

Nearby

Attack: +2 vs AC

Breath of the White

Daily

Target: 1d2+1 nearby enemies in a group.

Attack: +6 vs PD

Hit: $3d6+4$ Cold Damage.

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

Metallic Protector: You gain a +2 bonus to recharge your breath abilities in combat.

Chromatic Destroyer: You gain a +2 attack bonus with empowered *breath weapon* spells

Breath of the Green

Daily

Target: 1d2+1 nearby enemies in a group.

Attack: +6 vs PD

Hit: 10 ongoing poison damage.

Miss: 5 ongoing

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.

Metallic Protector: You gain a +2 bonus to recharge your breath abilities in combat.

Chromatic Destroyer: You gain a +2 attack bonus with empowered *breath weapon* spells

Lightning Fork

Recharge 16+

Target: One nearby enemy; *chain*

Attack: +6 vs PD

Hit: $3d6+4$ Lightning Damage.

Miss: Half Damage

Chain Spell: Each time you make a natural even attack roll (hit or miss), you can attack an additional different target with this spell

Cruel

Dark Elf

Free Action

Trigger: You roll a natural even.

Effect: Deal ongoing damage to a target you hit with a natural even attack roll. You may add ongoing damage equal to 5x your level.

Metallic Protector

Talent

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.



Name _____
 Race High Elf
 Class Wizard
 Player _____

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

2 Level Initiative **+5**

Recoveries **2d6+2**

Hit Points **32** Staggered **16**

One Unique Thing

Icon Relationships

Backgrounds

Talents & Features

Cantrips: Most wizards can cast a number of cantrips equal to their Int modifier each battle. If you're out of battle, that's about 3-6 cantrips every five minutes. Cantrips are intentionally left open for flexibility in their description and last 10 min-60 min or unless canceled. (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.

Melee Basic Attack At-Will

Standard Action **Nearby**
 Target: One creature Attack: +1 vs AC
 Hit: 2d6-1 (Staff)
 Miss: None

Ranged Basic Attack At-Will

Standard Action **Ranged Attack**
 Target: One creature Attack: +5 vs AC
 Hit: 2d4+3 (Hand Crossbow)
 Miss: None

Ray of Frost At-Will

Standard Action **Ranged Spell**
 Target: One nearby enemy Attack: +6 vs PD
 Hit: 3d6 cold damage.

Improved Ray of Frost: 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.

Disguise Self Lv. 1 Utility Daily

Standard Action **Close Quarters Spell**
Effect: You gain an effective magical disguise that lasts about ten minutes, making it easier for you to pass a related skill check. The spell affects your general appearance, not your size.

Feather Fall Utility Daily

Quick Action **Close Quarters Spell**
Effect: When you would be falling, you instead glide down the ground over a round or two, then you resume plummeting.

Hold Portal Utility Daily

Quick Action **Ranged Spell**
Effect: You can cast this spell on a door. For ten minutes, creatures cannot get through the door, no matter what they try. Higher level creatures can try with some difficulty.

Color Spray Cyclic

Close-Quarters Spell
Target: 1d4 nearby enemies in a group.
Attack: +6 vs MD
Hit: 2d8 psychic damage and if the target has 10hp or less, it is weakened (-4 defenses and attacks) until the end of your next turn.
Cyclic Spell: You may cast this spell again during this combat so long as the escalation die is even and you did not originally cast this spell when the escalation die was zero. After the battle, the spell is expended.

Highblood Teleport High Elf

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

Counter-Spell High Arcana

Close-Quarters Spell
Trigger: A nearby creature you can see casts a spell.

Target: The nearby creature casting a spell.
Attack: +6 vs MD

Hit: The target's spell is canceled, and the caster loses the action they were using for the spell. If the spell had a limited use, that use is expended if your natural attack roll is even.

Evocation Talent

Free Action
Trigger: When you cast a spell that targets Physical Defense, before rolling for the number of targets or making the spell's attack roll, you can expend your quick action to *evoke* the spell. Hit or miss, you'll max out the spell's damage dice. (A natural 1 on the attack roll still deals no damage. Actually, a 1 should probably damage you a bit.)

Acid Arrow Lv. 1 Daily

Standard Action **Ranged Spell**
Target: One near/far enemy **Attack:** +6 vs PD
Hit: 4d10 + 4 acid damage, and 5 ongoing acid damage.

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

Blur Lv. 1 Daily

Standard Action **Ranged Spell**
Target: You or a nearby ally
Effect: For the rest of the battle (or for five minutes), attacks against the target miss 20% of the time.