

Character Name

Halfling

Race

Occultist N1

Class & Level

Height & Weight

Age & Sex

7 STR **-2**

12 CON **+1**

11 DEX **0**

Initiative

0

Level + Dex

14 INT **+2**

16 WIS **+3**

12 CHA **+1**

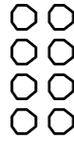


Hit Points

11	Current
Maximum	Current

Recoveries

4
1d6+1



Death Saves



PD

10

10 + Level + Str/Con/Dex

AC

12

11 + Level + Con/Dex/Wis

MD

13

11 + Level + Int/Wis/Cha

Icon Relationships

Emperor (Positive 1)

One Unique Thing

Backgrounds

Stout brewer +3

Exalted Gentleman of the Starfish League +3

Race & Class Features

Small (Race Feature)

Halflings have a +2 AC bonus against opportunity attacks.

Evasive (Racial Power)

Once per battle, force an enemy that hits you with an attack to reroll the attack with a -2 penalty.

Delayed Magical Healing (Class F.)

Magical healing effects heal you one round after the effect would normally be applied. You gain the healing at the start of the turn of whoever applied the magical healing effect, or at the start of your next turn if you drank a healing potion or found some other way of magically healing yourself during your last turn. This doesn't apply outside of combat or when you rally.

Gather Focus (Class Feature)

Gain focus. This is a standard action that draws opportunity attacks.

Flexible Recharge (Class Feature)

When you successfully recharge a spell, you can regain any spell of that spell's level, not necessarily the same spell again. In effect, you roll to recharge that level's spell slot.

Karmic Rebuke (Class Feature)

Close-quarters spell; At-Will; Quick action; expend focus
Target: One nearby enemy
Attack: 1d20+2 vs. MD
Hit: 1d6+3 psychic damage.



Talents

Heal The World (Talent)

You gain the Karmic Cure power, which you can use instead of Karmic Rebuke to expend your focus on your turn.

Karmic Cure

Close-quarters spell; At-will; Quick action; expends focus
Effect: You or a nearby ally can use a recovery to heal.

Attacks & Spells

Walking stick (Melee attack)

Attack: 1d20-2 vs. AC
Hit: 1d6-2 damage
Miss: —

Hand crossbow (Ranged attack)

Attack: 1d20 vs. AC
Hit: 1d4 damage
Miss: —

Memories of a Past Self (Spell)

Close-quarters spell; Recharge 16+ after the battle / scene; Interrupt action; expend focus
Special: You can cast this spell out of combat. In that case, it doesn't require, expend or retain focus.

Trigger: You fail a skill check.

Effect: Reroll the check and add your Wisdom modifier (3) to the roll.

Retain Focus: 1-5

Echoes of Pain (Spell)

Close-quarters spell; Recharge 16+ after battle; Interrupt action; expend focus

Trigger: A nearby ally deals damage to an enemy.

Target: A different enemy from the ally's target

Attack: 1d20+2 vs. PD

Hit: Psychic damage equal to the ally's damage +3.

Miss: You take psychic damage equal to the target's level.

Retain Focus: 1-5