

Strength	18	+4 / +7
Constitution	12	+1 / +4
Dexterity	10	+0 / +3
Intelligence	8	-1 / +2
Wisdom	14	+2 / +5
Charisma	16	+3 / +6

Initiative +3

Recoveries  
\_\_\_\_ / 8

Recovery Roll  
3d10+1

## Dark Elf Paladin

HP: 45

AC  
21

PD  
14

MD  
17

### One Unique Thing

#### Basic Melee

**Attack:** 1d20+7 vs. AC  
**Hit:** 3d10+4 damage  
**Miss:** 3 damage

#### Basic Ranged

**Attack:** 1d20+3 vs. AC  
**Hit:** 3d8 damage  
**Miss:** -

### Backgrounds (8 points)

#### Smite Evil

You can use this talent once per battle, plus an additional number of times per day equal to your Charisma modifier. As a free action before you make a paladin melee attack roll, you can declare that you're using a Smite Evil attack. Add +1d12 damage, *and* deal half damage with the attack if it misses.  
**Adventurer Feat:** Your Smite Evil attacks gain a +4 attack bonus.

#### Cruel (Racial)

Once per battle, when you hit a foe, deal 15 ongoing damage to that enemy (save ends).

### Icon Relationships (3)

#### Lay on Hands

**Quick Action**  
You can heal yourself or an ally by touching them and spending a recovery.  
**Adventurer Feat:** Increase the hit points gained by 6.

#### Divine Domain: Justice

Once per turn, when an enemy scores a crit against you or a nearby ally, **or** drops you or a nearby ally, you may give an attack-reroll blessing to yourself or a different ally. A character can only have one such blessing at a time.  
Once per day, you may invoke justice as a quick action. For the rest of the battle, add 6 to the miss damage of your attacks and the attacks of your nearby allies.

### Equipment

Heavy Armor  
Greatsword  
Longbow

Strength	10	+0 / +3
Constitution	16	+3 / +6
Dexterity	14	+2 / +5
Intelligence	18	+4 / +7
Wisdom	12	+1 / +4
Charisma	8	-1 / +2

Initiative	+5
Recoveries	____ / 8
Recovery Roll	3d6+3

# Dwarf Wizard

HP: 45

AC

15

PD

14

MD

14

## One Unique Thing

## Features & Talents

**Cantrips:** Cast minor spells at will; *alarm, arcane mark, ghost sound, knock, light, mage hand, mending, prestigitation, or spark*. These spells are not subtle. Or quiet. They involve sprites.

**Ritual Magic:** You can cast spells as freeform rituals.

**Abjuration:** When you cast a daily spell, you gain a +4 AC bonus until the end of your next turn.

**Wizard's Familiar:** You've got a talking ground animal of some sort. It gives you +1 to your saves.

## Backgrounds (8 points)

### Basic Melee

**Attack:** 1d20+3 vs. AC

**Hit:** 3d4 damage

**Miss:** -

### Basic Ranged

**Attack:** 1d20+5 vs. AC

**Hit:** 3d4+2 damage

**Miss:** -

## Icon Relationships (3)

### That's your best shot? (Racial)

When an enemy hits you, heal using a recovery. If the escalation is 0 or 1, you only get half the normal healing. You can't use this ability if the attack drops you to 0 or below.

### Force Salvo

**Ranged 3<sup>rd</sup> level spell, daily**

**Target:** Up to five *different* creatures

**Attack:** 1d20+7 vs. PD against each.

**Hit:** 4d10 force damage.

**Special:** You can keep targeting the same creature until you hit with a bolt.

## Equipment

Dagger

### Blur

**Ranged 1<sup>st</sup> level spell, daily**

**Target:** You or one nearby ally

**Effect:** Attacks against the target have a 20% chance of missing.

### Teleport Shield

**Close-quarters 3<sup>rd</sup> level spell, daily**

Once per round when an enemy engages you, roll +7 vs. PD as a free action; on a hit, teleport them somewhere nearby.

You can place them next to an ally, but not into an otherwise dangerous position.

### Evocation

When you cast a spell that targets PD, you can take a quick action to max out the spell's damage dice instead of rolling.

### Acid Arrow

**Ranged 1<sup>st</sup> level spell, daily**

**Target:** One nearby enemy

**Attack:** 1d20+7 vs. PD

**Hit:** 4d10 acid damage and 5 ongoing acid damage.

**Miss:** 5 ongoing acid damage, and you get the spell back when you take a quick rest.

### Crescendo

**Close-quarters 3<sup>rd</sup> level spell**

**Target:** One or more creatures engaged with you.

**Attack:** 1d20+7 vs. PD, -1 for each target after the first

**Hit:** 4d6 thunder damage and the target pops free.

**Miss:** 3 damage

### Utility Spell

Pick one of the following effects: *disguise self, feather fall, hold portal, levitate, message, speak with item.*

### Shield

**Close-quarters 1<sup>st</sup> level spell, 1/battle, recharge 11+**

When an attack hits your AC, you can use a free action to make him reroll.

Strength	8	-1 / +2
Constitution	16	+3 / +6
Dexterity	16	+3 / +6
Intelligence	12	+1 / +4
Wisdom	10	+0 / +3
Charisma	16	+3 / +6

Initiative +6

Recoveries  
\_\_\_\_ / 8

Recovery Roll  
3d6+3

# Halfling Sorcerer

HP: 45

AC  
18\*

PD  
17

MD  
14

## One Unique Thing

## Features & Talents

**Spell Fist:** You can cast ranged spells in melee without drawing opportunity attacks.

**Infernal Heritage:** You get the Spell Frenzy daily power and assorted bonuses.

**Gather Power:** If you spend a standard action gathering power, you do double damage next round when you cast a spell.

**Dancing Lights:** As a standard action, summon little lights you can't control well.

**Small:** You get +2 AC versus opportunity attacks.

## Backgrounds (8 points)

### Basic Melee

**Attack:** 1d20+2 vs. AC

**Hit:** 3d4-1 damage

**Miss:** 3 damage

### Basic Ranged

**Attack:** 1d20+4 vs. AC

**Hit:** 3d6+3 damage

**Miss:** -

### Evasive (Racial)

Force an enemy that hits you to reroll the attack at -2.

### Echoing Thunder

**Ranged 3<sup>rd</sup> level spell**

**Target:** One nearby enemy

**Attack:** 1d20+6 vs. PD

**Hit:** 3d6 damage, and the first foe to hit you before the start of your next turn takes 2d6 thunder damage.

**Miss:** 3 damage.

## Icon Relationships (3)

Diabolist

### Burning Hands

**Ranged 1<sup>st</sup> level spell, close quarters**

**Target:** Up to two nearby enemies in a group

**Attack:** 1d20+6 vs. PD

**Hit:** 1d6+3 damage.

**Miss:** Roll a d6. On a 6, you do 6 damage to the enemy.

### Dragon's Leap

**Ranged 3<sup>rd</sup> level spell, daily**

As a quick action, you make a huge leap at your normal move rate. For the rest of the battle, roll a d20 at the start of your turn; a 16+ means you can leap again this round.

## Equipment

Dagger  
Javelin

### Scorching Ray

**Ranged 1<sup>st</sup> level spell, ranged**

**Target:** One nearby enemy

**Attack:** 1d20+6 vs. PD

**Hit:** 1d6+3 fire damage. If the attack roll is even, add 1d8 ongoing fire damage.

**Miss:** 3 damage.

### Lightning Fork

**Ranged 3<sup>rd</sup> level spell, recharge 16+**

**Target:** One nearby enemy

**Attack:** 1d20+6 vs. PD

**Hit:** 7d6 damage.

**Miss:** Half damage.

**Special:** If the attack roll is even, make another attack with this spell. Once per battle, reroll an attack roll with this spell.

### Spell Frenzy

As a quick action when the escalation die is 1+, you can enter a spell frenzy. While frenzied, roll 2d20 for spell attacks, and use the higher result. For each die that misses, you take twice the target's level in damage.

### Resist Energy

**Ranged 1<sup>st</sup> level spell, recharge 16+**

You or a nearby ally gain *resist energy* 12+to one type of energy.

Strength	14	+2 / +5
Constitution	14	+2 / +5
Dexterity	18	+4 / +7
Intelligence	14	+2 / +5
Wisdom	10	+0 / +3
Charisma	8	-1 / +2

Initiative +7

Recoveries  
\_\_\_\_ / 8

Recovery Roll  
3d8+2

## Half-Orc Rogue

HP: 40

AC  
17

PD  
17

MD  
13

### One Unique Thing

### Backgrounds (8 points)

Thief +5

### Icon Relationships (3)

### Equipment

Leather armor  
Daggers  
Shortbow

### Features & Talents

**Momentum:** When you hit an enemy, you gain *momentum*. When you're hit, you lose momentum. Some abilities require you to have momentum.

**Sneak Attack:** Once per round, you deal +1d6 damage against foes engaged with one of your allies.

**Swashbuckle:** Once per battle as a quick action, *spend your momentum* to do something awesome and acrobatic without rolling.

**Trap Sense:** Reroll failed even checks to find traps, or successful odd attack rolls by traps on you.

#### Basic Melee

**Attack:** 1d20+7 vs. AC

**Hit:** 3d8+4 damage

**Miss:** 3 damage

#### Basic Ranged

**Attack:** 1d20+7 vs. AC

**Hit:** 3d6+4 damage (shortbow), 3d4+4 (dagger)

**Miss:** 3 damage

#### Lethal (Racial)

Once per battle, reroll a melee attack and use the result you prefer.

#### Deadly Thrust

**Target:** One staggered non-mook enemy, melee only

**Attack:** 1d20+9 vs. AC

**Hit:** 3d8+4 damage

**Miss:** 2 damage

#### Sure Cut

**Requires momentum, and you must be able to deal sneak attack damage.**

**Attack:** 1d20+6 vs. AC

**Hit:** 3d8+4 damage

**Miss:** 3 damage, and you still deal your sneak attack damage the target.

#### Roll With It

**Interrupt; requires momentum**

**Trigger:** You're hit by an attack that targets AC.

**Effect:** You take half damage from the attack

#### Bleeding Strike

**Attack:** 1d20+7 vs. AC

**Hit:** 3d8+4 damage, and if your natural attack roll was even, your foe takes 3d4 ongoing damage (3d6 against large or huge foes).

#### Thief's Strike

**Attack:** 1d20+7 vs. PD

**Hit:** Deal half your normal melee damage (including any sneak attack damage) and roll a save. 11+: you steal an item they're not holding. 16+: they don't notice.

#### Deflection

**Interrupt; requires momentum**

Spend your momentum when a melee attack misses you. That attack hits a different enemy you're engaged with instead, but only deals half damage.

Strength	14	+2 / +5
Constitution	12	+1 / +4
Dexterity	8	-1 / +2
Intelligence	14	+2 / +5
Wisdom	12	+1 / +4
Charisma	18	+4 / +7

Initiative (Roll twice) +6

Recoveries  
\_\_\_\_ / 8

Recovery Roll  
3d8+1

## Human Commander

HP: 40

AC  
16

PD  
14

MD  
17

### One Unique Thing

### Features & Talents

**Command Points:** You start each battle with 1 command point (CP), which is used to fuel your powers and such.

**Fight from the Front:** If you hit with a melee attack, you gain 1d3 CP.

**Battle Captain:** If you have any CP left after giving a command, you can use an interrupt to command a second ally before the start of your next turn.

**Moment of Glory:** Roll a d4 when you roll initiative and note the result; as a free action, give the result as a bonus to an ally's attack roll, save, or skill check after they roll.

**Quick to Fight (racial):** Roll initiative twice and choose the best result.

### Backgrounds (8 points)

#### Basic Melee

**Attack:** 1d20+4 vs. AC

**Hit:** 3d8+2 damage

**Miss:** 3 damage

#### Basic Ranged

**Attack:** 1d20+2 vs. AC

**Hit:** 3d8+1 damage

**Miss:** -

### Icon Relationships (3)

#### Weigh the Odds

As a standard action, gain 1d4 command points. Once per day, add +4 to the number gained.

#### Hit Harder!

##### Interrupt

Spend 1 CP to let a nearby ally reroll damage. The new result must be kept.

### Equipment

Light Armor

Longsword

Longbow

#### Weigh the Odds

**Quick Action, 1/round, only usable when you've got 0 CP**

Roll 1d20+7 vs. the nearby enemy with the highest MD. If you get, you get a CP.

#### Try Again!

##### Interrupt

Spend 2 CP to let a nearby ally reroll an attack. The new result must be kept.

#### Basic Tactical Strike

**Quick Action, Recharge 11+**

A nearby ally gets to make a basic attack as a free action.

#### You Are a Precious Snowflake!

##### Interrupt

Spend 1 CP and roll a d20 when an nearby non-human ally uses a once-per-battle racial ability. On an 11+, they get to use it again this battle.

#### Rally Now!

##### Interrupt

Spend 1 CP (2 if they're unconscious) to let a nearby ally rally as a free action. An ally who's already rallied this combat still has to succeed on the save.

Strength	18	+4 / +7
Constitution	16	+4 / +6
Dexterity	14	+2 / +5
Intelligence	8	-1 / +2
Wisdom	10	+0 / +3
Charisma	12	-1 / +4

Initiative (roll twice) +5

Recoveries  
\_\_\_\_ / 9

Recovery Roll  
3d10+3\*

# Human Fighter

HP: 55

AC  
20

PD  
16

MD  
13

## One Unique Thing

## Features & Talents

**Extra Tough:** You have an extra recovery.

**Threatening:** Enemies have a -3 penalty to disengage from you.

**Reach Tricks:** Once per battle, roll a 6+ on a d20 to do something cool with your long-handled axe.

**Strong Recovery:** Reroll one of your recovery dice when using a recovery, and use the higher result.

**Quick to Fight (Racial):** You roll initiative twice and take the better result.

## Backgrounds (8 points)

### Basic Melee

**Attack:** 1d20+7 vs. AC

**Hit:** 3d10+4 damage

**Miss:** 3 damage

### Basic Ranged

**Attack:** 1d20+5 vs. AC

**Hit:** 3d8+2 damage

**Miss:** 3 damage

### Deadly Assault (Melee or Ranged)

**Flex Attack: Natural Even hit**  
reroll any 1s or 2s from your damage dice and keep the new results.

### Cleave

Once per battle when you drop an enemy to 0 hp, make another melee attack as a free action.

## Icon Relationships (3)

### Carve an Opening (Melee)

**Flex Attack: Natural Odd Roll**  
Reroll any 1s or 2s from your damage dice and keep the new results.

### Heavy Warrior

Once per battle when you are hit by an attack that targets AC, you take half damage.

## Equipment

Heavy Armor  
Greataxe  
Longbow

### Heavy Blows (Melee)

**Flex Attack: Natural Even Miss**  
Add the value of the escalation die to your miss damage.

### Comeback Strike

Once per battle, when you miss, make another attack immediately as a free action.

### Steady Now (Melee)

**Flex Attack: Natural Even Miss**  
Gain 3 temporary hit points.

### Reach Tricks

Once per battle, roll a 6+ on a d20 to do something cool with your long-hafted axe.