

13TH AGE

NAME
CLASS

Paladin

RACE Tiefling

LEVEL 6

STR	CON	DEX	INT	WIS	CHA	ARMOR CLASS	PHYSICAL DEFENSE	MENTAL DEFENSE
18	10	9	9	15	18	24	16	20
+4	+0	-1	-1	+2	+4	HIT POINTS	RECOVERIES	RECOVERY ROLL
+10	+6	+5	+5	8	+10	80	8	6d10

ONE UNIQUE THING

RACIAL POWER

Curse of Chaos: Once per battle, when a nearby enemy rolls a natural 1–5, turn their roll into a natural 1 and describe how they screw up horribly.

INITIATIVE +5

BASIC MELEE ATTACK
ATTACK HIT MISS

+10 vs. AC 6d8 + 8 6

BASIC RANGED ATTACK

ATTACK HIT MISS
+5 vs. AC 6d6 - 1 —

ICON RELATIONSHIPS

POWERS & SPELLS

BACKGROUNDS

EQUIPMENT

Heavy Armour
Shield

CLASS FEATURES

Smite Evil – once per battle, plus an additional 4 times per day, add +4 to your attack roll and +1d12 to your damage roll (half damage on a miss).

Lay on Hands – twice per day as a quick action, heal yourself or an adjacent ally with a touch for 8d10 + 8 HP using a free recovery.

Heal – twice per battle, as a quick action, you or a nearby ally can heal using a recovery.

Spirits of the Righteous – once per battle, attack one nearby enemy with +10 vs. MD. On a hit, 7d10 + 4 holy damage, and the nearby ally with the lowest HP gains +4 to their AC until the end of your next turn. On a miss, the ally gets +2 AC instead.

Domain of Trickery – once per battle as a quick action, roll a d20. You can swap this d20 for an enemy or ally's attack roll *before* they roll.

Bastion – one per battle, when a nearby ally is hit, you can split the damage evenly between you and that ally.

FEATS

Smite Evil
Cleric Training (A, C)
Lay on Hands (A, C)
Heal

TALENTS

Lay On Hands
Bastion
Cleric Training
Domain of Trickery

MAGIC ITEMS



NAME

RACE Human

CLASS Rogue

LEVEL 6

STR	CON	DEX	INT	WIS	CHA	ARMOR CLASS	PHYSICAL DEFENSE	MENTAL DEFENSE
14	14	20	9	11	9	20	20	15
+2	+2	+5	-1	+0	-1	HIT POINTS	RECOVERIES	RECOVERY ROLL
+8	+8	+11	+5	+6	+5	80	8	6d8+4

ONE UNIQUE THING

RACIAL POWER

Quick to Fight – when rolling initiative, roll 2d20 and take the best result. In addition, you gain one extra feat.

INITIATIVE +11

BASIC MELEE ATTACK
ATTACK HIT MISS

+11 vs. AC 6d8+10 6

ICON RELATIONSHIPS

POWERS & SPELLS

Deadly Thrust: When attacking a staggered foe, add both your Str and Dex mods to the attack roll, and add your Str mod to your miss damage.

BASIC RANGED ATTACK

ATTACK HIT MISS
+11 vs. AC 6d6+10 6

BACKGROUNDS

Tumbling Strike: Gain +5 to all disengage checks this turn. You can move, attack, and then attempt to disengage and move again.

Sure Cut: If you have *momentum*, then your Sneak Attack damage applies on a miss with this attack.

EQUIPMENT

Light armour
All the daggers ever.

CLASS FEATURES

Momentum: Momentum fuels many of your powers. You gain momentum when you hit, and lose it when you are hit or spend it.

Sneak Attack: You deal +3d8 damage against a foe engaged with one of your allies, or against foes with a lower initiative than you in the first round of combat.

Trap Sense: You can reroll natural even failures to disarm traps.

Flying Blade: You can fling a dagger at a foe engaged with one of your allies; if you hit, deal sneak attack damage. If you crit, the target is dazed until the end of your next turn.

Swift Dodge: Spend momentum to force an enemy to reroll an attack on you targeting AC.

Deflection: Spend momentum when a melee attack misses you to have it hit another engaged enemy for half damage.

Spiky Bastard: Once per day, you may go all-out. For the rest of the battle, whenever an enemy rolls a natural odd attack roll on you, you immediately inflict 10 damage.

MAGIC ITEMS

TALENTS

Improved Sneak Attack

Murderous: Your crit range against staggered foes expands by 2, and you get a +2 bonus to your attacks against them.

Swashbuckle: Once per battle, spend your momentum to do something absurdly acrobatic.

FEATS

- Deadly Thrust (A, C)
- Flying Blade (A, C)
- Spiky Bastard (C)
- Sneak Attack (A)
- Murderous (A)



NAME

RACE Gnome

CLASS Barbarian

LEVEL 6

STR	CON	DEX	INT	WIS	CHA	ARMOR CLASS	PHYSICAL DEFENSE	MENTAL DEFENSE
20	16	16	8	9	10	21	22	15
+5	+3	+3	-1	-1	+0	HIT POINTS	RECOVERIES	RECOVERY ROLL
+11	+9	+9	+5	+5	+6	100	8	6d12 + 6

ONE UNIQUE THING

RACIAL POWER

INITIATIVE +9

Small: +2 AC bonus against opportunity attacks.

Confounding: Once per battle, when you roll a natural 16+, you can daze the target until the end of your next turn.

Minor illusions: As a standard action, create the illusion of a smell or sound.

BASIC MELEE ATTACK

+11 vs. AC 6d10 + 10 6

BASIC RANGED ATTACK

+9 vs. AC 6d6 + 6 -

ICON RELATIONSHIPS

POWERS & SPELLS

BACKGROUNDS

EQUIPMENT

Furs
Spears
An Axe Considerably Bigger Than You Are

CLASS FEATURES

Barbarian Rage: Once per day, you may rage. You roll 2d20 when attacking and pick the best one; if both roll 11+ and you hit, it's an automatic crit. After raging, roll 1d20 + 3; on a 16+, you can rage again that day.

MAGIC ITEMS

TALENTS

FEATS

Natural Will (A, C)
Building Frenzy (A, C)
Barbaric Cleave (A, C)

Barbaric Cleave: When you drop a foe, you may attack again with a +2 bonus. If you hit, you may heal using a recovery. If there are no adjacent foes, you can move to a nearby foe when cleaving.

Building Frenzy: Once per day, after you've missed with an attack, add +1d10 damage to all melee attacks. This bonus grows with each miss to a maximum of +4d10.

Strongheart: Use d12s for recovery dice.

Natural Will: Twice per day as a quick action, gain a +4 to your MD until the end of the battle.

13TH AGE

NAME

RACE Half-Elf

CLASS Sorcerer

LEVEL 6

STR	CON	DEX	INT	WIS	CHA	ARMOR CLASS	PHYSICAL DEFENSE	MENTAL DEFENSE
10	10	18	16	8	18	16	17	19
+0	+0	+4	+3	-1	+4	HIT POINTS	RECOVERIES	RECOVERY ROLL
+6	+6	+10	+9	+5	+10	60	8	6d6

ONE UNIQUE THING

RACIAL POWER

Surprising – Once per battle, subtract one from the natural result of your own d20 rolls.

INITIATIVE +14

BASIC MELEE ATTACK
ATTACK HIT MISS

ICON RELATIONSHIPS

POWERS & SPELLS

+6 vs. AC 6d6 6

BACKGROUNDS

CLASS FEATURES

Dancing Lights: At will

Gather Power: Spend one round gathering energy to deal double damage with a spell.

TALENTS

Arcane Heritage: +2 to one arcane background.

Fey Heritage: Twice per day, roll a d6.

1-2: Cruel like a dark elf. Once per battle, deal 30 ongoing damage on a natural even hit.

3-4: Teleport like a high elf. Once per battle, teleport as a move action.

5-6: Graceful as a wood elf. Each turn, roll a d6. If the result is equal to or lower than the escalation die, gain a bonus standard action and increase the die rolled for *elven grace* by one step (d8, d10, etc.).

Infernal Heritage: Once per day, when the escalation die is 1+, enter a spell frenzy. Roll 2d20 for spell attacks, but take damage equal to target's level x2 for each die that misses.

Burning Hands: At-Will Close Attack. Strike up to two nearby foes with +10 vs PD; on a hit, deal 2d8 + 8 fire damage.

Scorching Ray: At-Will Ranged Attack. Strike one nearby foe with +10 vs. PD; on a hit, deal 4d6 + 8 fire damage. On an even hit, add 2d6 ongoing fire damage. On a miss, 6 damage. You can attack far away foes with a -2 penalty.

Breath of the Black: Daily Close Attack. Strike one nearby foe with +10 vs. PD; on a hit, 10d6 + 8 acid damage and 20 ongoing acid damage. On a miss, 10 ongoing acid damage. For the rest of the battle, roll a d20 at the start of your turn. On a 16+, you may breathe again.

Queen's Shadows: Daily Ranged Attack. Strike one nearby foe with +10 vs. MD; on hit, 8d6 + 8 psychic damage. If the attack roll is even, teleport nearby. You may use this spell at-will after casting it for the rest of the battle.

Three Dooms: Rechargeable ranged attack. Strike one nearby foe with +10 vs PD. On a hit, 2d4 x 10 random energy damage, and you take 2d4 damage. If you hit with a natural even attack roll, attack again targeting a different foe. On a miss, half damage. After each battle, roll 16+ to recharge this spell.

Lightning Fork: Rechargeable ranged attack. Strike one nearby foe with +10 vs. PD. On a hit, 6d10 + 8 lightning damage. If you hit with a natural even attack roll, attack again targeting a different foe. On a miss,

BASIC RANGED ATTACK

ATTACK HIT MISS
+10 vs. AC 6d4 + 8 —

half damage. You may reroll one miss, and if you miss with every attack, the spell isn't expended. After each battle, roll 16+ to recharge this spell.

Utility Spell: Usable twice for any of the following: *disguise self*, *feather fall*, *hold portal*, *levitate*, *message*, *speak with item or water breathing*, *portal*, *levitate*, *message*, *speak with item or water breathing*

EQUIPMENT

Robes
Short sword
Throwing daggers.

MAGIC ITEMS

FEATS

Fey Heritage (A)
Utility Spell (A)
Lightning Fork (A, C)
Scorching Ray (A)
Improved Initiative

13TH AGE

NAME

RACE Dark Elf

CLASS Cleric

LEVEL 6

STR	CON	DEX	INT	WIS	CHA	ARMOR CLASS	PHYSICAL DEFENSE	MENTAL DEFENSE
16	12	12	10	20	8	22	18	17
+3	+1	+1	+0	+5	-1	HIT POINTS	RECOVERIES	RECOVERY ROLL
+9	+7	+7	+6	+11	+5	80	8	6d8 + 2

ONE UNIQUE THING

RACIAL POWER

INITIATIVE +7

BASIC MELEE ATTACK
ATTACK HIT MISS

ICON RELATIONSHIPS

POWERS & SPELLS

+9 vs. AC 6d8 + 6 6

BACKGROUNDS

CLASS FEATURES

Ritual Magic

The cleric can perform rituals

Heal

Listed under Powers and Spells

TALENTS

Domain of Death: You and your nearby allies gain a +2 bonus to death saves. If an ally becomes staggered, that ally heals 12 hit points. Once per day, invoke Death: for the rest of the battle, you and your allies can add the escalation die to a single save.

Domain of War: Once per turn, when you attack a foe, hit or miss, your allies gain a +1 bonus to attacks against that foe until the beginning of your next turn. Once per day, invoke War: increase the escalation die by 1.

Domain of Strength: You can wield heavy weapons without penalty. Once per day, invoke Strength: for the rest of this battle, you and your allies deal triple damage on crits.

Cruel: Once per battle, deal 30 ongoing damage when you hit with a natural even attack roll.

Heal: Close-quarters spell. Twice per battle, as a quick action, you or a nearby ally can heal with a recovery.

Javelin of Faith: At-will spell. Ranged. Attacks a nearby enemy with +11 vs. PD; on a hit, 6d6 + 10 holy damage. If the foe is undamaged, +2d6 damage.

Strength of the Gods: Daily spell. Ranged. Cast as a quick action. Either one nearby ally deals an extra 2d8 damage on attacks for the rest of this battle, or up to three nearby creatures (including you) deal an extra 1d8 damage for the rest of the battle.

Shield of Faith: Daily spell. Ranged. Cast as a quick action. Either one nearby ally gains +2 AC/+2 PD for the rest of the battle, or up to three nearby creatures (including you) gain an extra +1 AC/+1 PD for the rest of the battle. Bonuses increase by +1 if the recipient is staggered.

Judgement: Daily spell. Ranged. Targets all nearby staggered enemies, rolling +11 vs. MD; on a hit, 8d10 + 10 holy damage. On a miss, half damage.

Sphere of Radiance: Daily spell. Close-quarters. You or one nearby ally can heal with a free recovery. Then, target up to two nearby enemies with +11 vs. MD. On a hit, 7d8 - 2 holy damage. On a miss, half damage.

Bless. Daily spell. Ranged. Cast as a quick action. Either one nearby ally gains a +2 attack bonus and 4d10 temporary

BASIC RANGED ATTACK

ATTACK HIT MISS
+7 vs. AC 6d4 + 2 —

hit points for the rest of the battle, or up to three nearby creatures (including you) gain a +1 attack bonus and 2d10 temporary hit points for the rest of the battle.

Mighty Healing. Daily spell. Close Quarters. Either one ally heals using a recovery and regains twice as many hit points as normal, or up to three nearby creatures (including you) heal using a recovery.

EQUIPMENT

Mace
Heavy armor
Holy symbol
Shield

MAGIC ITEMS

FEATS

Judgement
Javelin of Faith
Mighty Healing
Heal (A)
Domain of Death (A, C)



NAME

RACE Human

CLASS Druid

LEVEL 6

STR	CON	DEX	INT	WIS	CHA	ARMOR CLASS	PHYSICAL DEFENSE	MENTAL DEFENSE
16	18	10	8	18	10	22	20	17
+3	+4	+0	-1	+4	+0	HIT POINTS	RECOVERIES	RECOVERY ROLL
+9	+10	+6	+5	+10	+6	110	8	6d10 + 8

ONE UNIQUE THING

RACIAL POWER

Quick to fight: Roll 2d20 for initiative and take the best result. In addition, you gain one extra feat.

INITIATIVE +6

BASIC MELEE ATTACK
ATTACK HIT MISS

+9 vs. AC 6d8 + 6 6

BASIC RANGED ATTACK

ATTACK HIT MISS
+6 vs. AC 6d4 —

ICON RELATIONSHIPS

POWERS & SPELLS

Ripping Vines: At-will ranged spell. +10 vs. PD; On a hit, 5d6 + 8 damage. On a natural odd hit, 6 ongoing damage.

Flame Spear: At-will ranged spell. +10 vs. PD; On a hit, 5d8 + 8 fire damage. On a natural odd hit, one ally engaged with the target takes 2d8 damage.

Barkskin: Daily ranged spell. Cast as a quick action. You or one nearby ally in light or no armour gains a +3 bonus to AC and PD for the rest of the battle.

Entangle: Daily ranged spell. Targets 1d3 nearby enemies with +10 vs. PD. On a hit, 5d10 + 10 damage, and any foes with 135 hp or fewer are stuck (save ends). On a miss, half damage and an easy save to break free.

Spikestones: Daily ranged spell. Until the end of the battle, enemies who move on the ground must make a normal save when moving; those who fail take 7d6 damage. Your allies must make an easy save to move; if they fail, they take half damage. You can move freely.

Flame Seeds: Daily ranged spell, targets 1d3 + 1 nearby enemies with +10 vs. PD. On a hit, deal 3d12 + 8 fire damage and 5 ongoing fire damage (hard save ends). Once per turn, you can use a quick action to increase ongoing damage by 5.

Earth Strength: Daily ranged spell. Cast as a quick action. Targets one chosen and one random ally (you can choose yourself). If the target is unstaggered, they gain a +4 bonus to attacks, damage and saves until the end of the battle or until they end a turn unstaggered. If the target is staggered, the target can heal using a recovery.

BACKGROUNDS

CLASS FEATURES

Nature Talking: You can talk to animals or plants, and gain a +5 bonus to any skill checks required when interacting with them.

Warrior Druid: You don't suffer opportunity attacks when casting ranged spells.

TALENTS

- Elemental Initiate
- Terrain Caster Initiate
- Warrior Druid Initiate

FLEXIBLE ATTACKS

Ancestral Guidance: Once per battle, on a natural odd attack roll, deal 8 damage, hit or miss.

Warrior's Blessing: Once per battle, on a natural even attack roll, heal 1d6 + 6 hit points.

Invoke the Storm: Once per battle, on a natural 5, 10, 15 or 20, deal 1d4 x 5 lightning damage to any nearby foe other than your target.

EQUIPMENT

- Furs
- Two-handed spear
- Light Armor

MAGIC ITEMS

FEATS

- Earth Mastery (A)
- Fire Mastery (A)
- Warrior's Blessing (A)
- Invoke the Storm (A)
- Nature Talking (A)
- Warrior Druid (A x2)