

GenCon 2015 PREGENERATED CHARACTERS

THESE CHARACTERS LACK THEIR ONE UNIQUE THING AND THEIR BACKGROUNDS.

One Unique Things

One Unique Things set the adventurer apart from other hired swords or run-away apprentices. Examples could include *I used to be a raven* or *I am the only elf that can smell lies* or *I am the chosen one of my faith*. Uniques can't be used in combat, but often allow a character to do something that others cannot.

Backgrounds

Backgrounds are things like *Disgraced former body-guard to the Emperor* or *Best public speaker in Santa Cora* or *I once stole a spellbook from the Diabolist's dungeon of terror*. Backgrounds act as skills, as world-building, and to tell the GM what the player wants out of the game.

Characters get 8 points to spend on backgrounds. To speed things up we've pre-split those 8 points into three backgrounds, 4 point, 3-point, and 1-point. If a player wants something different let them spend those 8 points however they like.

We've also added the level bonus to skill checks in to the backgrounds to make things easier on you as a GM. Instead of remembering to say "Add your Strength plus your Famous Athlete from Axis background plus your level" you just have to say "Roll Famous Athlete plus Strength".

Icon Relationships

To speed things up at GenCon we've added a full icons sheet to the back of every character sheet. Players get 3 points to spend. Relationships can be *positive* (+), *negative* (-), or *conflicted* (~).

Other things

Also included in this pack is a GM tracking sheet with magic items on the back, and a sheet of magic items to cut out and hand out when they are gained or found.

PRINTING

Print this document double-sided to include the icon relationship sheets on the back of the character sheets.

HALF-ELF FIGHTER

A front-line fighter that relies upon maneuvers to dish out the damage. This fighter is dangerous even when it misses as its crit range keeps expanding! **HEAVY ARMOR.**

FORGEBORN CLERIC

An unstoppable evil-smiting warrior, with the ability to heal. This cleric can take a licking and still keep ticking, and doesn't have to slow down the smack-down as it can usually heal or aid others on the same turn as attacking. The *answered prayer* is a GenCon exclusive, not found in the core books. **HEAVY ARMOR.**

TIEFLING HELL-SINGER

There is no *Hell-Singer* class in the core books; this character is a multi-class bard/barbarian with a couple of liberties taken here and there to speed up convention play... consider it another GenCon exclusive. If you stick to using the *hell-blood fury* ability it is a very simple yet rewarding character to play, and the character's hex-songs give options for aiding the party while punishing enemies. **LIGHT ARMOR.**

DWARF RANGER & BEAR

A simple-to-play dwarven ranger, with a bear companion who fights alongside the adventurer. The bear is an effective front-line fighter, while the dwarf ranger works best attacking from a distance and staying out of harm's way. **LIGHT ARMOR.**

If the dwarf rides on the bear the ranger can attack while the bear is mid-move at a -3 attack penalty. It is a move action to get on or off the bear. The bear can still make attacks against enemies while the dwarf ranger is on its back. It is up to the GM if the bear will let other characters ride on it, probably not though.

WOOD ELF DRUID

A simple-to-play wood elf druid, specializing in shifting form and in healing. The wood elf has the ability to turn into a savage beast, or can transform itself into a small animal for scouting about. The druid can also heal itself and others, and can use its regeneration ability in its beast form (but not in its scout form). To keep things simple we've limited the druid's beast aspects to just Wolverine, but given that to the druid to use multiple times each day. **LIGHT ARMOR.**

When rolling initiative the druid can expend the use of scout form and roll a skill check to have pre-scouted the battle.

15+ Druid gets a +4 to initiative for the battle.

20+ Druid can grant an ally a reroll during the battle.

25+ Druid gets a reroll, or another really good benefit of the GM's choosing such as a free '6' with an icon related to the plot.

HUMAN WIZARD

A magic user with a spell for every occasion, accompanied by a talking winged cat. The wizard is the weakest character in terms of defenses and hit points, balanced by the fact that the wizard packs quite a punch with its ranged attack spells. **LIGHT ARMOR.**

The GM should play the flying talking cat as an NPC loyal to the human wizard.



THE ICONS

THE ARCHMAGE

has preserved the Empire for centuries and created astonishing new lands. He has also threatened the fabric of reality with experiments you'd have to be brilliant or hugely arrogant to attempt.

THE CRUSADER

is the armored fist of the Dark Gods. So long as followers of the Gods of Light stay the hell out of his way, the Crusader turns his wrath against the demons that would destroy the world his own gods want to rule. Follow the Crusader if you must win at any cost.

THE DIABOLIST

controls fiends and tampers with forces even the Archmage avoids. She likes her victims screaming and her chaos pure while claiming that the demons she summons would otherwise overwhelm the Great Gold Wyrms who seals the Abyss. There are two differences between her and her demons: First, she likes keeping destruction personal rather than universal. Second, she's capable of kindness, so long as it comes as a great surprise.

THE DWARF KING

is lord of Forge, the dwarves' new homeland beneath the mountains. He'd love to reclaim the dwarven Underhome lost to war against the dark elves and the creatures of the deeps. But now that the Empire is stumbling, the dwarves find themselves manning the mountain walls that shield the Empire from the orcs and monsters of the north.

THE ELF QUEEN

rules the Court of Stars, the one place where wood elves, dark elves, and high elves come together as peers and allies instead of as rivals or enemies. Honed by centuries of experience, the Queen's innate magic at least equals the Archmage's spells.

THE EMPEROR

rules the world's greatest human kingdom, known as the Dragon Empire for the mounts of its mightiest warriors. All the signs suggest that the age is turning, but will the Empire fall or shift to a new balance?



THE GREAT GOLD WYRM

is the world's protector and the inspiration for holy orders of paladins and independent heroes.

Although the Gold Wyrms' physical form seals the gap that prevents the Abyss from erupting into the world, his dreams and the agents he employs still move through the world, helping those who will fight and even die for what's right.

THE HIGH DRUID

is the champion of the resurgent Wild, and the spiritual and magical leader of spirits of nature and the elements that were chained by the Empire but are now working themselves free. She might be the great force that shakes the Empire to pieces or the hero who destroys the destroyers and points to a new way to live.

THE LICH KING

is the lord of the undead, a fallen tyrant who intends to conquer the Dragon Empire and restore his ancient kingdom. He's not entirely insane and mostly understands that ruling a kingdom is not the same as destroying it.

THE ORC LORD

is a figure of legend. The last time he walked the land the Lich King fell, in part because of the Orc Lord's attack. Who will fall before his hordes this time? Who won't?

THE PRIESTESS

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THE THREE

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1st LEVEL

HALF-ELF FIGHTER

NAME:

ONE UNIQUE THING:

ICON RELATIONSHIPS:



BACKGROUNDS:

(+5)

(+4)

(+2)

STR	CON	DEX	INT	WIS	CHA
20	18	10	8	8	8
+5	+4	+0	-1	-1	-1
INITIATIVE		+1			

BASIC ATTACKS

MELEE (GREAT SWORD) +6 VS AC

Hit: 1d10+5 damage

Miss: 1 damage

RANGED (LONGBOW) +1 VS AC

Hit: 1d10 damage

As a fighter your basic attacks are flexible attacks: they can trigger fighter maneuvers (below)

MANEUVERS

Carve an Opening

When you roll a natural odd attack roll hit or miss, your crit range expands by a cumulative +1 this battle until you score a crit, and then drops back to normal.

Deadly Assault

When you roll a natural even hit you may reroll any 1s with your damage roll, and take the new result.

Grim Intent

When you roll a natural even miss you add +1d10 to your next melee miss damage.

Armor Class	A C	16		
Physical Defense	P D	16	HIT POINTS	MAX NOW
Mental Defense	M D	10	RECOVERIES	36
			RECOVERY VALUE	9

RECOVERY VALUE

1D10+4

FEATURES & TALENTS

Threatening

Enemies that attempt to disengage from you take a -4 penalty to their rolls.

Cleave

Once per battle when your melee attack drops an enemy to 0 hp you can make another melee attack.

Power Attack

Once per battle add +1d6 to an attack's damage, hit or miss.

Tough as Iron

Once per battle rally (heal using a recovery) as a quick action.

RACIAL POWER

Surprising. Once per battle subtract 1 from one of your own d20 rolls (useful for triggering maneuvers!).

Feats (already accounted for): Power attack.

Equipment: Plate mail, Weapons, Cloak, Lantern, Rope, Adventurer's Kit, 20 gold pieces

ICON RELATIONSHIPS

You have 3 points to spend on icon relationships. You can spend all three with a single icon, or split the points between several icons. Icon relationships can be positive, negative, or conflicted.

THE ARCHMAGE

has preserved the Empire for centuries and created astonishing new lands. He has also threatened the fabric of reality with experiments you'd have to be brilliant or hugely arrogant to attempt.

Points spent...	1 point	2 points	3 points
Relationship (pick one)	Positive	Negative	Conflicted

THE CRUSADER

is the armored fist of the Dark Gods. So long as followers of the Gods of Light stay the hell out of his way, the Crusader turns his wrath against the demons that would destroy the world his own gods want to rule. Follow the Crusader if you must win at any cost.

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Relationship (pick one)	Positive	Negative	Conflicted

2ND LEVEL

HALF-ELF FIGHTER

NAME:

ONE UNIQUE THING:

ICON RELATIONSHIPS:



BACKGROUNDS:

(+6)

(+5)

(+3)

STR	CON	DEX	INT	WIS	CHA
20	18	10	8	8	8
+5	+4	+0	-1	-1	-1
INITIATIVE		+2			

BASIC ATTACKS

MELEE (GREAT SWORD) +7 vs AC

Hit: 2d10+5 damage

Miss: 2 damage

RANGED (LONGBOW) +2 vs AC

Hit: 2d10 damage

As a fighter your basic attacks are flexible attacks: they can trigger fighter maneuvers (below)

MANEUVERS

Carve an Opening

When you roll a natural odd attack roll hit or miss, your crit range expands by a cumulative +1 this battle until you score a crit, and then drops back to normal.

Deadly Assault *[improved this level]*

When you roll a natural even hit you may reroll any 1s or 2s with your damage roll, and take the new result.

Grim Intent

When you roll a natural even miss you add +1d10 to your next melee miss damage.

Heavy Blows *[new this level]*

Add the escalation die value to your miss damage.

Armor Class	AC	17		
Physical Defense	PD	17	HIT POINTS	MAX NOW
Mental Defense	MD	11	RECOVERIES	9

RECOVERY
VALUE

2D10+4

FEATURES & TALENTS

Threatening

Enemies that attempt to disengage from you take a -4 penalty to their rolls.

Cleave

Once per battle when your melee attack drops an enemy to 0 hp you can make another melee attack.

Power Attack

Once per battle add +1d6 to an attack's damage, hit or miss.

Tough as Iron

Once per battle rally (*heal using a recovery*) as a quick action.

RACIAL POWER

Surprising. Once per battle subtract 1 from one of your own d20 rolls (useful for triggering maneuvers!).

Feats (already accounted for): Power attack, Deadly assault.

Equipment: Plate mail, Weapons, Cloak, Lantern, Rope, Adventurer's Kit, 20 gold pieces

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3RD LEVEL

HALF-ELF FIGHTER

NAME:

ONE UNIQUE THING:



ICON RELATIONSHIPS:
BACKGROUNDS:
(+7)

(+6)

ICON RELATIONSHIPS:

(+4)

STR	CON	DEX	INT	WIS	CHA
20	18	10	8	8	8
+5	+4	+0	-1	-1	-1
INITIATIVE		+3			

BASIC ATTACKS

MELEE (GREAT SWORD) +8 vs AC

Hit: 3d10+5 damage

Miss: 3 damage

RANGED (LONGBOW) +3 vs AC

Hit: 3d10 damage

As a fighter your basic attacks are flexible attacks: they can trigger fighter maneuvers (below)

MANEUVERS

Carve an Opening *[improved this level]*

When you roll a natural odd attack roll hit or miss, your crit range expands by a cumulative +2 this battle until you score a crit, and then drops back to normal.

Deadly Assault

When you roll a natural even hit you may reroll any 1s or 2s with your damage roll, and take the new result.

Hack and Slash *[new this level]*

Once per round when the escalation die is 2+ and you roll a natural even attack roll then hit or miss you can make another melee attack against a different target.

Heavy Blows

Add the escalation die value to your miss damage.

Armor Class	A C	18		MAX	NOW
Physical Defense	P D	18	HIT POINTS	60	
Mental Defense	M D	12	RECOVERIES	9	
			RECOVERY VALUE	3D10+4	

FEATURES & TALENTS

Threatening

Enemies that attempt to disengage from you take a -4 penalty to their rolls.

Cleave

Once per battle when your melee attack drops an enemy to 0 hp you can make another melee attack.

Power Attack

Once per battle add +1d6 to an attack's damage, hit or miss.

Tough as Iron

Once per battle rally (*heal using a recovery*) as a quick action.

RACIAL POWER

Surprising. Once per battle subtract 1 from one of your own d20 rolls (useful for triggering maneuvers!).

Feats (already accounted for): Power attack, Deadly assault, Carve an opening.

Equipment: Plate mail, Weapons, Cloak, Lantern, Rope, Adventurer's Kit, 20 gold pieces

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4th LEVEL

HALF-ELF FIGHTER

NAME:

ONE UNIQUE THING:

ICON RELATIONSHIPS:



BACKGROUNDS:

(+8)

(+7)

(+5)

STR	CON	DEX	INT	WIS	CHA
21	19	10	8	9	8
+5	+4	+0	-1	-1	-1

INITIATIVE

+4

BASIC ATTACKS

MELEE (GREAT SWORD) +9 vs AC

Hit: 4d10+5 damage

Miss: 4 damage

RANGED (LONGBOW) +4 vs AC

Hit: 4d10 damage

As a fighter your basic attacks are flexible attacks: they can trigger fighter maneuvers (below)

MANEUVERS

Carve an Opening

When you roll a natural odd attack roll hit or miss, your crit range expands by a cumulative +2 this battle until you score a crit, and then drops back to normal.

Deadly Assault

When you roll a natural even hit you may reroll any 1s or 2s with your damage roll, and take the new result.

Hack and Slash

Once per round when the escalation die is 2+ and you roll a natural even attack roll then hit or miss you can make another melee attack against a different target.

Heavy Blows

Add the escalation die value to your miss damage.

Steady Now *[new]*

When you roll a natural even miss you gain 4 temporary hit points. Temp hp does not stack.

Armor Class	<div>A C</div>	19						
Physical Defense	<div>P D</div>	19	HIT POINTS	<table><tr><th>MAX</th><th>NOW</th></tr><tr><td>76</td><td></td></tr></table>	MAX	NOW	76	
MAX	NOW							
76								
Mental Defense	<div>M D</div>	13	RECOVERIES	<table><tr><td>9</td><td></td></tr></table>	9			
9								
			RECOVERY VALUE	4D10+4				

FEATURES & TALENTS

Threatening

Enemies that attempt to disengage from you take a -4 penalty to their rolls.

Cleave

Once per battle when your melee attack drops an enemy to 0 hp you can make another melee attack.

Power Attack

Once per battle add +1d6 to an attack's damage, hit or miss.

Tough as Iron

Once per battle rally (*heal using a recovery*) as a quick action.

RACIAL POWER

Surprising. Once per battle subtract 1 from one of your own d20 rolls (useful for triggering maneuvers!).

Feats (already accounted for): Power attack, Deadly assault, Carve an opening, Toughness (extra hit points).

Equipment: Plate mail, Weapons, Cloak, Lantern, Rope, Adventurer's Kit, 20 gold pieces

ICON RELATIONSHIPS

You have 3 points to spend on icon relationships. You can spend all three with a single icon, or split the points between several icons. Icon relationships can be positive, negative, or conflicted.

THE ARCHMAGE

has preserved the Empire for centuries and created astonishing new lands. He has also threatened the fabric of reality with experiments you'd have to be brilliant or hugely arrogant to attempt.

Points spent...	1 point	2 points	3 points
Relationship (pick one)	Positive	Negative	Conflicted

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Points spent...	1 point	2 points	3 points
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Points spent...	1 point	2 points	3 points
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Points spent...	1 point	2 points	3 points
Relationship (pick one)	Positive	Negative	Conflicted

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is the world's protector and the inspiration for holy orders of paladins and independent heroes. Although the Gold Wyrms physical form seals the gap that prevents the Abyss from erupting into the world, his dreams and the agents he employs still move through the world, helping those who will fight and even die for what's right.

Points spent...	1 point	2 points	3 points
Relationship (pick one)	Positive	Negative	Conflicted

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Points spent...	1 point	2 points	3 points
Relationship (pick one)	Positive	Negative	Conflicted

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Points spent...	1 point	2 points	3 points
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Points spent...	1 point	2 points	3 points
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Points spent...	1 point	2 points	3 points
Relationship (pick one)	Positive	Negative	Conflicted

1st LEVEL

FORGEBORN CLERIC

NAME:

ONE UNIQUE THING:

ICON RELATIONSHIPS:



BACKGROUNDS:

(+5)

(+4)

(+2)

STR	CON	DEX	INT	WIS	CHA
18	14	8	8	18	10
+4	+3	-1	-1	+4	+0
INITIATIVE		+0			

BASIC ATTACKS

MELEE (WARHAMMER) +5 vs AC

Hit: 1d8+4 damage

Miss: 1 damage

RANGED (HEAVY CROSSBOW) +0 vs AC

Hit: 1d8 damage

SPELLS

Heal (quick action, 1/round but 2x per battle)

You or one nearby ally can heal using a recovery.

Bless (quick action, 1x per day)

One nearby ally (but not yourself) gains +2 attack bonus until the end of the battle.

OR

Up to three nearby allies (which can include you) gain a +1 attack bonus until the end of the battle.

Cure Wounds (quick action, 1x per day)

You or one nearby ally can heal using a recovery.

Javelin of Faith (standard action, at-will)

Attack: +5 vs PD (one nearby enemy)

Hit: 1d6+4 holy damage

Miss: 1 damage

Spirits of the Righteous (standard action, 1x per battle)

Attack: +5 vs MD (one nearby enemy)

Hit: 4d6+4 holy damage, and your nearby ally with the fewest hp gains +4 AC until your next turn.

Miss: You and your nearby ally with the fewest hp gain +2 AC until your next turn.

Feats (already accounted for): Heal.

Equipment: Plate mail, Weapons, Shield, Lantern, Rope, Adventurer's Kit, 20 gold pieces, Holy Symbol, Holy Book

Armor Class	AC	19	MAX	NOW
Physical Defense	PD	15	HIT POINTS	30
Mental Defense	MD	12	RECOVERIES	8
			RECOVERY VALUE	1D8+3

DOMAINS

You may use one invocation per battle (a quick action)

Healing

Always: Your healing spells heal an extra +2 hp

Invocation: Gain an additional use of *heal* this battle, and your next *heal* this battle uses a free recovery.

Strength

Always: Use heavy weapons without penalty.

Invocation: This battle you and your allies do triple damage on critical hits.

War

Always: Once per turn when you make a melee attack against an enemy, hit or miss, your allies get +1 to attack that enemy until the start of your next turn.

Invocation: Increase the escalation die by 1.

RACIAL POWER

Never Say Die. Whenever you drop to 0 hp or below, roll a normal save if you have a recovery available. On an 11+ instead of falling unconscious you stay on your feet and heal from 0 hp using the recovery.

ICON RELATIONSHIPS

You have 3 points to spend on icon relationships. You can spend all three with a single icon, or split the points between several icons. Icon relationships can be positive, negative, or conflicted.

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Points spent...	1 point	2 points	3 points
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Points spent...	1 point	2 points	3 points
Relationship (pick one)	Positive	Negative	Conflicted

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Points spent...	1 point	2 points	3 points
Relationship (pick one)	Positive	Negative	Conflicted

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Relationship (pick one)	Positive	Negative	Conflicted

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Relationship (pick one)	Positive	Negative	Conflicted

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Relationship (pick one)	Positive	Negative	Conflicted

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Points spent...	1 point	2 points	3 points
Relationship (pick one)	Positive	Negative	Conflicted

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Points spent...	1 point	2 points	3 points
Relationship (pick one)	Positive	Negative	Conflicted

2ND LEVEL

FORGEBORN CLERIC

NAME:

ONE UNIQUE THING:

ICON RELATIONSHIPS:



BACKGROUNDS:

(+6)

(+5)

(+3)

STR	CON	DEX	INT	WIS	CHA
18	14	8	8	18	10
+4	+3	-1	-1	+4	+0
INITIATIVE		+1			

BASIC ATTACKS

MELEE (WARHAMMER) +6 vs AC

Hit: 2d8+4 damage

Miss: 2 damage

RANGED (HEAVY CROSSBOW) +1 vs AC

Hit: 2d8 damage

SPELLS

Heal (quick action, 1/round but 2x per battle)

You or one nearby ally can heal using a recovery.

Bless (quick action, 1x per day)

One nearby ally (but not yourself) gains +2 attack bonus until the end of the battle.

OR

Up to three nearby allies (which can include you) gain a +1 attack bonus until the end of the battle.

Cure Wounds (quick action, 1x per day)

You or one nearby ally can heal using a recovery.

Javelin of Faith (standard action, at-will)

Attack: +5 vs PD (one nearby enemy)

Hit: 1d6+4 holy damage

Miss: 2 damage

Spirits of the Righteous (standard action, 1x per battle)

Attack: +5 vs MD (one nearby enemy)

Hit: 4d6+4 holy damage, and your nearby ally with the fewest hp gains +4 AC until your next turn.

Miss: You and your nearby ally with the fewest hp gain +2 AC until your next turn.

Answered prayer (outside of combat, 1x per day) *[new]*

Regain a use of an expended daily spell.

Feats (already accounted for): Heal, Strength.

Equipment: Plate mail, Weapons, Shield, Lantern, Rope, Adventurer's Kit, 20 gold pieces, Holy Symbol, Holy Book

A	20
C	
P	16
D	
M	13
D	

Armor
Class

Physical
Defense

Mental
Defense

MAX NOW

HIT
POINTS

40

RECOVERIES

8

RECOVERY
VALUE

2D8+3

DOMAINS

You may use one invocation per battle (a quick action)

Healing *[improved]*

Always: Your healing spells heal an extra +4 hp

Invocation: Gain an additional use of *heal* this battle, and your next *heal* this battle uses a free recovery.

Strength *[improved]*

Always: Use heavy weapons without penalty.

Once per battle: Add +4d4 damage to a melee attack hit.

Invocation: This battle you and your allies do triple damage on critical hits.

War

Always: Once per turn when you make a melee attack against an enemy, hit or miss, your allies get +1 to attack that enemy until the start of your next turn.

Invocation: Increase the escalation die by 1.

RACIAL POWER

Never Say Die. Whenever you drop to 0 hp or below, roll a normal save if you have a recovery available. On an 11+ instead of falling unconscious you stay on your feet and heal from 0 hp using the recovery.

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Points spent...	1 point	2 points	3 points
Relationship (pick one)	Positive	Negative	Conflicted

3RD LEVEL

FORGEBORN CLERIC

NAME:

ONE UNIQUE THING:

ICON RELATIONSHIPS:



BACKGROUNDS:

(+7)

(+6)

(+4)

STR	CON	DEX	INT	WIS	CHA
18	14	8	8	18	10
+4	+3	-1	-1	+4	+0
INITIATIVE		+2			

BASIC ATTACKS

MELEE (WARHAMMER) +7 vs AC

Hit: 3d8+4 damage

Miss: 3 damage

RANGED (HEAVY CROSSBOW) +2 vs AC

Hit: 3d8 damage

SPELLS

Heal (quick action, 1/round but 2x per battle)

You or one nearby ally can heal using a recovery.

Mighty Healing (standard action, 1x per day) *[new]*

One nearby ally (but not you) can heal using a recovery and heals double the recovery value.

OR

Up to three nearby allies (which can include you) can heal using a recovery.

Cure Wounds (quick action, 1x per day)

You or one nearby ally can heal using a recovery.

Javelin of Faith (standard action, at-will) *[improved]*

Attack: +5 vs PD (one nearby enemy)

Hit: 3d6+4 holy damage

Miss: 3 damage

Spirits of the Righteous (stand. action, 1x battle) *[impr.]*

Attack: +5 vs MD (one nearby enemy)

Hit: 7d6+4 holy damage, and your nearby ally with the fewest hp gains +4 AC until your next turn.

Miss: You and your nearby ally with the fewest hp gain +2 AC until your next turn.

Answered prayer (outside of combat, 1x per day)

Regain a use of an expended daily spell.

Feats (already accounted for): Heal, Strength, War.

Equipment: Plate mail, Weapons, Shield, Lantern, Rope, Adventurer's Kit, 20 gold pieces, Holy Symbol, Holy Book

Armor Class	AC	21
Physical Defense	PD	17
Mental Defense	MD	14

	MAX	NOW
HIT POINTS	50	
RECOVERIES	8	
RECOVERY VALUE	3D8+3	

DOMAINS

You may use one invocation per battle (a quick action)

Healing *[improved]*

Always: Your healing spells heal an extra +6 hp

Invocation: Gain an additional use of *heal* this battle, and your next *heal* this battle uses a free recovery.

Strength

Always: Use heavy weapons without penalty.

Once per battle: Add +4d4 damage to a melee attack hit.

Invocation: This battle you and your allies do triple damage on critical hits.

War *[improved]*

Always: Once per turn when you make any attack against an enemy, hit or miss, your allies get +1 to attack that enemy until the start of your next turn.

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RACIAL POWER

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Points spent...	1 point	2 points	3 points
Relationship (pick one)	Positive	Negative	Conflicted

4th LEVEL

FORGEBOON CLERIC

NAME:

ONE UNIQUE THING:

ICON RELATIONSHIPS:



BACKGROUNDS:

(+8)

(+7)

(+5)

STR	CON	DEX	INT	WIS	CHA
19	15	8	8	19	10
+4	+3	-1	-1	+4	+0
INITIATIVE		+3			

BASIC ATTACKS

MELEE (WARHAMMER) +8 vs AC

Hit: 4d8+4 damage

Miss: 4 damage

RANGED (HEAVY CROSSBOW) +3 vs AC

Hit: 4d8 damage

SPELLS

Heal (quick action, 1/round but 2x per battle)

You or one nearby ally can heal using a recovery.

Mighty Healing (standard action, 1x per day)

One nearby ally (but not you) can heal using a recovery and heals double the recovery value.

OR

Up to three nearby allies (which can include you) can heal using a recovery.

Cure Wounds (quick action, 1x per day) *[improved]*

You or one nearby ally can heal using a recovery, and save against all save-ends effects.

Javelin of Faith (standard action, at-will) *[improved]*

Attack: +5 vs PD (one nearby enemy)

Hit: 3d6+4 holy damage (+1d6 against an undamaged target)

Miss: 3 damage (+1d6 against an undamaged target)

Spirits of the Righteous (stand. action, 1x battle)

Attack: +5 vs MD (one nearby enemy)

Hit: 7d6+4 holy damage, and your nearby ally with the fewest hp gains +4 AC until your next turn.

Miss: You and your nearby ally with the fewest hp gain +2 AC until your next turn.

Answered prayer (outside of combat, 2x per day) *[impr.]*

Regain a use of an expended daily spell.

Armor Class	AC	22	MAX	NOW
Physical Defense	PD	18	HIT POINTS	60
Mental Defense	MD	15	RECOVERIES	8
			RECOVERY VALUE	4D8+3

DOMAINS

You may use one invocation per battle (a quick action)

Healing

Always: Your healing spells heal an extra +6 hp

Invocation: Gain an additional use of *heal* this battle, and your next *heal* this battle uses a free recovery.

Strength

Always: Use heavy weapons without penalty.

Once per battle: Add +4d4 damage to a melee attack hit.

Invocation: This battle you and your allies do triple damage on critical hits.

War

Always: Once per turn when you make any attack against an enemy, hit or miss, your allies get +1 to attack that enemy until the start of your next turn.

Invocation: Increase the escalation die by 1.

RACIAL POWER

Never Say Die. Whenever you drop to 0 hp or below, roll a normal save if you have a recovery available. On an 11+ instead of falling unconscious you stay on your feet and heal from 0 hp using the recovery.

Feats (already accounted for): Heal, Strength, War, Javelin of Faith

Equipment: Plate mail, Weapons, Shield, Lantern, Rope, Adventurer's Kit, 20 gold pieces, Holy Symbol, Holy Book

ICON RELATIONSHIPS

You have 3 points to spend on icon relationships. You can spend all three with a single icon, or split the points between several icons. Icon relationships can be positive, negative, or conflicted.

THE ARCHMAGE

has preserved the Empire for centuries and created astonishing new lands. He has also threatened the fabric of reality with experiments you'd have to be brilliant or hugely arrogant to attempt.

Points spent...	1 point	2 points	3 points
Relationship (pick one)	Positive	Negative	Conflicted

THE CRUSADER

is the armored fist of the Dark Gods. So long as followers of the Gods of Light stay the hell out of his way, the Crusader turns his wrath against the demons that would destroy the world his own gods want to rule. Follow the Crusader if you must win at any cost.

Points spent...	1 point	2 points	3 points
Relationship (pick one)	Positive	Negative	Conflicted

THE DIABOLIST

controls fiends and tampers with forces even the Archmage avoids. She likes her victims screaming and her chaos pure while claiming that the demons she summons would otherwise overwhelm the Great Gold Wyrms who seals the Abyss. There are two differences between her and her demons: First, she likes keeping destruction personal rather than universal. Second, she's capable of kindness, so long as it comes as a great surprise.

Points spent...	1 point	2 points	3 points
Relationship (pick one)	Positive	Negative	Conflicted

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is lord of Forge, the dwarves' new homeland beneath the mountains. He'd love to reclaim the dwarven Underhome lost to war against the dark elves and the creatures of the deeps. But now that the Empire is stumbling, the dwarves find themselves manning the mountain walls that shield the Empire from the orcs and monsters of the north.

Points spent...	1 point	2 points	3 points
Relationship (pick one)	Positive	Negative	Conflicted

THE ELF QUEEN

rules the Court of Stars, the one place where wood elves, dark elves, and high elves come together as peers and allies instead of as rivals or enemies. Honed by centuries of experience, the Queen's innate magic at least equals the Archmage's spells.

Points spent...	1 point	2 points	3 points
Relationship (pick one)	Positive	Negative	Conflicted

THE EMPEROR

rules the world's greatest human kingdom, known as the Dragon Empire for the mounts of its mightiest warriors. All the signs suggest that the age is turning, but will the Empire fall or shift to a new balance?

Points spent...	1 point	2 points	3 points
Relationship (pick one)	Positive	Negative	Conflicted

THE GREAT GOLD WYRM

is the world's protector and the inspiration for holy orders of paladins and independent heroes. Although the Gold Wyrms' physical form seals the gap that prevents the Abyss from erupting into the world, his dreams and the agents he employs still move through the world, helping those who will fight and even die for what's right.

Points spent...	1 point	2 points	3 points
Relationship (pick one)	Positive	Negative	Conflicted

THE HIGH DRUID

is the champion of the resurgent Wild, and the spiritual and magical leader of spirits of nature and the elements that were chained by the Empire but are now working themselves free. She might be the great force that shakes the Empire to pieces or the hero who destroys the destroyers and points to a new way to live.

Points spent...	1 point	2 points	3 points
Relationship (pick one)	Positive	Negative	Conflicted

THE LICH KING

is the lord of the undead, a fallen tyrant who intends to conquer the Dragon Empire and restore his ancient kingdom. He's not entirely insane and mostly understands that ruling a kingdom is not the same as destroying it.

Points spent...	1 point	2 points	3 points
Relationship (pick one)	Positive	Negative	Conflicted

THE ORC LORD

is a figure of legend. The last time he walked the land the Lich King fell, in part because of the Orc Lord's attack. Who will fall before his hordes this time? Who won't?

Points spent...	1 point	2 points	3 points
Relationship (pick one)	Positive	Negative	Conflicted

THE PRIESTESS

hears all the Gods of Light and speaks for those who please her. She is part oracle, part mystic, and part metaphysical engineer, since she created the Cathedral, an ever-expanding temple with rooms or entire wings for each of the faiths she favors.

Points spent...	1 point	2 points	3 points
Relationship (pick one)	Positive	Negative	Conflicted

THE PRINCE OF SHADOWS

is part thief, part trickster, and part assassin. To some he is a hero; to others a villain. He has squandered the riches of the dwarves, murdered the hopes of a dragon, and plundered the dreams of a god. His exploits have changed the world, but none can tell you his ultimate goals or motives.

Points spent...	1 point	2 points	3 points
Relationship (pick one)	Positive	Negative	Conflicted

THE THREE

were among the first dragons to walk the world. The Red is a living engine of destruction. The Blue is a sorceress, perhaps even the original mother of all sorcery. The Black is queen of shadows and assassins. Unlike the Great Gold Wyrms, who must fight alone, the Three have learned to join forces.

Points spent...	1 point	2 points	3 points
Relationship (pick one)	Positive	Negative	Conflicted

1st LEVEL
TIEFLING HELL-SINGER
 NAME:

ONE UNIQUE THING:

ICON RELATIONSHIPS:



BACKGROUNDS:
 (+5)

(+4)

(+2)

STR	CON	DEX	INT	WIS	CHA
16	14	14	12	8	16
+3	+2	+2	+1	-1	+3
INITIATIVE		+7			

BASIC ATTACKS

MELEE (TWO-HANDED SCIMITAR) +4 vs AC

Hit: 1d10+3 damage

Miss: 1 damage

RANGED (LONGBOW) +3 vs AC

Hit: 1d8+2 damage

TALENTS

Hell-Bound Heart

You use d12s for recovery dice.

Hell-Singer's Curse

Once per battle as a free action after you have dropped an enemy, make another basic melee attack.

Infernal Blood

While staggered add +1d6 fire damage to your miss damage.

HELL-BLOOD FURY!

If you do not start a hex-song this turn, until the end of the turn roll 2d20 for your basic melee attacks and use the best result. If you roll a natural 11+ with both dice and the attack is also a hit then it is a critical hit (double the rolled damage)! Using hell-blood fury ends an active hex-song.

RACIAL POWER

Curse of Chaos. Once per battle when a nearby enemy rolls a natural 1-5 attack or save turn that into a 1 and curse them. The details of a curse are up to you and the GM. Typical curses might deal half damage to themselves with the fumbled attack and being dazed until the end of their next turn, or you getting to make a free hell-blood fury attack against them and also healing the same amount of hp that they lose from the attack.

Feats (already accounted for): Improved Initiative.

Equipment: Leather armor, Weapons, Lantern, Rope, Adventurer's Kit, 20 gold pieces, Unholy Book of Songs

Armor Class	A C	15	MAX	NOW
Physical Defense	P D	14	HIT POINTS	27
Mental Defense	M D	13	RECOVERIES	8
			RECOVERY VALUE	1D12+2

HEX-SONGS

You can only have one hex-song active at a time. You can end a hex-song as a quick action. Using hell-blood fury ends a hex-song. It requires a save (6+, 11+, or 16+) at the start of your turn to sustain a hex-song or it ends. When a hex-song ends the final verse happens.

Song Of Vitriol (Quick action, sustain 11+, 2x per battle)

Opening & sustained effect: When a nearby non-mook enemy dies you and one nearby ally heal 2 hp.

Final Verse: The effect ends immediately, and you gain 3 temporary hp.

Song Of Villainy (Quick action, sustain 11+, 1x day)

Opening & sustained effect: You and any 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 +2 attack bonus on their next attack.

Song of Vengeance (Quick action, sustain: 6+, 1x day)

Opening & sustained effect: Any attack against you has a penalty equal to the number of allies in the battle who currently have more hit points than you.

Final Verse: The effect ends immediately, and you or one ally can heal using a recovery.

ICON RELATIONSHIPS

You have 3 points to spend on icon relationships. You can spend all three with a single icon, or split the points between several icons. Icon relationships can be positive, negative, or conflicted.

THE ARCHMAGE

has preserved the Empire for centuries and created astonishing new lands. He has also threatened the fabric of reality with experiments you'd have to be brilliant or hugely arrogant to attempt.

Points spent...	1 point	2 points	3 points
Relationship (pick one)	Positive	Negative	Conflicted

THE CRUSADER

is the armored fist of the Dark Gods. So long as followers of the Gods of Light stay the hell out of his way, the Crusader turns his wrath against the demons that would destroy the world his own gods want to rule. Follow the Crusader if you must win at any cost.

Points spent...	1 point	2 points	3 points
Relationship (pick one)	Positive	Negative	Conflicted

THE DIABOLIST

controls fiends and tampers with forces even the Archmage avoids. She likes her victims screaming and her chaos pure while claiming that the demons she summons would otherwise overwhelm the Great Gold Wyrms who seals the Abyss. There are two differences between her and her demons: First, she likes keeping destruction personal rather than universal. Second, she's capable of kindness, so long as it comes as a great surprise.

Points spent...	1 point	2 points	3 points
Relationship (pick one)	Positive	Negative	Conflicted

THE DWARF KING

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Points spent...	1 point	2 points	3 points
Relationship (pick one)	Positive	Negative	Conflicted

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Points spent...	1 point	2 points	3 points
Relationship (pick one)	Positive	Negative	Conflicted

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rules the world's greatest human kingdom, known as the Dragon Empire for the mounts of its mightiest warriors. All the signs suggest that the age is turning, but will the Empire fall or shift to a new balance?

Points spent...	1 point	2 points	3 points
Relationship (pick one)	Positive	Negative	Conflicted

THE GREAT GOLD WYRM

is the world's protector and the inspiration for holy orders of paladins and independent heroes. Although the Gold Wyrms' physical form seals the gap that prevents the Abyss from erupting into the world, his dreams and the agents he employs still move through the world, helping those who will fight and even die for what's right.

Points spent...	1 point	2 points	3 points
Relationship (pick one)	Positive	Negative	Conflicted

THE HIGH DRUID

is the champion of the resurgent Wild, and the spiritual and magical leader of spirits of nature and the elements that were chained by the Empire but are now working themselves free. She might be the great force that shakes the Empire to pieces or the hero who destroys the destroyers and points to a new way to live.

Points spent...	1 point	2 points	3 points
Relationship (pick one)	Positive	Negative	Conflicted

THE LICH KING

is the lord of the undead, a fallen tyrant who intends to conquer the Dragon Empire and restore his ancient kingdom. He's not entirely insane and mostly understands that ruling a kingdom is not the same as destroying it.

Points spent...	1 point	2 points	3 points
Relationship (pick one)	Positive	Negative	Conflicted

THE ORC LORD

is a figure of legend. The last time he walked the land the Lich King fell, in part because of the Orc Lord's attack. Who will fall before his hordes this time? Who won't?

Points spent...	1 point	2 points	3 points
Relationship (pick one)	Positive	Negative	Conflicted

THE PRIESTESS

hears all the Gods of Light and speaks for those who please her. She is part oracle, part mystic, and part metaphysical engineer, since she created the Cathedral, an ever-expanding temple with rooms or entire wings for each of the faiths she favors.

Points spent...	1 point	2 points	3 points
Relationship (pick one)	Positive	Negative	Conflicted

THE PRINCE OF SHADOWS

is part thief, part trickster, and part assassin. To some he is a hero; to others a villain. He has squandered the riches of the dwarves, murdered the hopes of a dragon, and plundered the dreams of a god. His exploits have changed the world, but none can tell you his ultimate goals or motives.

Points spent...	1 point	2 points	3 points
Relationship (pick one)	Positive	Negative	Conflicted

THE THREE

were among the first dragons to walk the world. The Red is a living engine of destruction. The Blue is a sorceress, perhaps even the original mother of all sorcery. The Black is queen of shadows and assassins. Unlike the Great Gold Wyrms, who must fight alone, the Three have learned to join forces.

Points spent...	1 point	2 points	3 points
Relationship (pick one)	Positive	Negative	Conflicted

2ND LEVEL

TIEFLING HELL-SINGER

NAME:

ONE UNIQUE THING:

ICON RELATIONSHIPS:



BACKGROUNDS:

(+6)

(+5)

(+3)

STR	CON	DEX	INT	WIS	CHA
16	14	14	12	8	16
+3	+2	+2	+1	-1	+3
INITIATIVE		+8			

BASIC ATTACKS

MELEE (TWO-HANDED SCIMITAR) +5 VS AC

Hit: 2d10+3 damage

Miss: 2 damage

RANGED (LONGBOW) +3 VS AC

Hit: 2d8+2 damage

TALENTS

Hell-Bound Heart

You use d12s for recovery dice.

Hell-Singer's Curse

Once per battle as a free action after you have dropped an enemy, make another basic melee attack.

Infernal Blood

While staggered add +1d6 fire damage to your miss damage.

HELL-BLOOD FURY!

If you do not start a hex-song this turn, until the end of the turn roll 2d20 for your basic melee attacks and use the best result. If you roll a natural 11+ with both dice and the attack is also a hit then it is a critical hit (double the rolled damage)! Using hell-blood fury ends an active hex-song.

RACIAL POWER

Curse of Chaos. Once per battle when a nearby enemy rolls a natural 1-5 attack or save turn that into a 1 and curse them. The details of a curse are up to you and the GM. Typical curses might deal half damage to themselves with the fumbled attack and being dazed until the end of their next turn, or you getting to make a free hell-blood fury attack against them and also healing the same amount of hp that they lose from the attack.

Feats (already accounted for): Improved Initiative, Song of Scorn.

Equipment: Leather armor, Weapons, Lantern, Rope, Adventurer's Kit, 20 gold pieces, Unholy Book of Songs

Armor Class	AC	16	MAX	NOW
Physical Defense	PD	15	HIT POINTS	36
Mental Defense	MD	14	RECOVERIES	8
			RECOVERY VALUE	2D12+2

HEX-SONGS

You can only have one hex-song active at a time. You can end a hex-song as a quick action. Using hell-blood fury ends a hex-song. It requires a save (6+, 11+, or 16+) at the start of your turn to sustain a hex-song or it ends. When a hex-song ends the final verse happens.

Song Of Vitriol (Quick act., sustain 11+, 2x per battle) [impr.]

Opening & sustained effect: When a nearby non-mook enemy dies you and up to two nearby allies heal 4 hp.

Final Verse: The effect ends immediately, and you gain 6 temporary hp.

Song of Vengeance (Quick action, sustain: 6+, 1x day)

Opening & sustained effect: Any attack against you has a penalty equal to the number of allies in the battle who currently have more hit points than you.

Final Verse: The effect ends immediately, and you or one ally can heal using a recovery.

Song of Vitality (Quick action, sustain: 11+, 1x day) [new]

Opening & sustained effect: At the end of your turn heal 1d6 hp.

Final Verse: The effect ends immediately, and you may move as a quick action on this turn.

Song of Scorn (Standard action, sustain: 11+, at-will) [new]

Opening effect: One nearby enemy takes 2d4 psychic damage.

Sustained effect: When the target misses with one of its attacks it takes 4 psychic damage.

Final Verse: The effect ends immediately, and the target is stuck until the start of your next turn.

ICON RELATIONSHIPS

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THE ARCHMAGE

has preserved the Empire for centuries and created astonishing new lands. He has also threatened the fabric of reality with experiments you'd have to be brilliant or hugely arrogant to attempt.

Points spent...	1 point	2 points	3 points
Relationship (pick one)	Positive	Negative	Conflicted

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Points spent...	1 point	2 points	3 points
Relationship (pick one)	Positive	Negative	Conflicted

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Points spent...	1 point	2 points	3 points
Relationship (pick one)	Positive	Negative	Conflicted

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Points spent...	1 point	2 points	3 points
Relationship (pick one)	Positive	Negative	Conflicted

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Points spent...	1 point	2 points	3 points
Relationship (pick one)	Positive	Negative	Conflicted

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Points spent...	1 point	2 points	3 points
Relationship (pick one)	Positive	Negative	Conflicted

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Points spent...	1 point	2 points	3 points
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Points spent...	1 point	2 points	3 points
Relationship (pick one)	Positive	Negative	Conflicted

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Points spent...	1 point	2 points	3 points
Relationship (pick one)	Positive	Negative	Conflicted

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Points spent...	1 point	2 points	3 points
Relationship (pick one)	Positive	Negative	Conflicted

THE THREE

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Points spent...	1 point	2 points	3 points
Relationship (pick one)	Positive	Negative	Conflicted

3RD LEVEL

TIEFLING HELL-SINGER

NAME:

ONE UNIQUE THING:

ICON RELATIONSHIPS:



BACKGROUNDS:

(+7)

(+6)

(+4)

STR	CON	DEX	INT	WIS	CHA
16	14	14	12	8	16
+3	+2	+2	+1	-1	+3
INITIATIVE		+9			

BASIC ATTACKS

MELEE (TWO-HANDED SCIMITAR) +6 VS AC

Hit: 3d10+3 damage

Miss: 3 damage

RANGED (LONGBOW) +5 VS AC

Hit: 3d8+2 damage

TALENTS

Hell-Bound Heart

You use d12s for recovery dice.

Hell-Singer's Curse *[improved]*

Twice per battle as a free action after you have dropped an enemy, make another basic melee attack.

Infernal Blood

While staggered add +1d6 fire damage to your miss damage.

HELL-BLOOD FURY!

If you do not start a hex-song this turn, until the end of the turn roll 2d20 for your basic melee attacks and use the best result. If you roll a natural 11+ with both dice and the attack is also a hit then it is a critical hit (double the rolled damage)! Using hell-blood fury ends an active hex-song.

RACIAL POWER

Curse of Chaos. Once per battle when a nearby enemy rolls a natural 1-5 attack or save turn that into a 1 and curse them. The details of a curse are up to you and the GM. Typical curses might deal half damage to themselves with the fumbled attack and being dazed until the end of their next turn, or you getting to make a free hell-blood fury attack against them and also healing the same amount of hp that they lose from the attack.

Feats (already accounted for): Improved Initiative, Song of Scorn, Hell-Singer's Curse.

Equipment: Leather armor, Weapons, Lantern, Rope, Adventurer's Kit, 20 gold pieces, Unholy Book of Songs

Armor Class	AC	17	MAX	NOW
Physical Defense	PD	16	HIT POINTS	45
Mental Defense	MD	15	RECOVERIES	8
			RECOVERY VALUE	3D12+2

HEX-SONGS

You can only have one hex-song active at a time. You can end a hex-song as a quick action. Using hell-blood fury ends a hex-song. It requires a save (6+, 11+, or 16+) at the start of your turn to sustain a hex-song or it ends. When a hex-song ends the final verse happens.

Song Of Vitriol (Quick act., sustain 11+, 2x per battle) *[impr.]*

Opening & sustained effect: When a nearby non-mook enemy dies you and up to three nearby allies heal 6 hp.

Final Verse: The effect ends immediately, and you gain 9 temporary hp.

Song of Vengeance (Quick action, sustain: 6+, 1x day)

Opening & sustained effect: Any attack against you has a penalty equal to the number of allies in the battle who currently have more hit points than you.

Final Verse: The effect ends immediately, and you or one ally can heal using a recovery.

Song of Vitality (Quick action, sustain: 11+, 1x day) *[impr.]*

Opening & sustained effect: At the end of your turn heal 1d6 hp and one nearby ally gains 6 temporary hit points.

Final Verse: The effect ends immediately, and you may move as a quick action on this turn.

Song of Scorn (Standard action, sustain: 11+, at-will) *[impr.]*

Opening effect: One nearby enemy takes 2d8 psychic damage.

Sustained effect: When the target misses with one of its attacks it takes 4 psychic damage.

Final Verse: The effect ends immediately, and the target is stuck until the start of your next turn.

ICON RELATIONSHIPS

You have 3 points to spend on icon relationships. You can spend all three with a single icon, or split the points between several icons. Icon relationships can be positive, negative, or conflicted.

THE ARCHMAGE

has preserved the Empire for centuries and created astonishing new lands. He has also threatened the fabric of reality with experiments you'd have to be brilliant or hugely arrogant to attempt.

Points spent...	1 point	2 points	3 points
Relationship (pick one)	Positive	Negative	Conflicted

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Points spent...	1 point	2 points	3 points
Relationship (pick one)	Positive	Negative	Conflicted

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Points spent...	1 point	2 points	3 points
Relationship (pick one)	Positive	Negative	Conflicted

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Points spent...	1 point	2 points	3 points
Relationship (pick one)	Positive	Negative	Conflicted

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Points spent...	1 point	2 points	3 points
Relationship (pick one)	Positive	Negative	Conflicted

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Points spent...	1 point	2 points	3 points
Relationship (pick one)	Positive	Negative	Conflicted

THE GREAT GOLD WYRM

is the world's protector and the inspiration for holy orders of paladins and independent heroes. Although the Gold Wyrms' physical form seals the gap that prevents the Abyss from erupting into the world, his dreams and the agents he employs still move through the world, helping those who will fight and even die for what's right.

Points spent...	1 point	2 points	3 points
Relationship (pick one)	Positive	Negative	Conflicted

THE HIGH DRUID

is the champion of the resurgent Wild, and the spiritual and magical leader of spirits of nature and the elements that were chained by the Empire but are now working themselves free. She might be the great force that shakes the Empire to pieces or the hero who destroys the destroyers and points to a new way to live.

Points spent...	1 point	2 points	3 points
Relationship (pick one)	Positive	Negative	Conflicted

THE LICH KING

is the lord of the undead, a fallen tyrant who intends to conquer the Dragon Empire and restore his ancient kingdom. He's not entirely insane and mostly understands that ruling a kingdom is not the same as destroying it.

Points spent...	1 point	2 points	3 points
Relationship (pick one)	Positive	Negative	Conflicted

THE ORC LORD

is a figure of legend. The last time he walked the land the Lich King fell, in part because of the Orc Lord's attack. Who will fall before his hordes this time? Who won't?

Points spent...	1 point	2 points	3 points
Relationship (pick one)	Positive	Negative	Conflicted

THE PRIESTESS

hears all the Gods of Light and speaks for those who please her. She is part oracle, part mystic, and part metaphysical engineer, since she created the Cathedral, an ever-expanding temple with rooms or entire wings for each of the faiths she favors.

Points spent...	1 point	2 points	3 points
Relationship (pick one)	Positive	Negative	Conflicted

THE PRINCE OF SHADOWS

is part thief, part trickster, and part assassin. To some he is a hero; to others a villain. He has squandered the riches of the dwarves, murdered the hopes of a dragon, and plundered the dreams of a god. His exploits have changed the world, but none can tell you his ultimate goals or motives.

Points spent...	1 point	2 points	3 points
Relationship (pick one)	Positive	Negative	Conflicted

THE THREE

were among the first dragons to walk the world. The Red is a living engine of destruction. The Blue is a sorceress, perhaps even the original mother of all sorcery. The Black is queen of shadows and assassins. Unlike the Great Gold Wyrms, who must fight alone, the Three have learned to join forces.

Points spent...	1 point	2 points	3 points
Relationship (pick one)	Positive	Negative	Conflicted

4th LEVEL

TIEFLING HELL-SINGER

NAME:

ONE UNIQUE THING:

ICON RELATIONSHIPS:



BACKGROUNDS:

(+8)

(+7)

(+5)

STR	CON	DEX	INT	WIS	CHA
17	14	14	12	9	17
+3	+2	+2	+1	-1	+3
INITIATIVE		+10			

BASIC ATTACKS

MELEE (TWO-HANDED SCIMITAR) +7 vs AC

Hit: 4d10+3 damage

Miss: 4 damage

RANGED (LONGBOW) +6 vs AC

Hit: 4d8+2 damage

TALENTS

Hell-Bound Heart

You use d12s for recovery dice.

Hell-Singer's Curse *[improved]*

Twice per battle as a free action after you have dropped an enemy, make another basic melee attack using d12s instead of d10s for damage.

Infernal Blood *[improved]*

While staggered add +2d4 fire damage to your miss damage.

HELL-BLOOD FURY!

If you do not start a hex-song this turn, until the end of the turn roll 2d20 for your basic melee attacks and use the best result. If you roll a natural 11+ with both dice and the attack is also a hit then it is a critical hit (double the rolled damage)! Using hell-blood fury ends an active hex-song.

RACIAL POWER

Curse of Chaos. Once per battle when a nearby enemy rolls a natural 1-5 attack or save turn that into a 1 and curse them. The details of a curse are up to you and the GM. Typical curses might deal half damage to themselves with the fumbled attack and being dazed until the end of their next turn, or you getting to make a free hell-blood fury attack against them and also healing the same amount of hp that they lose from the attack.

Feats (already accounted for): Improved Initiative, Song of Scorn, Hell-Singer's Curse, Toughness (extra hit points).

Equipment: Leather armor, Weapons, Lantern, Rope, Adventurer's Kit, 20 gold pieces, Unholy Book of Songs

Armor Class	AC	18	MAX	NOW
Physical Defense	PD	17	HIT POINTS	57
Mental Defense	MD	16	RECOVERIES	8
			RECOVERY VALUE	4D12+2

HEX-SONGS

You can only have one hex-song active at a time. You can end a hex-song as a quick action. Using hell-blood fury ends a hex-song. It requires a save (6+, 11+, or 16+) at the start of your turn to sustain a hex-song or it ends. When a hex-song ends the final verse happens.

Song Of Vitriol (Quick act., sustain 11+, 2x per battle)

Opening & sustained effect: When a nearby non-mook enemy dies you and up to three nearby allies heal 8 hp.

Final Verse: The effect ends immediately, and you gain 12 temporary hp.

Song of Vengeance (Quick action, sustain: 6+, 1x day)

Opening & sustained effect: Any attack against you has a penalty equal to the number of allies in the battle who currently have more hit points than you.

Final Verse: The effect ends immediately, and you or one ally can heal using a recovery.

Song of Vitality (Quick action, sustain: 11+, 1x day)

Opening & sustained effect: At the end of your turn heal 1d6 hp and one nearby ally gains 6 temporary hit points.

Final Verse: The effect ends immediately, and you may move as a quick action on this turn.

Song of Scorn (Standard action, sustain: 11+, at-will)

Opening effect: One nearby enemy takes 2d8 psychic damage.

Sustained effect: When the target misses with one of its attacks it takes 4 psychic damage.

Final Verse: The effect ends immediately, and the target is stuck until the start of your next turn.

ICON RELATIONSHIPS

You have 3 points to spend on icon relationships. You can spend all three with a single icon, or split the points between several icons. Icon relationships can be positive, negative, or conflicted.

THE ARCHMAGE

has preserved the Empire for centuries and created astonishing new lands. He has also threatened the fabric of reality with experiments you'd have to be brilliant or hugely arrogant to attempt.

Points spent...	1 point	2 points	3 points
Relationship (pick one)	Positive	Negative	Conflicted

THE CRUSADER

is the armored fist of the Dark Gods. So long as followers of the Gods of Light stay the hell out of his way, the Crusader turns his wrath against the demons that would destroy the world his own gods want to rule. Follow the Crusader if you must win at any cost.

Points spent...	1 point	2 points	3 points
Relationship (pick one)	Positive	Negative	Conflicted

THE DIABOLIST

controls fiends and tampers with forces even the Archmage avoids. She likes her victims screaming and her chaos pure while claiming that the demons she summons would otherwise overwhelm the Great Gold Wyrms who seals the Abyss. There are two differences between her and her demons: First, she likes keeping destruction personal rather than universal. Second, she's capable of kindness, so long as it comes as a great surprise.

Points spent...	1 point	2 points	3 points
Relationship (pick one)	Positive	Negative	Conflicted

THE DWARF KING

is lord of Forge, the dwarves' new homeland beneath the mountains. He'd love to reclaim the dwarven Underhome lost to war against the dark elves and the creatures of the deeps. But now that the Empire is stumbling, the dwarves find themselves manning the mountain walls that shield the Empire from the orcs and monsters of the north.

Points spent...	1 point	2 points	3 points
Relationship (pick one)	Positive	Negative	Conflicted

THE ELF QUEEN

rules the Court of Stars, the one place where wood elves, dark elves, and high elves come together as peers and allies instead of as rivals or enemies. Honed by centuries of experience, the Queen's innate magic at least equals the Archmage's spells.

Points spent...	1 point	2 points	3 points
Relationship (pick one)	Positive	Negative	Conflicted

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Points spent...	1 point	2 points	3 points
Relationship (pick one)	Positive	Negative	Conflicted

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Points spent...	1 point	2 points	3 points
Relationship (pick one)	Positive	Negative	Conflicted

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Points spent...	1 point	2 points	3 points
Relationship (pick one)	Positive	Negative	Conflicted

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Points spent...	1 point	2 points	3 points
Relationship (pick one)	Positive	Negative	Conflicted

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Points spent...	1 point	2 points	3 points
Relationship (pick one)	Positive	Negative	Conflicted

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Points spent...	1 point	2 points	3 points
Relationship (pick one)	Positive	Negative	Conflicted

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Points spent...	1 point	2 points	3 points
Relationship (pick one)	Positive	Negative	Conflicted

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Points spent...	1 point	2 points	3 points
Relationship (pick one)	Positive	Negative	Conflicted

1st LEVEL

DWARF RANGER

NAME:

ONE UNIQUE THING:

ICON RELATIONSHIPS:



BACKGROUNDS:

(+5)

(+4)

(+2)

STR	CON	DEX	INT	WIS	CHA
14	10	20	8	14	8
+2	+0	+5	-1	+2	+0

INITIATIVE

+10

BASIC ATTACKS

MELEE (TWIN AXES) +6 vs AC

Hit: 1d6+2 damage

Miss: 1 damage

'Natural 2' miss: reroll the attack with the second axe

RANGED (LONGBOW) +6 vs AC

Hit: 1d8+5 damage

Miss: 1 damage

DOUBLE RANGED ATTACK

Instead of making a basic ranged attack you can attempt a double ranged attack. If your first attack roll is a natural even roll you can take a second shot.

R: FIRST SHOT +6 vs AC

Hit: 1d6+5

Miss: 1 damage

Natural Even Roll (hit or miss)...

R: SECOND SHOT +6 vs AC

Hit: 1d6+5 damage

Miss: 1 damage

RACIAL POWER

That's Your Best Shot?

Once per battle as a free action after you have been hit by an enemy attack, you can heal using a recovery. If the escalation die is less than 2, you only get half the usual healing from the recovery. Unlike other recoveries that might allow you to take an average result, you have to roll this one! Note that you can't use this ability if the attack drops you to 0 hp or below. You've got to be on your feet to sneer at their attack and recover.

Feats (already accounted for): Improved Initiative

Equipment: Leather clothing, Weapons, Lantern, Rope, Adventurer's Kit, 20 gold pieces, Ranger's Cloak, Bear Treats

Armor Class	AC	17
Physical Defense	PD	14
Mental Defense	MD	11

MAX POW

HIT
POINTS

21

RECOVERIES

10

RECOVERY
VALUE

1D8

BEAR COMPANION

It gets a standard action and a move each turn. (Yes, you can ride it.)

NAME:

Initiative: Acts immediately after the ranger

Bear attack +5 vs AC

Hit: 1d8 damage

AC 16

PD 14 HP 20

MD 10

Healing: If you heal using a recovery and your bear is next to you it also gains the benefit of the recovery. The bear can also be healed normally (magic, potions, etc).

You can call a new bear outside of battle if your bear dies.

Vitality (spirit link)

Once per day as a quick action that you use, the bear can heal using one of your recoveries.

ICON RELATIONSHIPS

You have 3 points to spend on icon relationships. You can spend all three with a single icon, or split the points between several icons. Icon relationships can be positive, negative, or conflicted.

THE ARCHMAGE

has preserved the Empire for centuries and created astonishing new lands. He has also threatened the fabric of reality with experiments you'd have to be brilliant or hugely arrogant to attempt.

Points spent...	1 point	2 points	3 points
Relationship (pick one)	Positive	Negative	Conflicted

THE CRUSADER

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Points spent...	1 point	2 points	3 points
Relationship (pick one)	Positive	Negative	Conflicted

THE DIABOLIST

controls fiends and tampers with forces even the Archmage avoids. She likes her victims screaming and her chaos pure while claiming that the demons she summons would otherwise overwhelm the Great Gold Wyrms who seals the Abyss. There are two differences between her and her demons: First, she likes keeping destruction personal rather than universal. Second, she's capable of kindness, so long as it comes as a great surprise.

Points spent...	1 point	2 points	3 points
Relationship (pick one)	Positive	Negative	Conflicted

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Points spent...	1 point	2 points	3 points
Relationship (pick one)	Positive	Negative	Conflicted

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Points spent...	1 point	2 points	3 points
Relationship (pick one)	Positive	Negative	Conflicted

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Points spent...	1 point	2 points	3 points
Relationship (pick one)	Positive	Negative	Conflicted

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Points spent...	1 point	2 points	3 points
Relationship (pick one)	Positive	Negative	Conflicted

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Points spent...	1 point	2 points	3 points
Relationship (pick one)	Positive	Negative	Conflicted

THE LICH KING

is the lord of the undead, a fallen tyrant who intends to conquer the Dragon Empire and restore his ancient kingdom. He's not entirely insane and mostly understands that ruling a kingdom is not the same as destroying it.

Points spent...	1 point	2 points	3 points
Relationship (pick one)	Positive	Negative	Conflicted

THE ORC LORD

is a figure of legend. The last time he walked the land the Lich King fell, in part because of the Orc Lord's attack. Who will fall before his hordes this time? Who won't?

Points spent...	1 point	2 points	3 points
Relationship (pick one)	Positive	Negative	Conflicted

THE PRIESTESS

hears all the Gods of Light and speaks for those who please her. She is part oracle, part mystic, and part metaphysical engineer, since she created the Cathedral, an ever-expanding temple with rooms or entire wings for each of the faiths she favors.

Points spent...	1 point	2 points	3 points
Relationship (pick one)	Positive	Negative	Conflicted

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Points spent...	1 point	2 points	3 points
Relationship (pick one)	Positive	Negative	Conflicted

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Points spent...	1 point	2 points	3 points
Relationship (pick one)	Positive	Negative	Conflicted

2ND LEVEL

DWARF RANGER

NAME:

ONE UNIQUE THING:

ICON RELATIONSHIPS:



BACKGROUNDS:
(+6)

(+5)

(+3)

STR	CON	DEX	INT	WIS	CHA
14	10	20	8	14	8
+2	+0	+5	-1	+2	+0
INITIATIVE		+11			

BASIC ATTACKS

MELEE (TWIN AXES) +7 vs AC

Hit: 2d6+2 damage

Miss: 2 damage

'Natural 2' miss: reroll the attack with the second axe

RANGED (LONGBOW) +7 vs AC

Hit: 2d8+5 damage

Miss: 2 damage

DOUBLE RANGED ATTACK

Instead of making a basic ranged attack you can attempt a double ranged attack. If your first attack roll is a natural even roll you can take a second shot.

R: FIRST SHOT +7 vs AC

Hit: 2d6+5

Miss: 2 damage

Natural Even Roll (hit or miss)...

R: SECOND SHOT +7 vs AC

Hit: 2d6+5 damage

Miss: 2 damage

RACIAL POWER

That's Your Best Shot?

Once per battle as a free action after you have been hit by an enemy attack, you can heal using a recovery. If the escalation die is less than 2, you only get half the usual healing from the recovery. Unlike other recoveries that might allow you to take an average result, you have to roll this one! Note that you can't use this ability if the attack drops you to 0 hp or below. You've got to be on your feet to sneer at their attack and recover.

Feats (already accounted for): Improved Initiative, Toughness

Equipment: Leather clothing, Weapons, Lantern, Rope, Adventurer's Kit, 20 gold pieces, Ranger's Cloak, Bear Treats

Armor Class	A C	18	MAX	HP
Physical Defense	P D	15	HIT POINTS	31
Mental Defense	M D	12	RECOVERIES	10
			RECOVERY VALUE	2D8

BEAR COMPANION

It gets a standard action and a move each turn. (Yes, you can ride it.)

NAME:

Initiative: Acts immediately after the ranger

Bear attack +6 vs AC

Hit: 1d10 damage and the bear gains 1 temporary hp

AC 17

PD 15 HP 27

MD 11

Healing: If you heal using a recovery and your bear is next to you it also gains the benefit of the recovery. The bear can also be healed normally (magic, potions, etc). You can call a new bear outside of battle if your bear dies.

Vitality (spirit link) *[improved]*

Twice per day as a quick action that you use, the bear can heal using one of your recoveries.

ICON RELATIONSHIPS

You have 3 points to spend on icon relationships. You can spend all three with a single icon, or split the points between several icons. Icon relationships can be positive, negative, or conflicted.

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Points spent...	1 point	2 points	3 points
Relationship (pick one)	Positive	Negative	Conflicted

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Points spent...	1 point	2 points	3 points
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Relationship (pick one)	Positive	Negative	Conflicted

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Points spent...	1 point	2 points	3 points
Relationship (pick one)	Positive	Negative	Conflicted

3RD LEVEL

DWARF RANGER

NAME:

ONE UNIQUE THING:

ICON RELATIONSHIPS:



BACKGROUNDS:

(+7)

(+6)

(+4)

STR	CON	DEX	INT	WIS	CHA
14	10	20	8	14	8
+2	+0	+5	-1	+2	+0
INITIATIVE		+12			

BASIC ATTACKS

MELEE (TWIN AXES) +8 vs AC

Hit: 3d6+2 damage

Miss: 3 damage

'Natural 2' miss: reroll the attack with the second axe

RANGED (LONGBOW) +8 vs AC

Hit: 3d8+5 damage

Miss: 3 damage

DOUBLE RANGED ATTACK

Instead of making a basic ranged attack you can attempt a double ranged attack. If your first attack roll is a natural even roll you can take a second shot.

R: FIRST SHOT +8 vs AC

Hit: 3d6+5

Miss: 3 damage

Natural Even Roll (hit or miss)...

R: SECOND SHOT +8 vs AC

Hit: 3d6+5 damage

Miss: 3 damage

RACIAL POWER

That's Your Best Shot?

Once per battle as a free action after you have been hit by an enemy attack, you can heal using a recovery. If the escalation die is less than 2, you only get half the usual healing from the recovery. Unlike other recoveries that might allow you to take an average result, you have to roll this one! Note that you can't use this ability if the attack drops you to 0 hp or below. You've got to be on your feet to sneer at their attack and recover.

Feats (already accounted for): Improved Initiative, Toughness, Strong Recovery

Equipment: Leather clothing, Weapons, Lantern, Rope, Adventurer's Kit, 20 gold pieces, Ranger's Cloak, Bear Treats

A	19	MAX	NOW
C			
P	16	HIT	
D		POINTS	38
M	13	RECOVERIES	10
D			
		RECOVERY	3D8
		VALUE	reroll lowest d8

BEAR COMPANION

It gets a standard action and a move each turn. (Yes, you can ride it.)

NAME:

Initiative: Acts immediately after the ranger

Bear attack +7 vs AC

Hit: 2d6 damage and the bear gains 2 temporary hp

AC 18

PD 16 HP 36

MD 12

Healing: If you heal using a recovery and your bear is next to you it also gains the benefit of the recovery. The bear can also be healed normally (magic, potions, etc). You can call a new bear outside of battle if your bear dies.

Vitality (spirit link) *[improved]*

Twice per day as a quick action that you use, the bear can heal using one of your recoveries. When you use vitality, until the end of the battle or the bear hits 0 hit points or fewer it also heals hp equal to your wisdom modifier (2) at the start of each of your turns.

ICON RELATIONSHIPS

You have 3 points to spend on icon relationships. You can spend all three with a single icon, or split the points between several icons. Icon relationships can be positive, negative, or conflicted.

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Points spent...	1 point	2 points	3 points
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Points spent...	1 point	2 points	3 points
Relationship (pick one)	Positive	Negative	Conflicted

THE DWARF KING

is lord of Forge, the dwarves' new homeland beneath the mountains. He'd love to reclaim the dwarven Underhome lost to war against the dark elves and the creatures of the deeps. But now that the Empire is stumbling, the dwarves find themselves manning the mountain walls that shield the Empire from the orcs and monsters of the north.

Points spent...	1 point	2 points	3 points
Relationship (pick one)	Positive	Negative	Conflicted

THE ELF QUEEN

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Points spent...	1 point	2 points	3 points
Relationship (pick one)	Positive	Negative	Conflicted

THE EMPEROR

rules the world's greatest human kingdom, known as the Dragon Empire for the mounts of its mightiest warriors. All the signs suggest that the age is turning, but will the Empire fall or shift to a new balance?

Points spent...	1 point	2 points	3 points
Relationship (pick one)	Positive	Negative	Conflicted

THE GREAT GOLD WYRM

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Points spent...	1 point	2 points	3 points
Relationship (pick one)	Positive	Negative	Conflicted

THE HIGH DRUID

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Points spent...	1 point	2 points	3 points
Relationship (pick one)	Positive	Negative	Conflicted

THE LICH KING

is the lord of the undead, a fallen tyrant who intends to conquer the Dragon Empire and restore his ancient kingdom. He's not entirely insane and mostly understands that ruling a kingdom is not the same as destroying it.

Points spent...	1 point	2 points	3 points
Relationship (pick one)	Positive	Negative	Conflicted

THE ORC LORD

is a figure of legend. The last time he walked the land the Lich King fell, in part because of the Orc Lord's attack. Who will fall before his hordes this time? Who won't?

Points spent...	1 point	2 points	3 points
Relationship (pick one)	Positive	Negative	Conflicted

THE PRIESTESS

hears all the Gods of Light and speaks for those who please her. She is part oracle, part mystic, and part metaphysical engineer, since she created the Cathedral, an ever-expanding temple with rooms or entire wings for each of the faiths she favors.

Points spent...	1 point	2 points	3 points
Relationship (pick one)	Positive	Negative	Conflicted

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Points spent...	1 point	2 points	3 points
Relationship (pick one)	Positive	Negative	Conflicted

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Points spent...	1 point	2 points	3 points
Relationship (pick one)	Positive	Negative	Conflicted

4th LEVEL

DWARF RANGER

NAME:

ONE UNIQUE THING:

ICON RELATIONSHIPS:



BACKGROUNDS:

(+8)

(+7)

(+5)

STR	CON	DEX	INT	WIS	CHA
15	10	21	8	15	8
+2	+0	+5	-1	+2	+0
INITIATIVE		+13			

BASIC ATTACKS

MELEE (TWIN AXES) +9 vs AC

Hit: 4d6+2 damage

Miss: 4 damage

'Natural 2' miss: reroll the attack with the second axe

RANGED (LONGBOW) +9 vs AC

Hit: 4d8+5 damage

Miss: 4 damage

Armor Class	AC	19	MAX	HP
Physical Defense	PD	16	HIT POINTS	45
Mental Defense	MD	13	RECOVERIES	10
RECOVERY VALUE			4D8	reroll lowest d8

DOUBLE RANGED ATTACK *[impr.]*

Instead of making a basic ranged attack you can attempt a double ranged attack. If your first attack roll is a natural even roll you can take a second shot.

R: FIRST SHOT +9 vs AC

Hit: 4d6+5

Miss: 4 damage

Natural Even Roll (hit or miss)...

R: SECOND SHOT +9 vs AC (or +11 vs AC if against a different target from the first shot)

Hit: 4d6+5 damage

Miss: 4 damage

RACIAL POWER

That's Your Best Shot?

Once per battle as a free action after you have been hit by an enemy attack, you can heal using a recovery. If the escalation die is less than 2, you only get half the usual healing from the recovery. Unlike other recoveries that might allow you to take an average result, you have to roll this one! Note that you can't use this ability if the attack drops you to 0 hp or below. You've got to be on your feet to sneer at their attack and recover.

Feats (already accounted for): Improved Initiative, Toughness, Strong Recovery, Double Ranged Attack

Equipment: Leather clothing, Weapons, Lantern, Rope, Adventurer's Kit, 20 gold pieces, Ranger's Cloak, Bear Treats

BEAR COMPANION

It gets a standard action and a move each turn. (Yes, you can ride it.)

NAME:

Initiative: Acts immediately after the ranger

Bear attack +9 vs AC

Hit: 3d6 damage and the bear gains 3 temporary hp

AC 19

PD 17 HP 45

MD 13

Healing: If you heal using a recovery and your bear is next to you it also gains the benefit of the recovery. The bear can also be healed normally (magic, potions, etc). You can call a new bear outside of battle if your bear dies.

Vitality (spirit link)

Twice per day as a quick action that you use, the bear can heal using one of your recoveries. When you use *vitality*, until the end of the battle or the bear hits 0 hit points or fewer it also heals hp equal to your wisdom modifier (2) at the start of each of your turns.

ICON RELATIONSHIPS

You have 3 points to spend on icon relationships. You can spend all three with a single icon, or split the points between several icons. Icon relationships can be positive, negative, or conflicted.

THE ARCHMAGE

has preserved the Empire for centuries and created astonishing new lands. He has also threatened the fabric of reality with experiments you'd have to be brilliant or hugely arrogant to attempt.

Points spent...	1 point	2 points	3 points
Relationship (pick one)	Positive	Negative	Conflicted

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Relationship (pick one)	Positive	Negative	Conflicted

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Points spent...	1 point	2 points	3 points
Relationship (pick one)	Positive	Negative	Conflicted

1st LEVEL
WOOD ELF DRUID
NAME:

ONE UNIQUE THING:

ICON RELATIONSHIPS:



BACKGROUNDS:
(+5)

(+4)

(+2)

STR	CON	DEX	INT	WIS	CHA
18	14	14	10	12	10
+4	+2	+2	+0	+1	+0
INITIATIVE		+3			

BASIC ATTACKS

MELEE (UNARMED) +3 vs AC

Hit: 1d3+4 damage

BUT... You can shift into beast form at will!

RANGED (SLING) +3 vs AC

Hit: 1d4+2 damage

Armor Class	AC	13	MAX	NOW
Physical Defense	PD	14	HIT POINTS	24
Mental Defense	MD	11	RECOVERIES	8
			RECOVERY VALUE	1D10+2

REGENERATION

(once per battle, and once per day twice per battle)

Close-quarters spell—Interrupt action or quick action

Target: One nearby ally (with an interrupt action); or you (with a quick action)

Trigger (for targeted ally): One of your allies starts its turn

Effect: The target heals using a recovery, rolling recovery dice as normal, but heals only half (rounding down) the amount of healing rolled. At the start of the target's *next* turn, the target heals using a free recovery, but heals only half (rounding down) the amount rolled—the first recovery spent continues to fuel the *regeneration* effect. After the target heals this second time, it rolls a normal save to see if the *regeneration* spell will continue. If the save fails, the *regeneration* spell ends. If the save succeeds, the *regeneration* spell continues and the target will heal using a free recovery for half hit points again at the start of its next turn, and then roll another save to see if the *regeneration* continues, and so on.

Special: The save to continue the *regeneration* effect becomes a hard save (16+) if the target is at maximum hit points or if the target has dropped to 0 hit points or below while the *regeneration* is in effect.

Special: You can only have one *regeneration* or *greater regeneration* spell on you at a time. A second spell cast on you cancels the first.

RACIAL POWER

ELVEN GRACE

At the start of each of your turns, roll a die to see if you get an extra standard action. If your roll is equal to or lower than the escalation die, you get an extra standard action that turn. At the start of battle, you roll a d6. Each time you successfully gain an extra action, the size of the die you roll increases by one step on the following progression: (d4), d6, d8, d10, d12, d20. If you get an extra action after rolling a d20, you can't get any more extra actions that battle.

Feats (already accounted for): Scout Form

Equipment: fur cloak, loincloth, foot-wrappings, adventurer's kit, 20 gold pieces worth of uncut gems, sling and smooth river stones

SHIFTER

SCOUT FORM

(once per day transformation)

You turn into an animal useful for scouting and sneaking about: a sparrow, a cat, a rat, a rabbit, a big earthworm, etc. While in scout form you can't talk, can't use magic items, can't fight, and attacks against you hit unless they roll a natural 1. While in your animal form you gain a new temporary background related to your new form of 2 to 6 (1d6 counting a 1 as a 2).

BEAST FORM

(At-will quick action transformation)

You turn into a dangerous beast!

BEAST FORM ATTACK +5 vs AC

Natural even hit: 1d10+4 damage

Natural odd hit: 1d6+4 damage

Miss: Repeat the attack against the same or different target, but with no miss effect.

WOLVERINE ASPECT

(Daily, quick action, while in beast aspect) Recharge 16+

Until the end of the battle, when your melee attacks hit an enemy that has more hit points than you, the target takes 1d6 extra damage from the hit. While in this aspect you gain a +2 bonus to all defenses. You can also rally once this battle as a quick action instead of a standard action.

ICON RELATIONSHIPS

You have 3 points to spend on icon relationships. You can spend all three with a single icon, or split the points between several icons. Icon relationships can be positive, negative, or conflicted.

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Points spent...	1 point	2 points	3 points
Relationship (pick one)	Positive	Negative	Conflicted

2ND LEVEL

WOOD ELF DRUID

NAME:

ONE UNIQUE THING:

ICON RELATIONSHIPS:



BACKGROUNDS:

(+6)

(+5)

(+3)

STR	CON	DEX	INT	WIS	CHA
18	14	14	10	12	10
+4	+2	+2	+0	+1	+0
INITIATIVE		+4			

BASIC ATTACKS

MELEE (UNARMED) +4 vs AC

Hit: 1d6+4 damage

BUT... You can shift into beast form at will!

RANGED (SLING) +4 vs AC

Hit: 2d4+2 damage

REGENERATION

(once per battle, and once per day twice per battle)

Close-quarters spell—Interrupt action or quick action

Target: One nearby ally (with an interrupt action); or you (with a quick action)

Trigger (for targeted ally): One of your allies starts its turn

Effect: The target heals using a recovery, rolling recovery dice as normal, but heals only half (rounding down) the amount of healing rolled. At the start of the target's *next* turn, the target heals using a free recovery, but heals only half (rounding down) the amount rolled—the first recovery spent continues to fuel the *regeneration* effect. After the target heals this second time, it rolls a normal save to see if the *regeneration* spell will continue. If the save fails, the *regeneration* spell ends. If the save succeeds, the *regeneration* spell continues and the target will heal using a free recovery for half hit points again at the start of its next turn, and then roll another save to see if the *regeneration* continues, and so on.

Special: The save to continue the *regeneration* effect becomes a hard save (16+) if the target is at maximum hit points or if the target has dropped to 0 hit points or below while the *regeneration* is in effect.

Special: You can only have one *regeneration* or *greater regeneration* spell on you at a time. A second spell cast on you cancels the first.

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Feats (already accounted for): Scout Form, Wolverine Aspect

Equipment: fur cloak, loincloth, foot-wrappings, adventurer's kit, 20 gold pieces worth of uncut gems, sling and smooth river stones

Armor Class	A C	14			MAX	NOW
Physical Defense	P D	15	HIT POINTS	32		
Mental Defense	M D	12	RECOVERIES	8		
			RECOVERY VALUE		2D10+2	

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SCOUT FORM

(once per day transformation)

You turn into an animal useful for scouting and sneaking about: a sparrow, a cat, a rat, a rabbit, a big earthworm, etc. While in scout form you can't talk, can't use magic items, can't fight, and attacks against you hit unless they roll a natural 1. While in your animal form you gain a new temporary background related to your new form of 2 to 6 (1d6 counting a 1 as a 2).

BEAST FORM

(At-will quick action transformation)

You turn into a dangerous beast! While in this form you gain bonuses and benefits from magic items

BEAST FORM ATTACK +6 vs AC

Natural even hit: 2d10+4 damage

Natural odd hit: 2d6+4 damage

Miss: Repeat the attack against the same or different target, but with no miss effect.

WOLVERINE ASPECT *[improved]*

(2x per day, quick action, while in beast aspect) **Recharge 16+**
Until the end of the battle, when your melee attacks hit an enemy that has more hit points than you, the target takes 1d8 extra damage from the hit. While in this aspect you gain a +2 bonus to all defenses. You can also rally once this battle as a quick action instead of a standard action.

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Points spent...	1 point	2 points	3 points
Relationship (pick one)	Positive	Negative	Conflicted

3RD LEVEL

WOOD ELF DRUID

NAME:

ONE UNIQUE THING:

ICON RELATIONSHIPS:



BACKGROUNDS:

(+7)

(+6)

(+4)

STR	CON	DEX	INT	WIS	CHA
18	14	14	10	12	10
+4	+2	+2	+0	+1	+0
INITIATIVE		+5			

BASIC ATTACKS

MELEE (UNARMED) +5 VS AC

Hit: 3d3+4 damage

BUT... You can shift into beast form at will!

RANGED (SLING) +5 VS AC

Hit: 3d4+2 damage

REGENERATION *[improved]*

(2x per battle, and once each day 3x per battle)

Close-quarters spell—Interrupt action or quick action

Target: One nearby ally (with an interrupt action); or you (with a quick action)

Trigger (for targeted ally): One of your allies starts its turn

Effect: The target heals using a recovery, rolling recovery dice as normal, but heals only half (rounding down) the amount of healing rolled. At the start of the target's *next* turn, the target heals using a free recovery, but heals only half (rounding down) the amount rolled—the first recovery spent continues to fuel the *regeneration* effect. After the target heals this second time, it rolls a normal save to see if the *regeneration* spell will continue. If the save fails, the *regeneration* spell ends. If the save succeeds, the *regeneration* spell continues and the target will heal using a free recovery for half hit points again at the start of its next turn, and then roll another save to see if the *regeneration* continues, and so on.

Special: The save to continue the *regeneration* effect becomes a hard save (16+) if the target is at maximum hit points or if the target has dropped to 0 hit points or below while the *regeneration* is in effect.

Special: You can only have one *regeneration* or *greater regeneration* spell on you at a time. A second spell cast on you cancels the first.

RACIAL POWER

ELVEN GRACE

At the start of each of your turns, roll a die to see if you get an extra standard action. If your roll is equal to or lower than the escalation die, you get an extra standard action that turn. At the start of battle, you roll a d6. Each time you successfully gain an extra action, the size of the die you roll increases by one step on the following progression: (d4), d6, d8, d10, d12, d20. If you get an extra action after rolling a d20, you can't get any more extra actions that battle.

Feats (already accounted for): Scout Form, Wolverine Aspect, Beast Attack

Equipment: fur cloak, loincloth, foot-wrappings, adventurer's kit, 20 gold pieces worth of uncut gems, sling and smooth river stones

Armor Class	A C	15		MAX	NOW
Physical Defense	P D	16	HIT POINTS	40	
Mental Defense	M D	13	RECOVERIES	8	
			RECOVERY VALUE	3D10+2	

SHIFTER

SCOUT FORM

(once per day transformation)

You turn into an animal useful for scouting and sneaking about: a sparrow, a cat, a rat, a rabbit, a big earthworm, etc. While in scout form you can't talk, can't use magic items, can't fight, and attacks against you hit unless they roll a natural 1. While in your animal form you gain a new temporary background related to your new form of 2 to 6 (1d6 counting a 1 as a 2).

BEAST FORM

(At-will quick action transformation)

You turn into a dangerous beast! While in this form you gain bonuses and benefits from magic items

BEAST FORM ATTACK +7 VS AC

Natural even hit: 3d10+4 damage

Natural odd hit: 3d6+4 damage

Miss: Repeat the attack against the same or different target, dealing 3 damage on a miss.

WOLVERINE ASPECT *[improved]*

(3x per day, quick action, while in beast aspect) **Recharge 16+** Until the end of the battle, when your melee attacks hit an enemy that has more hit points than you, the target takes 1d8 extra damage from the hit. While in this aspect you gain a +2 bonus to all defenses. You can also rally once this battle as a quick action instead of a standard action.

ICON RELATIONSHIPS

You have 3 points to spend on icon relationships. You can spend all three with a single icon, or split the points between several icons. Icon relationships can be positive, negative, or conflicted.

THE ARCHMAGE

has preserved the Empire for centuries and created astonishing new lands. He has also threatened the fabric of reality with experiments you'd have to be brilliant or hugely arrogant to attempt.

Points spent...	1 point	2 points	3 points
Relationship (pick one)	Positive	Negative	Conflicted

THE CRUSADER

is the armored fist of the Dark Gods. So long as followers of the Gods of Light stay the hell out of his way, the Crusader turns his wrath against the demons that would destroy the world his own gods want to rule. Follow the Crusader if you must win at any cost.

Points spent...	1 point	2 points	3 points
Relationship (pick one)	Positive	Negative	Conflicted

THE DIABOLIST

controls fiends and tampers with forces even the Archmage avoids. She likes her victims screaming and her chaos pure while claiming that the demons she summons would otherwise overwhelm the Great Gold Wyrms who seals the Abyss. There are two differences between her and her demons: First, she likes keeping destruction personal rather than universal. Second, she's capable of kindness, so long as it comes as a great surprise.

Points spent...	1 point	2 points	3 points
Relationship (pick one)	Positive	Negative	Conflicted

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is lord of Forge, the dwarves' new homeland beneath the mountains. He'd love to reclaim the dwarven Underhome lost to war against the dark elves and the creatures of the deeps. But now that the Empire is stumbling, the dwarves find themselves manning the mountain walls that shield the Empire from the orcs and monsters of the north.

Points spent...	1 point	2 points	3 points
Relationship (pick one)	Positive	Negative	Conflicted

THE ELF QUEEN

rules the Court of Stars, the one place where wood elves, dark elves, and high elves come together as peers and allies instead of as rivals or enemies. Honed by centuries of experience, the Queen's innate magic at least equals the Archmage's spells.

Points spent...	1 point	2 points	3 points
Relationship (pick one)	Positive	Negative	Conflicted

THE EMPEROR

rules the world's greatest human kingdom, known as the Dragon Empire for the mounts of its mightiest warriors. All the signs suggest that the age is turning, but will the Empire fall or shift to a new balance?

Points spent...	1 point	2 points	3 points
Relationship (pick one)	Positive	Negative	Conflicted

THE GREAT GOLD WYRM

is the world's protector and the inspiration for holy orders of paladins and independent heroes. Although the Gold Wyrms' physical form seals the gap that prevents the Abyss from erupting into the world, his dreams and the agents he employs still move through the world, helping those who will fight and even die for what's right.

Points spent...	1 point	2 points	3 points
Relationship (pick one)	Positive	Negative	Conflicted

THE HIGH DRUID

is the champion of the resurgent Wild, and the spiritual and magical leader of spirits of nature and the elements that were chained by the Empire but are now working themselves free. She might be the great force that shakes the Empire to pieces or the hero who destroys the destroyers and points to a new way to live.

Points spent...	1 point	2 points	3 points
Relationship (pick one)	Positive	Negative	Conflicted

THE LICH KING

is the lord of the undead, a fallen tyrant who intends to conquer the Dragon Empire and restore his ancient kingdom. He's not entirely insane and mostly understands that ruling a kingdom is not the same as destroying it.

Points spent...	1 point	2 points	3 points
Relationship (pick one)	Positive	Negative	Conflicted

THE ORC LORD

is a figure of legend. The last time he walked the land the Lich King fell, in part because of the Orc Lord's attack. Who will fall before his hordes this time? Who won't?

Points spent...	1 point	2 points	3 points
Relationship (pick one)	Positive	Negative	Conflicted

THE PRIESTESS

hears all the Gods of Light and speaks for those who please her. She is part oracle, part mystic, and part metaphysical engineer, since she created the Cathedral, an ever-expanding temple with rooms or entire wings for each of the faiths she favors.

Points spent...	1 point	2 points	3 points
Relationship (pick one)	Positive	Negative	Conflicted

THE PRINCE OF SHADOWS

is part thief, part trickster, and part assassin. To some he is a hero; to others a villain. He has squandered the riches of the dwarves, murdered the hopes of a dragon, and plundered the dreams of a god. His exploits have changed the world, but none can tell you his ultimate goals or motives.

Points spent...	1 point	2 points	3 points
Relationship (pick one)	Positive	Negative	Conflicted

THE THREE

were among the first dragons to walk the world. The Red is a living engine of destruction. The Blue is a sorceress, perhaps even the original mother of all sorcery. The Black is queen of shadows and assassins. Unlike the Great Gold Wyrms, who must fight alone, the Three have learned to join forces.

Points spent...	1 point	2 points	3 points
Relationship (pick one)	Positive	Negative	Conflicted

4th LEVEL

WOOD ELF DRUID

NAME:

ONE UNIQUE THING:

ICON RELATIONSHIPS:



BACKGROUNDS:
(+8)

(+7)

(+5)

STR	CON	DEX	INT	WIS	CHA
18	15	15	10	13	10
+4	+2	+2	+0	+1	+0
INITIATIVE		+6			

BASIC ATTACKS

MELEE (UNARMED) +6 VS AC

Hit: 2d6+4 damage

BUT... You can shift into beast form at will!

RANGED (SLING) +6 VS AC

Hit: 4d4+2 damage

Armor Class	AC	16	MAX NOW	
Physical Defense	PD	17	HIT POINTS	48
Mental Defense	MD	14	RECOVERIES	8
			RECOVERY VALUE	4D10+2

REGENERATION *[improved]*

(2x per battle, and twice each day 3x per battle)

Close-quarters spell—Interrupt action or quick action

Target: One nearby ally (with an interrupt action); or you (with a quick action)

Trigger (for targeted ally): One of your allies starts its turn

Effect: The target heals using a recovery, rolling recovery dice as normal, but heals only half (rounding down) the amount of healing rolled. At the start of the target's *next* turn, the target heals using a free recovery, but heals only half (rounding down) the amount rolled—the first recovery spent continues to fuel the *regeneration* effect. After the target heals this second time, it rolls a normal save to see if the *regeneration* spell will continue. If the save fails, the *regeneration* spell ends. If the save succeeds, the *regeneration* spell continues and the target will heal using a free recovery for half hit points again at the start of its next turn, and then roll another save to see if the *regeneration* continues, and so on.

Special: The save to continue the *regeneration* effect becomes a hard save (16+) if the target is at maximum hit points or if the target has dropped to 0 hit points or below while the *regeneration* is in effect.

Special: You can only have one *regeneration* or *greater regeneration* spell on you at a time. A second spell cast on you cancels the first.

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ELVEN GRACE

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(At-will quick action transformation)

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BEAST FORM ATTACK +8 VS AC

Natural even hit: 4d10+4 damage

Natural odd hit: 4d6+4 damage

Miss: Repeat the attack against the same or different target, dealing 4 damage on a miss.

WOLVERINE ASPECT *[improved]*

(3x per day, quick action, while in beast aspect) **Recharge 16+**

Until the end of the battle, when your melee attacks hit an enemy that has more hit points than you, the target takes 1d10 extra damage from the hit. While in this aspect you gain a +2 bonus to all defenses. You can also rally once this battle as a quick action instead of a standard action.

Feats (already accounted for): Scout Form, Wolverine Aspect, Beast Attack, Wild Healer

Equipment: fur cloak, loincloth, foot-wrappings, adventurer's kit, 20 gold pieces worth of uncut gems, sling and smooth river stones

ICON RELATIONSHIPS

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Points spent...	1 point	2 points	3 points
Relationship (pick one)	Positive	Negative	Conflicted

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Points spent...	1 point	2 points	3 points
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Points spent...	1 point	2 points	3 points
Relationship (pick one)	Positive	Negative	Conflicted

1st LEVEL

HUMAN WIZARD

NAME:

ONE UNIQUE THING:

ICON RELATIONSHIPS:



BACKGROUNDS:
(+5)

(+4)

(+2)

STR	CON	DEX	INT	WIS	CHA
8	14	8	20	12	12
-1	+2	-1	+5	+1	+1
INITIATIVE		+0			

BASIC ATTACKS

MELEE (STAFF) +0 vs AC

Hit: 1d6-1 damage

Miss: 1 damage

RANGED (THROWING KNIFE) +0 vs AC

Hit: 1d4-1 damage

Armor Class	AC	12	MAX	NOW
Physical Defense	PD	10	HIT POINTS	24
Mental Defense	MD	14	RECOVERIES	8
			RECOVERY VALUE	1D6+2

TALENTS & CLASS FEATURES

Cantrips & Cantrip Mastery

Cantrips are at-will spells for you. In battle if you cast a cantrip and roll a save (11+) it does something useful.

Evocation

Once per battle maximize the damage roll of a spell.

Wizard's Familiar (*talking winged cat*)

You have a winged cat familiar. It can talk, fly, and scout ahead for you. Familiars can't fight, and are not valid targets for damage.

Ritual Casting

Cast a spell you know as an hour-long ritual.

RACIAL POWERS

Bonus Feat

Humans get an extra feat at 1st level.

Factotum (Jack of All Trades)

Each day, once per background, reroll a failed skill check.

SPELL LIST

	Spell Level
Utility Spell (daily multi-use spell)	1 st
Acid Arrow (daily attack spell)	1 st
Blur (daily defense spell)	1 st
Charm Person (daily influence spell)	1 st
Magic missile (at-will attack spell)	1 st

CANTRIPS

Alarm (warns you of trouble)
Arcane Mark (creates a glowing magical mark)
Ghost Sound (magical ventriloquism and mimicry)
Knock (opens doors, requires an Int roll vs difficulty)
Light (Create a glowing light on a staff or a light that hovers about, candle-dim or lantern-bright)
Mage-Hand (minor telekinetic effect)
Mending (mends an item)
Prestidigitation (magical tricks and minor illusions)
Spark (light a camp fire, set fire to straw)

Feats (already accounted for): Extra Familiar Ability, Magic Missile

Equipment: Robes, Weapons, Adventurer's Kit, 20 gold pieces, Spell Book, Cat Food, Pouches full of interesting stuff

ICON RELATIONSHIPS

You have 3 points to spend on icon relationships. You can spend all three with a single icon, or split the points between several icons. Icon relationships can be positive, negative, or conflicted.

THE ARCHMAGE

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Relationship (pick one)	Positive	Negative	Conflicted

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Points spent...	1 point	2 points	3 points
Relationship (pick one)	Positive	Negative	Conflicted

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Points spent...	1 point	2 points	3 points
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Points spent...	1 point	2 points	3 points
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Points spent...	1 point	2 points	3 points
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THE THREE

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Points spent...	1 point	2 points	3 points
Relationship (pick one)	Positive	Negative	Conflicted

2ND LEVEL
HUMAN WIZARD
 NAME:

ONE UNIQUE THING:

ICON RELATIONSHIPS:



BACKGROUNDS:
 (+6)

(+5)

(+3)

STR	CON	DEX	INT	WIS	CHA
8	14	8	20	12	12
-1	+2	-1	+5	+1	+1
INITIATIVE		+1			

BASIC ATTACKS

MELEE (STAFF) +1 vs AC

Hit: 2d6-1 damage

Miss: 2 damage

RANGED (THROWING KNIFE) +1 vs AC

Hit: 2d4-1 damage

A	13
C	
P	11
D	
M	15
D	

A
C

P
D

M
D

MAX NOW

HIT
POINTS

RECOVERIES

RECOVERY
VALUE

32	
8	

2D6+2

TALENTS & CLASS FEATURES

Cantrips & Cantrip Mastery

Cantrips are at-will spells for you. In battle if you cast a cantrip and roll a save (11+) it does something useful.

Evocation

Once per battle maximize the damage roll of a spell.

Wizard's Familiar (*talking winged cat*)

You have a winged cat familiar. It can talk, fly, and scout ahead for you. Familiars can't fight, and are not valid targets for damage.

Ritual Casting

Cast a spell you know as an hour-long ritual.

RACIAL POWERS

Bonus Feat

Humans get an extra feat at 1st level.

Factotum (Jack of All Trades)

Each day, once per background, reroll a failed skill check.

SPELL LIST

Spell	Level
Utility Spell (twice daily multi-use spell)	1 st <i>[impl]</i>
Acid Arrow (daily attack spell)	1 st
Blur (daily defense spell)	1 st
Charm Person (daily influence spell)	1 st
Magic missile (at-will attack spell)	1 st
Shocking Grasp (at-will attack spell)	1 st <i>[new]</i>

CANTRIPS

Alarm (warns you of trouble)
Arcane Mark (creates a glowing magical mark)
Ghost Sound (magical ventriloquism and mimicry)
Knock (opens doors, requires an Int roll vs difficulty)
Light (Create a glowing light on a staff or a light that hovers about, candle-dim or lantern-bright)
Mage-Hand (minor telekinetic effect)
Mending (mends an item)
Prestidigitation (magical tricks and minor illusions)
Spark (light a camp fire, set fire to straw)

Feats (already accounted for): Extra Familiar Ability, Magic Missile, Utility Spell.

Equipment: Robes, Weapons, Adventurer's Kit, 20 gold pieces, Spell Book, Cat Food, Pouches full of interesting stuff

ICON RELATIONSHIPS

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Points spent...	1 point	2 points	3 points
Relationship (pick one)	Positive	Negative	Conflicted

THE HIGH DRUID

is the champion of the resurgent Wild, and the spiritual and magical leader of spirits of nature and the elements that were chained by the Empire but are now working themselves free. She might be the great force that shakes the Empire to pieces or the hero who destroys the destroyers and points to a new way to live.

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Points spent...	1 point	2 points	3 points
Relationship (pick one)	Positive	Negative	Conflicted

3RD LEVEL

HUMAN WIZARD

NAME:

ONE UNIQUE THING:

ICON RELATIONSHIPS:



BACKGROUNDS:
(+7)

(+6)

(+4)

STR	CON	DEX	INT	WIS	CHA
8	14	8	20	12	12
-1	+2	-1	+5	+1	+1
INITIATIVE		+2			

BASIC ATTACKS

MELEE (STAFF) +2 vs AC

Hit: 3d6-1 damage

Miss: 3 damage

RANGED (THROWING KNIFE) +2 vs AC

Hit: 3d4-1 damage

Armor Class	AC	14	MAX	NOW
Physical Defense	PD	12	HIT POINTS	40
Mental Defense	MD	16	RECOVERIES	8
			RECOVERY VALUE	3D6+2

TALENTS & CLASS FEATURES

Cantrips & Cantrip Mastery

Cantrips are at-will spells for you. In battle if you cast a cantrip and roll a save (11+) it does something useful.

Evocation

Once per battle maximize the damage roll of a spell.

Wizard's Familiar (talking winged cat)

You have a winged cat familiar. It can talk, fly, and scout ahead for you. Familiars can't fight, and are not valid targets for damage.

Ritual Casting

Cast a spell you know as an hour-long ritual.

Linguist [new]

You can converse in and read all known languages, at least enough to get the gist of what is being said.

RACIAL POWERS

Bonus Feat

Humans get an extra feat at 1st level.

Factotum (Jack of All Trades)

Each day, once per background, reroll a failed skill check.

Feats (already accounted for): Extra Familiar Ability, Magic Missile, Utility Spell, Linguist.

Equipment: Robes, Weapons, Adventurer's Kit, 20 gold pieces, Spell Book, Cat Food, Pouches full of interesting stuff

SPELL LIST

Spell	Level
Utility Spell (twice daily multi-use spell)	3 rd [imp]
Acid Arrow (daily attack spell)	1 st
Blur (daily defense spell)	1 st
Charm Person (daily influence spell)	1 st
Magic missile (at-will attack spell)	3 rd [imp]
Lightning Bolt (daily attack spell)	3 rd [new]
Teleport Shield (daily defense spell)	3 rd [new]

CANTRIPS

Alarm (warns you of trouble)
Arcane Mark (creates a glowing magical mark)
Ghost Sound (magical ventriloquism and mimicry)
Knock (opens doors, requires an Int roll vs difficulty)
Light (Create a glowing light on a staff or a light that hovers about, candle-dim or lantern-bright)
Mage-Hand (minor telekinetic effect)
Mending (mends an item)
Prestidigitation (magical tricks and minor illusions)
Spark (light a camp fire, set fire to straw)

ICON RELATIONSHIPS

You have 3 points to spend on icon relationships. You can spend all three with a single icon, or split the points between several icons. Icon relationships can be positive, negative, or conflicted.

THE ARCHMAGE

has preserved the Empire for centuries and created astonishing new lands. He has also threatened the fabric of reality with experiments you'd have to be brilliant or hugely arrogant to attempt.

Points spent...	1 point	2 points	3 points
Relationship (pick one)	Positive	Negative	Conflicted

THE CRUSADER

is the armored fist of the Dark Gods. So long as followers of the Gods of Light stay the hell out of his way, the Crusader turns his wrath against the demons that would destroy the world his own gods want to rule. Follow the Crusader if you must win at any cost.

Points spent...	1 point	2 points	3 points
Relationship (pick one)	Positive	Negative	Conflicted

THE DIABOLIST

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Points spent...	1 point	2 points	3 points
Relationship (pick one)	Positive	Negative	Conflicted

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rules the Court of Stars, the one place where wood elves, dark elves, and high elves come together as peers and allies instead of as rivals or enemies. Honed by centuries of experience, the Queen's innate magic at least equals the Archmage's spells.

Points spent...	1 point	2 points	3 points
Relationship (pick one)	Positive	Negative	Conflicted

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rules the world's greatest human kingdom, known as the Dragon Empire for the mounts of its mightiest warriors. All the signs suggest that the age is turning, but will the Empire fall or shift to a new balance?

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4th LEVEL
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ONE UNIQUE THING:

ICON RELATIONSHIPS:



BACKGROUNDS:
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STR	CON	DEX	INT	WIS	CHA
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INITIATIVE		+3			

BASIC ATTACKS

MELEE (STAFF) +3 vs AC

Hit: 4d6-1 damage

Miss: 4 damage

RANGED (THROWING KNIFE) +3 vs AC

Hit: 4d4-1 damage

Armor Class	AC	14
Physical Defense	PD	12
Mental Defense	MD	16

MAX NOW

HIT POINTS	48	
RECOVERIES	8	

RECOVERY
VALUE

4D6+2

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Once per battle maximize the damage roll of a spell.

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Spell
Level

3rd

3rd *[imp]*

1st

1st

3rd *[new]*

3rd

3rd

3rd

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THE HUMAN WIZARD'S SPELL BOOK

WIZARD CANTRIPS

Casting a cantrip is a quick action for those with cantrip mastery (which the human wizard has), and can be done more or less at-will. At the adventurer tier (levels 1–4), cantrips with a standard duration last 10–60 minutes, plus ten minutes per wizard level. The GM rolls and the wizard becomes aware that their cantrip is about to end a couple minutes before it's done.

Alarm (standard duration): The cantrip creates a minor watch-sprite that can be instructed to scream if someone comes through an area or touches an object. Watch-sprites are notoriously stupid and sleepy, but with the right talking-to they might stay focused for the duration of the spell.

Arcane Mark (standard duration): The cantrip creates a magical sigil on an object or person. Wizards swear that all their arcane marks are visible to everyone, but people foolish enough to play cards with wizards should beware. (A deliberately invisible mark is a hard perception or magic check to notice.)

Ghost Sound: This spell creates false noises emanating from somewhere nearby. The effect is like an exceptionally good version of throwing your voice, if your voice could create a wide variety of sounds. Guards and watchmen really should learn that you can't trust everything you hear with this cantrip readily available, but really, what choice do they have? Attempted distractions with the cantrip are DC 15 challenges in adventurer environments, higher as you move into champion and epic environments . . . or the GM could let them succeed automatically if they're truly imaginative. (If someone is using ghost sound against the PCs? Use similar secret Wisdom-based skill checks to identify the sound as a magical fake.)

Knock: Locked door? Sealed treasure chest? You can handle it. This cantrip summons a magical servitor three to four times as big as your closed fist that swarms around the door and punches or pushes it open (depending on

whether you want to be quiet or announce your presence), assuming you can succeed with an Intelligence check against the environment's DC using an appropriate magical background. Note that your knockservitor doesn't do anything to avoid traps—if you want to open something and avoid traps, hire a rogue.

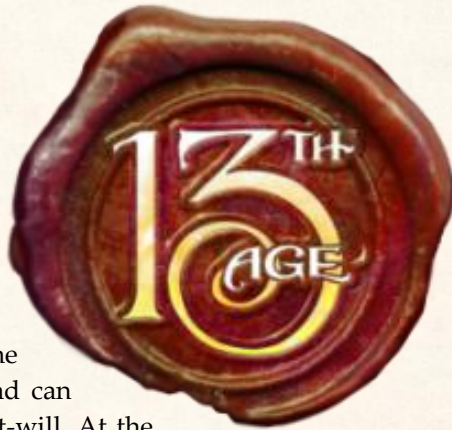
Light (standard duration): This cantrip creates a fairly wide and consistent field of light, up to 30 feet in diameter. It could just be a glow from your staff, or small light elementals flitting in quick circles around you. The created light isn't bright enough to dazzle anyone or to send underworld dwellers into seizures.

Mage Hand: This cantrip creates a small telekinetic effect that lasts a round at most. It's also sometimes referred to as a "mage-slap" when higher-level wizards deliver rebuffs to their underlings. At best it's about half as strong as the wizard's own strongest hand. At worst it's half as strong as the wizard when they're weak from a bad fever.

Mending: This cantrip summons a variety of tiny (hand-sized and smaller) magical sprites who swarm over a chosen broken object attempting to mend it (over the course of 1–6 rounds). Small-scale repairs like torn wineskins, muddy clothing, a broken handgrip on a sword, and similar repairs that anyone could fix with two to four hours of devoted work gets handled in seconds. More elaborate repairs to complicated objects might require an Intelligence check.

Prestidigitation: This cantrip produces magic tricks like cheaty-juggling, pulling coins out of ears, small illusions created by dancing sprites, and the basic equipment of stage-casting. One casting usually gives you a minute of fun. But the magic has nowhere near as much real world force as mage hand.

Spark: This is a minor fire creation spell, enough to light a pipe, or a campfire, or even a page or two of an unprotected spellbook. It doesn't work against living beings or against things that couldn't easily be set on fire with a few seconds of steady application of a candle. It's a show-off spell—wizards don't have to light fires like ordinary people. The target of the spark has to be nearby and in sight.



Ritual Caster

*If you take an hour or so you can cast any spell you can currently cast as a ritual (doing so expends a use of that spell, and requires succeeding at an Int based skill check against a difficulty set by the GM). **Ritual spells do more than regular spells.** You could cast blur on the party's footprints to make them harder to track, or cast mending on a broken bridge, or use acid arrow to destroy a magic item, or cast levitate on a carpet, or cast disguise self on a building you are inside...*

WIZARD SPELLS

1st LEVEL

Acid Arrow

Ranged spell

Daily

Target: One nearby or far away creature

Attack: Intelligence + Level vs. PD

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

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

Blur

Ranged spell

Daily

Target: You or one nearby ally

Effect: For the rest of the battle (or for five minutes), attacks against the target miss 20% of the time.

Charm Person

Ranged spell

Daily

Target: One nearby creature with 40 hp or fewer

Special: This spell cannot be cast during combat or on a target that has rolled initiative to fight.

Attack: Charisma + Level vs. MD

Hit: The target believes you are their friend until you or your allies take hostile action against them (attacking their normal allies is okay). 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 during its turn each round.

Special: On a miss, the spell is not detectible by most others unless you miss by 4+ or roll a natural 1, in which case the target and its allies knows what you tried to do and will usually be angry about it.

Magic Missile

Ranged spell

At-Will

Target: One nearby or far away enemy.

Attack: Automatic hit

Effect: 2d4 force damage.

Adventurer Feat: You can choose two targets; roll half the damage dice for one missile and half the damage dice for the other, then assign one set of damage dice to each of the two targets.



Utility Spell

Daily

Special: Cast a 1st level spell from the utility spell list

...AND AT 2nd LEVEL

Utility Spell *[improved]*

Feat: Now you can use this spell twice a day

Shocking Grasp *[new]*

Close-quarters spell

At-Will

Target: One creature engaged with you

Attack: Intelligence + Level vs. PD

Hit: 1d4 lightning damage, and the target pops free from you.

Miss: You take damage equal to the target's level from botched feedback.

...AND AT 3rd LEVEL

Magic Missile *[improved]*

3rd level spell 2d8 force damage instead of 2d4.

Lightning Bolt *[new—replaces shocking grasp]*

Close-quarters spell

Daily

Targets: 1d3 + 1 nearby enemies in a group or in a (rough) line

Attack: Intelligence + Level vs. PD

Hit: 7d8 lightning damage.

Miss: Half damage.

Teleport Shield *[new]*

Close-quarters spell

Daily

Always: For the rest of the battle, once per round when an enemy moves to engage you, you can make the following attack against it as a free action before it has the chance to attack in melee.

Attack: Intelligence + Level vs. PD

Hit: Teleport the enemy 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 (lava pit or mid-air or other cheesy tricks; it's a defensive teleport rather than the perfect offensive tool).

Utility Spell *[improved]*

Daily

3rd level spell You can now cast 3rd level utility spells as well as 1st level utility spells

...AND AT 4TH LEVEL

Acid Arrow *[improved]*

3rd level spell 5d10 acid damage instead of 4d10, 10 ongoing acid damage instead of 5. On a miss the spell does 10 ongoing acid damage instead of 5, and you regain the spell during your next quick rest.

Color Spray *[new]*

Close-quarters spell

Cyclic (cast once per battle OR at-will when the escalation die is even)

Targets: 1d4 nearby enemies in a group

Attack: Intelligence + Level vs. MD

Hit: 4d6 psychic damage, and if the target has 25 hp or fewer after the damage it is weakened (-4 to attacks and defenses) until the end of your next turn.

Note – Color Spray is a *cyclic spell*. It is only expended during battle if it is cast when the escalation die is 0 or odd. In other words, if you cast Color Spray when the escalation die is 2, 4, or 6 it can still be cast again that battle but if you cast it when the escalation die is 0, 1, 3, or 5 you can't cast it again until you've had a chance to rest.

ATTACK ROLLS

The wizard's spells list the attack roll types for each spell. To save you time here are the attack bonuses for the pregenerated human wizard.

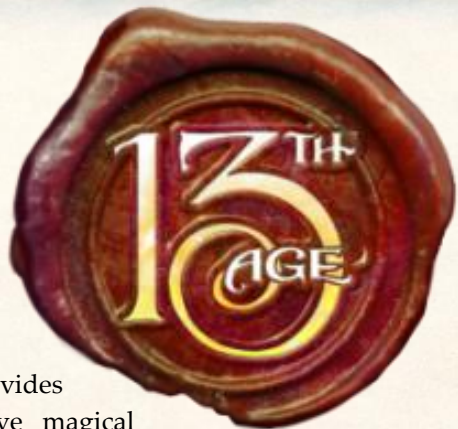
Spell attack rolls	Intelligence + Level
1 st level wizard	+6
2 nd level wizard	+7
3 rd level wizard	+8
4 th level wizard	+9



Wizard

Utility

Spells



1st Level Utility:

Disguise Self

Close-quarters spell

Daily

Effect: This spell provides you with an effective magical disguise that lasts about ten minutes, making the skill check to avoid unmasking one step easier: easy if it would have been a normal task, normal if it would have been a hard task, and hard if it would have been a ridiculously hard task. The spell only affects your general appearance, not your size. It can be used to hide your features behind the generic features of another person or race. Using it to impersonate a specific creature makes it less effective as a disguise—GM, consider a –2 to –5 penalty depending on the degree of difficulty.

3rd level spell The spell lasts for 1 hour.

1st Level Utility: Feather Fall

Close-quarters spell

Daily

Free action to cast

Effect: When you cast this spell, it arrests your fall, letting you glide down the ground over a round or two. If you're falling a ridiculous distance, wait to cast it until you're nearing the ground or risk turning back into a non-feather at the wrong moment.

3rd level spell You can now target a nearby ally with the spell.

1st Level Utility: Hold Portal

Ranged spell

Daily

Effect: You cast this spell on a door. For ten minutes, adventurer tier creatures can't get through the door, not even by chopping it into splinters with an axe or blasting it with a fireball. Champion-tier creatures can batter it down; each attempt requires a DC 20 Intelligence skill check (including an applicable background) by the caster to resist the battering and keep the spell going. Epic-tier creatures can walk right through. (Yes, let the caster roll even if they aren't present; it's their magic that is holding

the door shut and intact and they'll know if it's getting battered down.)

3rd level spell The hold portal spell now lasts for an hour. Adventurer-tier creatures are stymied. Champion tier creatures can batter the door down or destroy it after three failed DC 20 skill checks by the spellcaster. Epic creatures notice that the now-busted door had magic on it.

Something In A Door

We suppose you could try casting hold portal on a window or a porthole. But part of the spell involves keeping a solid door intact that might otherwise be blown to smithereens. So windows and portholes don't work so well. And if the opposition is powerful enough to teleport around the door or smash through the walls or floors? At least the door itself held.

3rd Level Utility: Levitate

Ranged spell

Daily

Effect: Until the end of the battle, you can use a move action to rise straight up into the air or descend straight down. The spell won't move you horizontally, though you could levitate up to a ceiling and then scrabble sideways in an undignified manner. The up-or-down movement is about half as fast as your normal movement. While levitating, you take a –2 penalty to your attacks and are vulnerable to attacks against you.

3rd Level Utility: Message

Close-quarters spell

Daily

Quick action to cast

Effect: You send a one to two sentence message to another person you know and have touched in the last week. Sending a message to a person you can see is always easy. Sending a message to a person you can't see requires a skill check using Intelligence against the highest-tier environment that you or the sender are occupying. For example, sending a message to someone in a normal epic environment requires at least a DC 25 skill check, and possibly higher if it's a hard check because of magical interference or the GM's headache. The maximum distance you can send a message depends on the spell's level. At 3rd level spell the distance is across half a city, at most.

ПАМЕ:



ICON RELATIONSHIPS

(3 points)

BACKGROUNDS

(8 points)

(Remember to add your level to rolls when making skill checks)

STR	CON	DEX	INT	WIS	CHA
<i>Modifier</i>	<i>Modifier</i>	<i>Modifier</i>	<i>Modifier</i>	<i>Modifier</i>	<i>Modifier</i>
		INITIATIVE			

MELEE (*weapon name*) + **vs AC**

Hit:

Miss:

RANGED (*weapon name*) + **vs AC**

Hit:

Miss:

Armor Class	A C	
Physical Defense	P D	
Mental Defense	M D	

MAX NOW

Hit Points

RECOVERIES

RECOVERY VALUE

D +

CLASS FEATURES, TALENTS, FEATS, POWERS, SPELLS, ETC...

This image shows a blank sheet of white paper with horizontal blue or grey ruling lines. The lines are evenly spaced and run across the width of the page. There are no margins, text, or other markings on the paper.

ICON RELATIONSHIPS

You have 3 points to spend on icon relationships. You can spend all three with a single icon, or split the points between several icons. Icon relationships can be positive, negative, or conflicted.

THE ARCHMAGE

has preserved the Empire for centuries and created astonishing new lands. He has also threatened the fabric of reality with experiments you'd have to be brilliant or hugely arrogant to attempt.

Points spent...	1 point	2 points	3 points
Relationship (pick one)	Positive	Negative	Conflicted

THE CRUSADER

is the armored fist of the Dark Gods. So long as followers of the Gods of Light stay the hell out of his way, the Crusader turns his wrath against the demons that would destroy the world his own gods want to rule. Follow the Crusader if you must win at any cost.

Points spent...	1 point	2 points	3 points
Relationship (pick one)	Positive	Negative	Conflicted

THE DIABOLIST

controls fiends and tampers with forces even the Archmage avoids. She likes her victims screaming and her chaos pure while claiming that the demons she summons would otherwise overwhelm the Great Gold Wyrms who seals the Abyss. There are two differences between her and her demons: First, she likes keeping destruction personal rather than universal. Second, she's capable of kindness, so long as it comes as a great surprise.

Points spent...	1 point	2 points	3 points
Relationship (pick one)	Positive	Negative	Conflicted

THE DWARF KING

is lord of Forge, the dwarves' new homeland beneath the mountains. He'd love to reclaim the dwarven Underhome lost to war against the dark elves and the creatures of the deeps. But now that the Empire is stumbling, the dwarves find themselves manning the mountain walls that shield the Empire from the orcs and monsters of the north.

Points spent...	1 point	2 points	3 points
Relationship (pick one)	Positive	Negative	Conflicted

THE ELF QUEEN

rules the Court of Stars, the one place where wood elves, dark elves, and high elves come together as peers and allies instead of as rivals or enemies. Honed by centuries of experience, the Queen's innate magic at least equals the Archmage's spells.

Points spent...	1 point	2 points	3 points
Relationship (pick one)	Positive	Negative	Conflicted

THE EMPEROR

rules the world's greatest human kingdom, known as the Dragon Empire for the mounts of its mightiest warriors. All the signs suggest that the age is turning, but will the Empire fall or shift to a new balance?

Points spent...	1 point	2 points	3 points
Relationship (pick one)	Positive	Negative	Conflicted

THE GREAT GOLD WYRM

is the world's protector and the inspiration for holy orders of paladins and independent heroes. Although the Gold Wyrms' physical form seals the gap that prevents the Abyss from erupting into the world, his dreams and the agents he employs still move through the world, helping those who will fight and even die for what's right.

Points spent...	1 point	2 points	3 points
Relationship (pick one)	Positive	Negative	Conflicted

THE HIGH DRUID

is the champion of the resurgent Wild, and the spiritual and magical leader of spirits of nature and the elements that were chained by the Empire but are now working themselves free. She might be the great force that shakes the Empire to pieces or the hero who destroys the destroyers and points to a new way to live.

Points spent...	1 point	2 points	3 points
Relationship (pick one)	Positive	Negative	Conflicted

THE LICH KING

is the lord of the undead, a fallen tyrant who intends to conquer the Dragon Empire and restore his ancient kingdom. He's not entirely insane and mostly understands that ruling a kingdom is not the same as destroying it.

Points spent...	1 point	2 points	3 points
Relationship (pick one)	Positive	Negative	Conflicted

THE ORC LORD

is a figure of legend. The last time he walked the land the Lich King fell, in part because of the Orc Lord's attack. Who will fall before his hordes this time? Who won't?

Points spent...	1 point	2 points	3 points
Relationship (pick one)	Positive	Negative	Conflicted

THE PRIESTESS

hears all the Gods of Light and speaks for those who please her. She is part oracle, part mystic, and part metaphysical engineer, since she created the Cathedral, an ever-expanding temple with rooms or entire wings for each of the faiths she favors.

Points spent...	1 point	2 points	3 points
Relationship (pick one)	Positive	Negative	Conflicted

THE PRINCE OF SHADOWS

is part thief, part trickster, and part assassin. To some he is a hero; to others a villain. He has squandered the riches of the dwarves, murdered the hopes of a dragon, and plundered the dreams of a god. His exploits have changed the world, but none can tell you his ultimate goals or motives.

Points spent...	1 point	2 points	3 points
Relationship (pick one)	Positive	Negative	Conflicted

THE THREE

were among the first dragons to walk the world. The Red is a living engine of destruction. The Blue is a sorceress, perhaps even the original mother of all sorcery. The Black is queen of shadows and assassins. Unlike the Great Gold Wyrms, who must fight alone, the Three have learned to join forces.

Points spent...	1 point	2 points	3 points
Relationship (pick one)	Positive	Negative	Conflicted



CHARACTER		ONE UNIQUE THING	BACKGROUNDS & ANY MAGIC ITEMS	ICON RELATIONSHIPS & ROLL RESULTS
Character Name				
Player				
Character Name				
Player				
Character Name				
Player				
Character Name				
Player				
Character Name				
Player				
Character Name				
Player				
Character Name				
Player				
Character Name				
Player				
Character Name				
Player				

MAGIC ITEM TREASURY

BRILLIANT BREASTPLATE

This armor produces a bright light on command, impressive enough to temporarily dazzle foes.

Heavy armor

+1 to AC

Once per day, as a quick action; dazzle your enemies and increase the escalation die by 1

Quirk: Fear of the dark

FEATHERED BOW

Ranged weapon

+1 to attack and damage

When you roll a crit with this weapon you can fly with your next move, but must land after the move action

Quirk: Obsessed with shiny trinkets of little value

WAND OF POWER

Wand

+1 to wizard spell attacks and damage

Once per day, when you crit with a spell; roll a save, on a 16+ that spell was not expended.

Quirk: Maniacal laughter and the urge to say things like "FOOLS! I'LL SHOW THEM ALL! BWAHAHA!"

SLAYER'S SHOES

Boots

+1 to disengage checks and other fancy footwork

+1 to attacks made immediately after disengaging

Quirk: Writes out lists of enemies, constantly warning people they are going on the list.

DRAKESCALE ARMOR

Light or heavy armor

+1 to AC

Once per day as a quick action when in shadow or darkness; increase the AC bonus to +2 until the end of the battle, but only when you are in shadow or darkness.

Quirk: Hard to resist making puns in battle

VERBAL BLADE

Weapon

+1 to attack and damage

This weapon taunts your enemies (*ask your GM to do its funny voice*): add psychic damage equal to your level to your damage (hit or miss) when the escalation die is not odd (0,2,4,6)

Quirk: Loves clever insults

RAINBOW SYMBOL

Symbol

+1 to cleric spell attacks and damage
Once per battle, when a nearby or far away ally heals; you gain temporary hit points equal to your wisdom modifier plus your level.

Quirk: Spells cast with this symbol produce a rainbow effect that will give your position away

BEAR HELM

Helmet (*can also be used by animal companions, though you use your chakra and get the quirk*)

+1 to MD

The wearer deals +1d4 miss damage if they have healed or gained temporary hp since the start of their current turn

Quirk: Eats raw fish

STARBRIGHT ROBES

Woven from spun meteoric iron, this shimmering robe warps space slightly.

Light armor

+1 to AC

Recharge 11+ after battle: pop all currently engaged characters free

Quirk: Needs personal space

RAGE HAMMER

Weapon

+1 to attack and damage

Once per battle, when staggered; reroll one attack die and take the better result

Quirk: Eager to air grievances.

REGENERATION POTION

Potion (x3) consumable

When you drink this potion spend and roll a recovery; but heal only half the amount rolled.

On the start of your next turn, you heal again, this time using a free recovery, but again healing only half the amount you roll. Then roll a normal save (11+) to see if the regeneration effect continues. If it does, you'll heal half a free recovery again at the start of your next turn, and roll a save again to see if the effect continues. If the save fails, the regeneration effect ends, but you get an after-effect depending on the natural result of your failed save!

Keep rolling saves to continue the healing effect on each of your turns, until you fail the save.

Natural failed save:

1-3 A strange temporary side-effect: sparks fly from your finger tips, your eyes glow, your hair grows by a foot, etc. *No direct impact on game.*

4-6 Gain 1d6 temporary hit points.

7-9 Barky-skin: You gain damage resistance 12+ against the next attack against your AC (half damage unless attacker rolls 12+).

10 Rocky-skin: You gain +2 AC until an attack against AC misses you.