



NAME
CLASS Paladin

RACE Human
LEVEL 2

STR	CON	DEX	INT	WIS	CHA	ARMOR CLASS	PHYSICAL DEFENSE	MENTAL DEFENSE
16	14	10	10	12	16	21	14	15
+3	+2	+0	+0	+1	+3	HIT POINTS	RECOVERIES	RECOVERY ROLL
+5	+4	+2	+2	+3	+5	44	8	2d10+2

ONE UNIQUE THING

RACIAL POWER

BASIC MELEE ATTACK

Quick To Fight: Roll initiative twice, choose the result you want.

ATTACK	HIT	MISS
+5 vs AC	2d8+3	2

POWERS & SPELLS

BASIC RANGED ATTACK

ATTACK	HIT	MISS
+2 vs AC	2d8	—

ICON RELATIONSHIPS

EQUIPMENT

Heavy Armor
Longsword
Shield
Longbow

BACKGROUNDS

CLASS FEATURES

Smite Evil: Once per battle, plus an additional 3 times per day, you may declare you're Smiting Evil. Add +4 to hit and +1d12 to the damage roll *and* deal half damage with the attack even if it misses.

FEATS

Smite Evil
Lay on Hands
Toughness

TALENTS

Lay on Hands: Twice per day as a quick action, heal yourself or an ally by touching them and spending a recovery. Add +6 hit points to the amount healed by the recovery.

Bastion: +1 AC, and one per battle, you can take half the damage onto yourself when an ally is hit by an attack.

Divine Domain of Leadership: Once per turn when you make a melee attack on an enemy, your allies gain a +1 attack bonus against that enemy until the start of your next turn. Also, once per day, you make invoke this domain to increase the escalation die by 1.

MAGIC ITEMS



NAME
CLASS Bard

RACE Half-Elf
LEVEL 2

STR	CON	DEX	INT	WIS	CHA	ARMOR CLASS	PHYSICAL DEFENSE	MENTAL DEFENSE
10	10	16	14	8	18	14	12	15
+0	+0	+3	+2	-1	+4	HIT POINTS	RECOVERIES	RECOVERY ROLL
+2	+2	+5	+4	+1	+6	28	8	2d8

ONE UNIQUE THING

RACIAL POWER

BASIC MELEE ATTACK

Surprising: once per battle, subtract one from the natural result of one of your own d20 rolls

ATTACK	HIT	MISS
+4 vs. AC	2d8+3	2

ICON RELATIONSHIPS

POWERS & SPELLS

BASIC RANGED ATTACK

(You have the chance to trigger one Battle Cry with each of your melee attacks or battle chants.)

ATTACK	HIT	MISS
+4 vs. AC	2d6+3	—

BACKGROUNDS

Battle Cry – Move It! When you roll a natural even roll on a melee attack or battle chant, one of your allies can move or disengage as a free action.

Battle Cry – We Need You! When you roll a natural even roll on a melee attack or battle chant, one of your allies may roll a save with a +1 bonus against a save ends effect.

Spell: Battle Chant – At Will, targets one nearby enemy, +6 vs. MD, 1d6+4 thunder damage.

Spell: Soundburst – Daily, targets 1d4 nearby enemies, +6 vs. PD, on a hit 5d6+4 thunder damage and enemies are dazed until the end of your turn; on a miss half damage, and any allies engaged with the targets take 2 thunder damage

Song: Song of Heroes – Quick action 11+ to sustain each turn; you and your nearby allies gain a +1 attack bonus. When the song ends, one ally gets a +2 attack bonus to their next attack roll. You may sing and cast spells at the same time. Recharge 11+ after battle.

Jacked Spell: Scorching Ray – At Will, Targets one nearby enemy, +6 vs. PD, 1d6+4 fire damage; on a natural even hit, the target takes 1d8 ongoing fire damage. On a miss, 2 fire damage.

CLASS FEATURES

- Bardic Songs
- Battle Cries
- Spell

TALENTS

- Spellsinger** – Bonus Spell (Soundburst)
- Jack of Spells** – Bonus Spell (Scorching Ray)
- Balladeer** – Pick two Icons. You know a great song for each that praises that Icon. Make a DC15 Charisma check once per day to gain 2 points of positive relationship with that Icon.

EQUIPMENT

- Scimitar
- Leather Armor
- Short Bow
- Instrument

MAGIC ITEMS

FEATS

- Battle Chant
- We Need You



NAME
CLASS Wizard

RACE Elf
LEVEL 2

STR	CON	DEX	INT	WIS	CHA	ARMOR CLASS	PHYSICAL DEFENSE	MENTAL DEFENSE
8	14	10	20	12	8	12	12	15
-1	+2	+0	+5	+1	-1	HIT POINTS	RECOVERIES	RECOVERY ROLL
+1	+4	+2	+7	+3	+1	32	8	2d6+2

ONE UNIQUE THING

RACIAL POWER

Once per battle as a move action, place yourself in a nearby location you can see.

BASIC MELEE ATTACK

ATTACK	HIT	MISS
+1 vs. AC	2d6	—

ICON RELATIONSHIPS

POWERS & SPELLS

Acid Arrow x2 – Daily, targets one nearby or far away enemy, +7 vs. PD, 4d10 acid damage and 5 ongoing acid damage on a hit. On a miss, 5 ongoing acid damage, and you regain the spell when you take a quick rest.

BASIC RANGED ATTACK

ATTACK	HIT	MISS
+2 vs. AC	1d4	—

BACKGROUNDS

Blur – Daily, targets you or a nearby ally, gives a 20% miss chance for the rest of the battle.

Magic Missile – At will, targets one nearby or far away enemy, auto hit, 2d4 force damage

Ray of Frost – At will, targets one nearby enemy, +7 vs. PD, 3d6 cold damage on a hit, 2 damage on a miss

EQUIPMENT

Staff
Hand Crossbow

MAGIC ITEMS

CLASS FEATURES

Ritual Magic – make up a ritual effect and expend one of your spells to fuel it

Cantrips

TALENTS

Abjuration – +4 AC bonus until the end of your next turn after casting a daily spell

Evocation – Once per battle, when casting a spell that targets Physical Defense, max out the spell's damage dice.

High Arcana – memorize a daily spell twice

FEATS

Ritual Magic: Complete a ritual in 1d3+1 rounds instead of several minutes

Magic Missile: You may choose two targets for the spell and split damage dice between them.



NAME
CLASS Barbarian

RACE Dwarf
LEVEL 2

STR	CON	DEX	INT	WIS	CHA	ARMOR CLASS	PHYSICAL DEFENSE	MENTAL DEFENSE
18	18	14	8	10	8	16	17	11
+4	+4	+2	-1	+0	-1	HIT POINTS 44	RECOVERIES 8	RECOVERY ROLL 2d10+4
+6	+6	+4	+1	+2	+1			

ONE UNIQUE THING

RACIAL POWER

BASIC MELEE ATTACK

That Your Best Shot? Once per battle, use a recovery after you've been hit by an enemy attack. If the escalation die is less than 2, you only get half the usual healing.

ATTACK	HIT	MISS
+6 vs. AC	2d10+4	2

ICON RELATIONSHIPS

POWERS & SPELLS

BASIC RANGED ATTACK

ATTACK	HIT	MISS
+4 vs. AC	2d8+2	—

BACKGROUNDS

EQUIPMENT

- Chainmail
- Great axe
- Longbow

CLASS FEATURES

Rage! Once per day, you can rage. While raging, roll 2d20 for your attacks and take the best one; if both roll 11+ and the higher is a hit, it becomes a critical hit. After a battle, roll 1d20+4; on a 16+, you can rage again that day.

If the escalation die is 4+, you can start raging no matter what.

FEATS

- Rage
- Building Frenzy

MAGIC ITEMS

TALENTS

Building Frenzy: One battle per day, whenever you miss, gain +d6 damage to all your melee attacks, to a maximum of +4d6.

Unstoppable: Once per battle, heal using a recovery after you make a successful melee attack.

Slayer: During your turn, when you attack a staggered enemy you weren't engaged with at the start of your turn, deal +2d6 damage on a hit.



NAME
CLASS Rogue

RACE Halfling
LEVEL 2

STR	CON	DEX	INT	WIS	CHA	ARMOR CLASS	PHYSICAL DEFENSE	MENTAL DEFENSE
12	12	18	14	8	14	15	14	14
+1	+1	+4	+2	-1	+2	HIT POINTS 28	RECOVERIES 8	RECOVERY ROLL 2d8+1
+3	+3	+6	+4	+1	+4			

ONE UNIQUE THING

RACIAL POWER

BASIC MELEE ATTACK

Small: +2 AC bonus against opportunity attacks
Evasive: Once per battle, force an enemy that hits you to reroll the attack with a -2 penalty

ATTACK	HIT	MISS
+6 vs. AC	2d8+4	2

ICON RELATIONSHIPS

POWERS & SPELLS

BASIC RANGED ATTACK

Power: Evasive Strike. If you hit with this attack, pop free from your enemy.
Power: Deadly Thrust. If you use this attack, add your Strength modifier (+1) to your attack roll
Power: Sure Cut. If you use this attack when sneak attacking, spend momentum to add your Sneak Attack damage if you miss.

ATTACK	HIT	MISS
+6 vs. AC	2d6+4	2

BACKGROUNDS

EQUIPMENT

Leather armor
Dagger
Shortbow

CLASS FEATURES

Momentum: When you hit someone, you gain momentum. When you're hit, you lose momentum. It's a binary thing – you have it or you don't. Some of your powers key off momentum.

Sneak attack: +1d8 damage against foes that are engaged with one of your allies

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

Power: Tumbling Strike. If you use this attack, you get a +5 to disengaging and can move in, attack, and disengage as a quick action.

Power: Roll With It. Spend momentum when an enemy hits your AC to take half damage.

MAGIC ITEMS

TALENTS

Improved Sneak Attack – increases your sneak attack damage (already factored in)

Swashbuckle – once per battle, do something acrobatically or dramatically awesome. No need to roll.

Smooth Talk – Once per day, fast-talk your GM and roll d20+2 when talking to servants of an Icon; on an 11+, gain a temporary 2-point positive relationship with that Icon

FEATS

Smooth Talk

Strong Recovery – you may reroll one die when rolling for a recovery

13TH AGE

NAME
CLASS Cleric

RACE Human
LEVEL 2

STR	CON	DEX	INT	WIS	CHA	ARMOR CLASS	PHYSICAL DEFENSE	MENTAL DEFENSE
14	14	10	8	18	14	17	15	15
+2	+2	+0	-1	+4	+2	HIT POINTS	RECOVERIES	RECOVERY ROLL
+4	+4	+2	+1	+6	+4	36	8	2d8+2

ONE UNIQUE THING

ICON RELATIONSHIPS

BACKGROUNDS

CLASS FEATURES

Ritual Magic – cast your spells as rituals
Bonus spell: Heal

TALENTS

RACIAL POWER

Quick To Fight: Roll initiative twice, choose the result you want.

FEATS

Heal
Domain of Life

POWERS & SPELLS

You can invoke each domain once per day, and can only use one invocation/invoke effect in a specific battle.

Domain: Healing. When you heal someone, they get an extra +4 hit points worth of healing. Invoke: gain an extra use of the *heal* spell.

Domain: Life. You and your nearby allies get a +2 bonus to death saves. Invoke: You and each of your allies can add the escalation die to one save each this battle. Also, you and your allies only die when at a negative hit point total equal to your full hit points.

Domain: Illusion. Once per battle when engaged with an enemy, roll a d20 and note the result. As a free action before the start of your next turn, use that result for an attack roll made by an ally or enemy instead of rolling. Invoke: Enemies who engaged you during their turn miss on natural odd rolls.

Spell: Heal – usable twice per battle, quick action, a nearby ally may heal using a recovery.

Spell: Hammer of Faith – Daily, until the end of the battle, roll d12s instead of d6s for melee attack damage

Spell: Shield of Faith – Daily, Quick Action, either one nearby ally gains +2 AC for the rest of the battle, or three nearby allies gain +1 AC for the rest of the battle.

Spell: Bless – Daily, Quick Action, either one nearby ally gains +2 to attack for the rest of the battle, or three nearby allies gain +1 to attack for the rest of the battle.

Spell: Spirits of the Righteous – once per battle, Targets one nearby enemy, +6 vs. MD, on a hit, 4d6+4 holy damage, and your nearby ally with the fewest hit points gains a +4 bonus to AC until the end of your next turn. On a miss, your nearby ally with the fewest hit points gets only a +2 bonus.

BASIC MELEE ATTACK

ATTACK	HIT	MISS
+4 vs. AC	2d6+2	2

BASIC RANGED ATTACK

ATTACK	HIT	MISS
+2 vs. AC	2d6	—

EQUIPMENT

Heavy Armor
Mace
Shortbow

MAGIC ITEMS