

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

Initiative +3

Recoveries
____ / 8

Recovery Roll
3d10+1

Dark Elf Paladin

HP: 45

AC
21

PD
14

MD
17

One Unique Thing

Basic Melee

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

Basic Ranged

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

Backgrounds (8 points)

Smite Evil

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

Cruel (Racial)

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

Icon Relationships (3)

Lay on Hands

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

Divine Domain: Justice

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

Equipment

Heavy Armor
Greatsword
Longbow

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

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

Dwarf Wizard

HP: 45

AC
15

PD
14

MD
14

One Unique Thing

Features & Talents

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

Ritual Magic: You can cast spells as freeform rituals.

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

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

Backgrounds (8 points)

Basic Melee

Attack: 1d20+3 vs. AC

Hit: 3d4 damage

Miss: -

Basic Ranged

Attack: 1d20+5 vs. AC

Hit: 3d4+2 damage

Miss: -

Icon Relationships (3)

That's your best shot? (Racial)

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

Force Salvo

Ranged 3rd level spell, daily

Target: Up to five *different* creatures

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

Hit: 4d10 force damage.

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

Equipment

Dagger

Blur

Ranged 1st level spell, daily

Target: You or one nearby ally

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

Teleport Shield

Close-quarters 3rd level spell, daily

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

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

Evocation

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

Acid Arrow

Ranged 1st level spell, daily

Target: One nearby enemy

Attack: 1d20+7 vs. PD

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

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

Crescendo

Close-quarters 3rd level spell

Target: One or more creatures engaged with you.

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

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

Miss: 3 damage

Utility Spell

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

Shield

Close-quarters 1st level spell, 1/battle, recharge 11+

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

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

Initiative +6

Recoveries
____ / 8

Recovery Roll
3d6+3

Halfling Sorcerer

HP: 45

AC
18*

PD
17

MD
14

One Unique Thing

Features & Talents

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

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

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

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

Small: You get +2 AC versus opportunity attacks.

Backgrounds (8 points)

Basic Melee

Attack: 1d20+2 vs. AC

Hit: 3d4-1 damage

Miss: 3 damage

Basic Ranged

Attack: 1d20+4 vs. AC

Hit: 3d6+3 damage

Miss: -

Evasive (Racial)

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

Echoing Thunder

Ranged 3rd level spell

Target: One nearby enemy

Attack: 1d20+6 vs. PD

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

Miss: 3 damage.

Icon Relationships (3)

Diabolist

Burning Hands

Ranged 1st level spell, close quarters

Target: Up to two nearby enemies in a group

Attack: 1d20+6 vs. PD

Hit: 1d6+3 damage.

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

Dragon's Leap

Ranged 3rd level spell, daily

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

Equipment

Dagger
Javelin

Scorching Ray

Ranged 1st level spell, ranged

Target: One nearby enemy

Attack: 1d20+6 vs. PD

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

Miss: 3 damage.

Lightning Fork

Ranged 3rd level spell, recharge 16+

Target: One nearby enemy

Attack: 1d20+6 vs. PD

Hit: 7d6 damage.

Miss: Half damage.

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

Spell Frenzy

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

Resist Energy

Ranged 1st level spell, recharge 16+

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

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

Initiative	+7
Recoveries	____ / 8
Recovery Roll	3d8+2

Half-Orc Rogue

HP: 40

AC

17

PD

17

MD

13

One Unique Thing

Backgrounds (8 points)

Thief +5

Icon Relationships (3)

Equipment

Leather armor
Daggers
Shortbow

Features & Talents

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

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

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

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

Basic Melee

Attack: 1d20+7 vs. AC

Hit: 3d8+4 damage

Miss: 3 damage

Basic Ranged

Attack: 1d20+7 vs. AC

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

Miss: 3 damage

Lethal (Racial)



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

Deadly Thrust

Target: One staggered non-mook enemy, melee only

Attack: 1d20+9 vs. AC

Hit: 3d8+4 damage

Miss: 2 damage

Bleeding Strike

Attack: 1d20+7 vs. AC

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

Thief's Strike

Attack: 1d20+7 vs. PD

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

Sure Cut

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

Attack: 1d20+6 vs. AC

Hit: 3d8+4 damage

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

Deflection

Interrupt; requires momentum

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

Roll With It

Interrupt; requires momentum

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

Effect: You take half damage from the attack

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

Initiative +6
(Roll twice)

Recoveries
____ / 8

Recovery Roll
3d8+1

Human Commander

HP: 40

AC
16

PD
14

MD
17

One Unique Thing

Features & Talents

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

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

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

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

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

Backgrounds (8 points)

Basic Melee

Attack: 1d20+4 vs. AC
Hit: 3d8+2 damage
Miss: 3 damage

Basic Ranged

Attack: 1d20+2 vs. AC
Hit: 3d8+1 damage
Miss: -

Weigh the Odds

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

Hit Harder!

Interrupt

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

Icon Relationships (3)

Weigh the Odds

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

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

Try Again!

Interrupt

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

Equipment

Light Armor
Longsword
Longbow

Basic Tactical Strike

Quick Action, Recharge 11+

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

You Are a Precious Snowflake!

Interrupt

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

Rally Now!

Interrupt

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

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

Initiative (roll twice) +5

Recoveries
____ / 9

Recovery Roll
3d10+3*

Human Fighter

HP: 55

AC
20

PD
16

MD
13

One Unique Thing

Features & Talents

Extra Tough: You have an extra recovery.

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

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

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

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

Backgrounds (8 points)

Basic Melee

Attack: 1d20+7 vs. AC

Hit: 3d10+4 damage

Miss: 3 damage

Basic Ranged

Attack: 1d20+5 vs. AC

Hit: 3d8+2 damage

Miss: 3 damage

Deadly Assault (Melee or Ranged)

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

Cleave

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

Icon Relationships (3)

Carve an Opening (Melee)

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

Heavy Warrior

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

Equipment

Heavy Armor
Greataxe
Longbow

Heavy Blows (Melee)

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

Comeback Strike

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

Steady Now (Melee)

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

Reach Tricks

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