



# NAME

## CLASS

Paladin

**RACE** Tiefling  
**LEVEL** 6

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

**ONE UNIQUE THING****RACIAL POWER**

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

**ICON RELATIONSHIPS****POWERS & SPELLS****INITIATIVE** +5**BASIC MELEE ATTACK**

ATTACK Hit Miss

+10 vs. AC 6d8 + 8 6

**BASIC RANGED ATTACK**ATTACK Hit Miss  
+5 vs. AC 6d6 – 1 —**BACKGROUNDS****EQUIPMENT**Heavy Armour  
Shield**CLASS FEATURES**

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

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

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

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

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

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

**FEATS**

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

**TALENTS**

Lay On Hands  
Bastion  
Cleric Training  
Domain of Trickery

**MAGIC ITEMS**



NAME

CLASS

Rogue

RACE Human

LEVEL 6

STR	CON	DEX	INT	WIS	CHA	ARMOR CLASS	PHYSICAL DEFENSE	MENTAL DEFENSE
14	14	20	9	11	9	20	20	15
+2	+2	+5	-1	+0	-1	Hit Points	Recoveries	Recovery Roll
+8	+8	+11	+5	+6	+5	80	8	6d8+4

## ONE UNIQUE THING

## RACIAL POWER

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

INITIATIVE +11

## ICON RELATIONSHIPS

## POWERS &amp; SPELLS

## BACKGROUNDS

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

## CLASS FEATURES

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

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

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

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

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

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

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

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

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

## TALENTS

## Improved Sneak Attack

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

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

RACIAL POWER

POWERS &amp; SPELLS

DEADLY THRUST

FLYING BLADE

DEFLECTION

SPIKY BASTARD

TALENTS

IMPROVED SNEAK ATTACK

MURDEROUS

SWASHBUCKLE

RACIAL POWER

POWERS &amp; SPELLS

DEADLY THRUST

FLYING BLADE

DEFLECTION

SPIKY BASTARD

TALENTS

IMPROVED SNEAK ATTACK

MURDEROUS

SWASHBUCKLE

RACIAL POWER

POWERS &amp; SPELLS

DEADLY THRUST

FLYING BLADE

DEFLECTION

SPIKY BASTARD

TALENTS

IMPROVED SNEAK ATTACK

MURDEROUS

SWASHBUCKLE

RACIAL POWER

POWERS &amp; SPELLS

DEADLY THRUST

FLYING BLADE

DEFLECTION

SPIKY BASTARD

TALENTS

IMPROVED SNEAK ATTACK

MURDEROUS

SWASHBUCKLE

RACIAL POWER

POWERS &amp; SPELLS

DEADLY THRUST

FLYING BLADE

DEFLECTION

SPIKY BASTARD

TALENTS

IMPROVED SNEAK ATTACK

MURDEROUS

SWASHBUCKLE

RACIAL POWER

POWERS &amp; SPELLS

DEADLY THRUST

FLYING BLADE

DEFLECTION

SPIKY BASTARD

TALENTS

IMPROVED SNEAK ATTACK

MURDEROUS

SWASHBUCKLE

RACIAL POWER

POWERS &amp; SPELLS

DEADLY THRUST

FLYING BLADE

DEFLECTION

SPIKY BASTARD

TALENTS

IMPROVED SNEAK ATTACK

MURDEROUS

SWASHBUCKLE

RACIAL POWER

POWERS &amp; SPELLS

DEADLY THRUST

FLYING BLADE

DEFLECTION

SPIKY BASTARD

TALENTS

IMPROVED SNEAK ATTACK

MURDEROUS

SWASHBUCKLE

RACIAL POWER

POWERS &amp; SPELLS

DEADLY THRUST

FLYING BLADE

DEFLECTION

SPIKY BASTARD

TALENTS

IMPROVED SNEAK ATTACK

MURDEROUS

SWASHBUCKLE

RACIAL POWER

POWERS &amp; SPELLS

DEADLY THRUST

FLYING BLADE

DEFLECTION

SPIKY BASTARD

TALENTS

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SWASHBUCKLE

RACIAL POWER

POWERS &amp; SPELLS

DEADLY THRUST

FLYING BLADE

DEFLECTION

SPIKY BASTARD

TALENTS

IMPROVED SNEAK ATTACK

MURDEROUS

SWASHBUCKLE

RACIAL POWER

POWERS &amp; SPELLS

DEADLY THRUST

FLYING BLADE

DEFLECTION

SPIKY BASTARD

TALENTS

IMPROVED SNEAK ATTACK

MURDEROUS

SWASHBUCKLE

RACIAL POWER

POWERS &amp; SPELLS

DEADLY THRUST

FLYING BLADE

DEFLECTION

SPIKY BASTARD

TALENTS

IMPROVED SNEAK ATTACK

MURDEROUS

SWASHBUCKLE

RACIAL POWER

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SPIKY BASTARD

TALENTS

IMPROVED SNEAK ATTACK

MURDEROUS

SWASHBUCKLE

RACIAL POWER

POWERS &amp; SPELLS

DEADLY THRUST

FLYING BLADE

DEFLECTION

SPIKY BASTARD

TALENTS

IMPROVED SNEAK ATTACK

MURDEROUS

SWASHBUCKLE

RACIAL POWER

POWERS &amp; SPELLS

DEADLY THRUST

FLYING BLADE

DEFLECTION

SPIKY BASTARD

TALENTS

IMPROVED SNEAK ATTACK

MURDEROUS

SWASHBUCKLE

RACIAL POWER

POWERS &amp; SPELLS

DEADLY THRUST

FLYING BLADE

DEFLECTION

SPIKY BASTARD

TALENTS

IMPROVED SNEAK ATTACK

MURDEROUS

SWASHBUCKLE

RACIAL POWER

POWERS &amp; SPELLS

DEADLY THRUST

FLYING BLADE

DEFLECTION

SPIKY BASTARD

TALENTS

IMPROVED SNEAK ATTACK

MURDEROUS

SWASHBUCKLE

RACIAL POWER

POWERS &amp; SPELLS

DEADLY THRUST

FLYING BLADE

DEFLECTION

SPIKY BASTARD

TALENTS

IMPROVED SNEAK ATTACK

MURDEROUS

SWASHBUCKLE

RACIAL POWER

POWERS &amp; SPELLS

DEADLY THRUST

FLYING BLADE

DEFLECTION

SPIKY BASTARD

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IMPROVED SNEAK ATTACK

MURDEROUS

SWASHBUCKLE

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RACIAL POWER

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DEADLY THRUST

FLYING BLADE

DEFLECTION

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TALENTS

IMPROVED SNEAK ATTACK

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RACIAL POWER

POWERS &amp; SPELLS

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DEFLECTION

SPIKY BASTARD

TALENTS

IMPROVED SNEAK ATTACK

MURDEROUS

SWASHBUCKLE

RACIAL POWER

POWERS &amp; SPELLS

DEADLY THRUST

FLYING BLADE

DEFLECTION

SPIKY BASTARD

TALENTS

IMPROVED SNEAK ATTACK

MURDEROUS

SWASHBUCKLE

RACIAL POWER

POWERS &amp; SPELLS

DEADLY THRUST

FLYING BLADE

DEFLECTION

SPIKY BASTARD

TALENTS

IMPROVED SNEAK ATTACK

MURDEROUS

SWASHBUCKLE

RACIAL POWER

POWERS &amp; SPELL



# NAME

## CLASS

Barbarian

RACE Gnome

LEVEL 6

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

## ONE UNIQUE THING

## RACIAL POWER

**Small:** +2 AC bonus against opportunity attacks.

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

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

INITIATIVE +9

## BASIC MELEE ATTACK

ATTACK HIT MISS

+11 vs. AC 6d10 + 10 6

## BASIC RANGED ATTACK

ATTACK HIT MISS  
+9 vs. AC 6d6 + 6 -

## ICON RELATIONSHIPS

## POWERS &amp; SPELLS

## BACKGROUNDS

## CLASS FEATURES

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

## TALENTS

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

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

**Strongheart:** Use d12s for recovery dice.

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

## FEATS

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

## EQUIPMENT

Furs  
Spears  
An Axe Considerably Bigger Than You Are

## MAGIC ITEMS



# NAME

## CLASS

# RACE

Half-Elf

# LEVEL

6

STR	CON	DEX	INT	WIS	CHA	ARMOR CLASS	PHYSICAL DEFENSE	MENTAL DEFENSE
10	10	18	16	8	18	16	17	19
+0	+0	+4	+3	-1	+4	Hit Points	Recoveries	Recovery Roll
+6	+6	+10	+9	+5	+10	60	8	6d6

## ONE UNIQUE THING

## ICON RELATIONSHIPS

## BACKGROUNDS

## CLASS FEATURES

**Dancing Lights:** At will

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

## TALENTS

**Arcane Heritage:** +2 to one arcane background.

**Fey Heritage:** Twice per day, roll a d6.

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

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

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

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

## RACIAL POWER

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

## POWERS & SPELLS

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

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

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

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

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

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

Initiative +14

## BASIC MELEE ATTACK

Attack	Hit	Miss
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+6 vs. AC	6d6	6
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## BASIC RANGED ATTACK

Attack	Hit	Miss
--------	-----	------

+10 vs. AC	6d4 + 8	—
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half damage. You may reroll one miss, and if you miss with every attack, the spell isn't expended. After each battle, roll 16+ to recharge this spell.

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

## EQUIPMENT

Robes

Short sword

Throwing daggers.

## MAGIC ITEMS

## FEATS

**Fey Heritage (A)**

**Utility Spell (A)**

**Lightning Fork (A, C)**

**Scorching Ray (A)**

**Improved Initiative**



# NAME

## CLASS

Cleric

RACE Dark Elf

LEVEL 6

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

## ONE UNIQUE THING

## ICON RELATIONSHIPS

## BACKGROUNDS

## CLASS FEATURES

### Ritual Magic

The cleric can perform rituals

### Heal

Listed under Powers and Spells

## TALENTS

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

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

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

## RACIAL POWER

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

## POWERS & SPELLS

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

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

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

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

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

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

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

INITIATIVE +7

BASIC MELEE ATTACK  
ATTACK HIT MISS

+9 vs. AC 6d8 + 6 6

## BASIC RANGED ATTACK

ATTACK HIT MISS  
+7 vs. AC 6d4 + 2 —

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

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

## EQUIPMENT

Mace  
Heavy armor  
Holy symbol  
Shield

## MAGIC ITEMS

## FEATS

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



## NAME

## CLASS

Druid

RACE Human

LEVEL 6

STR	CON	DEX	INT	WIS	CHA	ARMOR CLASS	PHYSICAL DEFENSE	MENTAL DEFENSE
16	18	10	8	18	10	22	20	17
+3	+4	+0	-1	+4	+0	Hit Points	Recoveries	Recovery Roll
+9	+10	+6	+5	+10	+6	110	8	6d10 + 8

## ONE UNIQUE THING

## RACIAL POWER

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

## ICON RELATIONSHIPS

## POWERS & SPELLS

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

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

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

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

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

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

## BACKGROUNDS

## CLASS FEATURES

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

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

## TALENTS

Elemental Initiate

Terrain Caster Initiate

Warrior Druid Initiate

## FLEXIBLE ATTACKS

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

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

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

INITIATIVE +6

## BASIC MELEE ATTACK

ATTACK	HIT	MISS
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+9 vs. AC 6d8 + 6 6

## BASIC RANGED ATTACK

ATTACK	HIT	MISS
--------	-----	------

+6 vs. AC 6d4 —

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

## EQUIPMENT

Furs

Two-handed spear

Light Armor

## MAGIC ITEMS

## FEATS

Earth Mastery (A)

Fire Mastery (A)

Warrior's Blessing (A)

Invoke the Storm (A)

Nature Talking (A)

Warrior Druid (A x2)