

Balam

1st Level

Human Paladin

One Unique Thing:

In dim light or darkness, I am followed by a large black cat. He comes and goes, and can never be caught.

Icon Relationships:

2 - Lord Ikal, positive

1 - Aurum Rex, positive

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

Basic Attacks

Melee (Longsword) +5 vs AC

Hit: 1d8+4 damage

Miss: 1 damage

Ranged (Longbow) +1 vs AC

Hit: 1d8 damage

Feature

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 +4 attack to the attack roll and +1d12 to the damage roll AND deal half damage with the attack if it misses.

Racial Power

Quick to Fight

At the start of each battle, roll initiative twice and choose the result you want.

Feats (already accounted for): Comeback Strike, Smite Evil

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

Healing Potion: Heal with a recovery and add +1d8 healing.

Backgrounds: (includes level)

+4 Reknarite Temple Guardian

+4 Iron Gauntlet Hell Fighter

+3 Reknarite Diplomat



Armor Class **AC 19**

Physical Defense **PD 13**

Mental Defense **MD 14**

	MAX	Now
Hit Points	30	
Recoveries	8	
Recovery Value	1d10+2	

Talents

Balamet's Comeback Strike

Once per battle as a free action, make another attack after your first paladin attack during your turn misses.

Way of the Cat

When one of your Smite Evil attacks drops a non-mook enemy to 0 hp, that use of Smite Evil is not expended.

Fearless

You are immune to fear abilities and to any non-damage effects of attacks named or described as fear attacks.

In addition, you gain a +1 melee attack bonus against enemies that are not engaged by any of your allies. The bonus increases to +2 against enemies with fear abilities (for example, the dretch, large and huge red dragons, and especially nasty minotaurs).



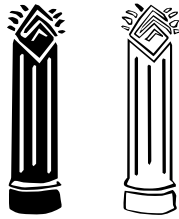
Aurum Rex

Heroic Icon. Giant gold dragon. His dragons and Ghiama's dragons don't play well together.



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Hierophant Glasyra

HY-ro-fant Glass-EE-rah. Heroic Icon. High Priestess of the Bright Gods.



Father of Robbers

Ambiguous Icon. Honored by thieves, conmen, and tricksters.



Thrice Wise Mercurius

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Ambiguous Icon. Queen of High Elves, Wood Elves, Dark Elves, and Gnomes.



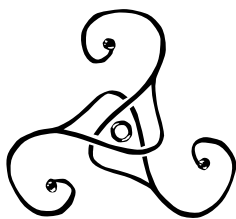
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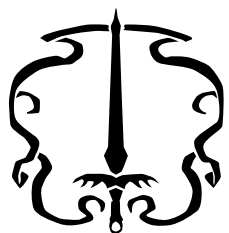
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Villainous Icon. Possibly insane, summons devils, demons, undead and other outsiders.



King Thorbal of the Green Gem

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Ghaz

1st Level

Half-orc Barbarian

One Unique Thing:

I have green gelatinous blood.

Icon Relationships:

1 - Blue Aoife (EE-fa), positive

1 - Lord Ikal, positive

1 - Supreme Commander Tyrvek, conflicted

Backgrounds: (includes level)

+4 Wasteland survivalist

+4 Gladiator

+3 Line dancer



STR	CON	DEX	INT	WIS	CHA
18	16	12	10	12	10
4	3	1	0	1	0
	INITIATIVE	+6			

Basic Attacks

Melee (Greataxe) +5 vs AC

Hit: 1d10+4 damage

Miss: 1 damage

Ranged (Spear) +2 vs AC

Hit: 1d6 damage

Feature

Barbarian Rage

Once per day, use a quick action to start raging; a rage lasts until the end of battle. Roll 2d20 to hit in melee and w/ thrown weapons. Take best roll. If you hit and both dice are 11+, it's a crit.

Racial Power

Lethal

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

Feats (already accounted for): Improved Initiative

Equipment: Hide armor, Weapons, Cloak, Lantern, Rope, Adventurer's Kit, 20 gold pieces

Potion of Fire Breath: You get to breath fire for one battle, or 10 minutes outside of battle. Standard Action. Make a close-quarters breath weapon attack as a standard action using your highest ability score against 1d2 nearby enemy's Physical Defense. On a hit, the attack deals 3d6 (11) damage.

Armor Class	AC 14
Physical Defense	PD 15
Mental Defense	MD 11

	MAX	Now
Hit Points	30	
Recoveries	8	
Recovery Value	1d10+3	

Talents

Building Frenzy

One battle per day, as a free action after you have missed with an attack, deal +1d4 damage with your melee attacks until the end of the battle. Deal +1d4 additional damage each time one of your attacks misses, up to a maximum of +4d4 damage.

Unstoppable

Once per battle, declare you're using Unstoppable before making a barbarian melee attack. If your attack hits at least one target, you can heal using a recovery.

Whirlwind

You can make a Whirlwind attack as the first action of your turn when you are engaged by two or more enemies. You take a -4 penalty to your AC and PD until the start of your

next turn. Then roll a separate melee attack against each enemy you are engaged with. You deal no miss damage with these attacks.

On a natural 1, sets you on fire, 3 ongoing fire damage.

On a natural 16+ hit, sets target on fire, 3 ongoing fire damage.

Will set flammable items on fire.



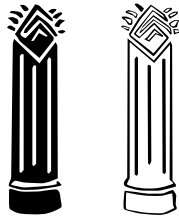
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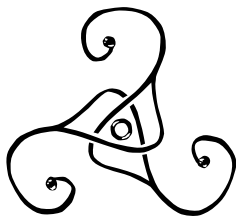
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Kard

1st Level

Half-elf Ranger

One Unique Thing:

My hair always blows *into* the wind.

Icon Relationships:

1 - Blue Aoife (EE-fa), positive

1 - Queen Tanadil, positive

1 - Baron Von Vorlatch, conflicted

Backgrounds: (includes level)

+4 Children of the Tree Initiate

+4 Platinum medalist in the Longbow at Spire Festival

+3 Astrologer



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

Basic Attacks

Melee (Longsword) +5 vs AC

Hit: 1d8+4 damage

Miss: 1 damage

Ranged (Longbow) +5 vs AC

Hit: 1d6(1d8)+4 damage

Miss: 1

Racial Power

Surprising

Once per battle, subtract one from the natural result of one of your own d20 rolls. (See Double Ranged Attack for why this might be a good thing.)

Feats (already accounted for): Way of the Wheel

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

3 Keen arrows: Expand crit range by 2 (usually 18+)

	MAX	Now
Armor Class	AC 17	
Physical Defense	PD 14	
Mental Defense	MD 12	
Hit Points	27	
Recoveries	8	
Recovery Value	1d8+2	

Talents

Archery

Once per battle, reroll one of your missed ranged attacks.

Double Ranged Attack

When you attack with a ranged weapon that does not need to be reloaded, your default option is to make a double ranged attack.

Your weapon damage die drops one notch, usually from d8s to d6s. If your first attack is a natural even roll (hit or miss), you can make a second attack as a free action.

If you decide you don't want to try for a double ranged attack when firing your bow or other ranged weapon, declare it before rolling your attack; the single attack will deal the normal damage dice instead of using reduced damage dice.

Curse of the Withered Branch (Way of the Wheel)

Ranged spell

Daily

Target: One nearby enemy

Attack: +5 vs. PD

Hit: 4d6+4 (18) negative energy damage, and target is weakened (save ends).

Miss: Half damage, and target is weakened until the end of your next turn.



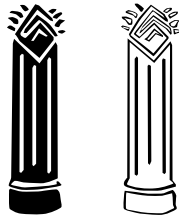
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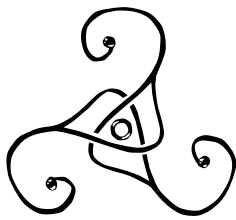
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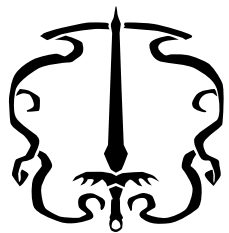
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Ambiguous Icon. King of the Dwarves. Steward of the Vaults of Grudges.

Krifto

1st Level

Goblin Rogue

One Unique Thing:

I am the rightful goblin king. If only more people would believe me.

Icon Relationships:

1 - Blue Aoife (EE-fa), positive

1 - Lord Ikal, positive

1 - The Father of Robbers, positive

STR	CON	DEX	INT	WIS	CHA
10	12	18	12	10	16
0	1	4	1	0	3
	INITIATIVE	+5			

Basic Attacks

Melee (Wicked Knife) +5 vs AC

Hit: 1d8+4 damage; *Miss:* 1 damage

Ranged (Throwing Knife) +5 vs AC

Hit: 1d4+4 damage; *Miss:* 1

Features

Momentum

You gain momentum by hitting an enemy with an attack. You lose momentum when you are hit by an attack.

Unless specified you can use momentum powers without losing momentum.

Momentum powers that do not require you to spend your momentum are generally classified as interrupt actions. You can only use one interrupt action a round.

Sneak Attack

Once per round when you make a rogue melee weapon attack against an enemy engaged with one or more of your allies, you can deal +1d4 damage if your attack hits.

Trap Sense

Reroll once on either a natural even trap based skill roll or on a trap attack on you.

Racial Powers

Earth Blood

Add escalation die to your AC/PD vs. all attacks of opportunity.

Grifter

+5 on skill checks to convince anyone to believe anything, no matter how ridiculous. They won't act against their greater interests, but they will believe it.

Feats (already accounted for): Thief's Strike

Equipment: Leather armor, Weapons, Cloak, Lantern, Rope, Adventurer's Kit, 20 gold pieces

Rune: Put it on a weapon or armor for a +1 damage for one battle. The run also has a random power, ask your GM when you use it.

Backgrounds: (includes level)

+4 City of Paxbellum con artist

+4 City of Paxbellum rat burglar

+3 Scribe

+4 Spy for Blue Aoife



Armor Class **AC 14**

Physical Defense **PD 14**

Mental Defense **MD 12**

	MAX	Now
Hit Points	21	
Recoveries	8	
Recovery Value	1d8+1	

Talents

Murderous:

Against staggered enemies, your crit range with rogue attacks expands by 2.

Shadow Walk

As a move action before you have used your standard action this turn, if you are not engaged, you can make the following "attack" against all nearby enemies, targeting the enemy among them with the highest Mental Defense.

Attack: Charisma + Level vs. MD

Hit: Remove yourself from play. At the start of your next turn, return anywhere nearby that you could have moved to normally during your turn, and deal double damage with your first rogue attack that turn. (No monkeying around with delaying and such here: return on your initiative and take your turn.)

Miss: No effect. You can't attempt to shadow walk again until your next turn, but you still have your standard action this turn.

Powers

Evasive Strike

Melee attack; At-Will; Target: One enemy

Attack: +5 vs. AC;

Hit: 1d8+4 damage, and you can pop free from the target; *Miss:* 1

Flying Blade

Ranged attack; At-Will; Special: Throwing Knife; Target: One nearby creature

Attack: +5 vs. AC

Hit: 1d4+4 damage, and if your natural attack roll is even and one of your allies is engaged with the target, you can use your Sneak Attack damage for the round; *Miss:* 1

Roll With It

Momentum power; At-Will (once / round); Interrupt action; requires momentum; Trigger: A melee attack that targets AC hits you.

Effect: You take half damage from that attack.

Sure Cut

Melee attack; At-Will; Special: You must have momentum and be able to deal your Sneak Attack damage to the target if you hit.

Target: One enemy; Attack: Dexterity + Level vs. AC

Hit: WEAPON + Dexterity damage.

Miss: Deal your Sneak Attack damage + damage equal to your level.

Thief's Strike

Melee attack; At-Will; Target: One enemy

Attack: +5 vs. PD

Hit: 1d4 + 4 damage (+ Sneak Attack damage if any), and roll a normal save. If you succeed, you can pickpocket an item from the target that they are not holding. (If you roll 16+, the target doesn't realize you pickpocketed them.)



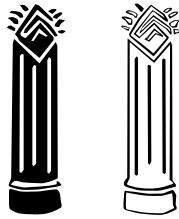
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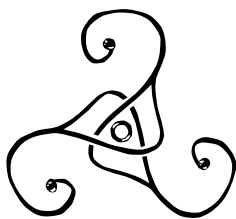
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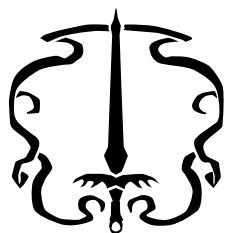
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King Thorbal of the Green Gem

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Navi

1st Level

Human Cleric

One Unique Thing:

I once ate a talking apple. When I hiccup, it sometimes tells me things. Sometimes those things are true.

Icon Relationships:

2 - Hierophant Glasyra, positive

1 - Baron Von Vorlatch, negative

STR	CON	DEX	INT	WIS	CHA
10	12	10	12	18	16
0	1	0	1	4	3
	INITIATIVE	+2			

Basic Attacks

Melee (Mace) +1 vs AC

Hit: 1d6 damage

Miss: 1 damage

Ranged (Light Crossbow) +1 vs AC

Hit: 1d6 damage

Feature

Heal

Close-quarters spell; Special: You can use this spell twice per battle. ;Quick action to cast (1/round); Target: You or one nearby ally

Effect: The target can heal using a recovery + 2 hit points.

Spells

Bless

Ranged spell; Daily; Quick action to cast

Effect: You can cast this spell for power or for broad effect.

Cast for power: One nearby ally gains a +2 attack bonus until the end of the battle.

Cast for broad effect: Choose up to three nearby creatures (including you); each target gains a +1 attack bonus until the end of the battle.

Cure Wounds

Ranged spell; Daily; Quick action to cast

Effect: You or a nearby ally can heal using a free recovery, +2 hp.

Javelin of Faith

Ranged spell; At-Will Target: One nearby enemy

Attack: +5 vs. PD

Hit: 1d6 + 4 holy damage.

Spirits of the Righteous

Ranged spell; Once per battle; Target: One nearby enemy

Attack: +5 vs. MD

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.

Miss: Your nearby ally with the fewest hit points gains a +2 bonus to AC until the end of your next turn.

Backgrounds: (includes level)

+4 Substitute Minister, Church of the Bright Gods

+4 Undead Hunter

+3 Sacred Dancer



Armor Class **AC 17**

Physical Defense **PD 12**

Mental Defense **MD 14**

	MAX	Now
Hit Points	27	
Recoveries	8	
Recovery Value	1d8+1	

Domains

Domain: The Bright Gods' Embrace

Once a battle; quick action

When you cast a spell on yourself and/or any of your allies, the targets of your spell get to 4 to saves until the end of your next turn. When cast on an ally, they get to add their own non-negative relationship points with the Hierophant (if any) to the bonus.

Invocation of the Bright Gods

Daily; Quick action

You and all your nearby allies gain 4 temporary hit points.

Domain: Healing

When you cast a spell that lets you or an ally heal using a recovery, the target also adds hit points equal to double your level to the recovery. (Already accounted for in healing powers.)

Invocation of Healing

Daily, Quick action

This battle, you gain an additional use of the heal spell (Features). The first heal spell you cast after using this invocation allows the target to heal using a free recovery instead of spending a recovery.

Domain: the Sun

Every attack you make deals holy damage instead of other types of damage unless you choose otherwise for a specific attack.

Invocation of the Sun

Daily, Quick action

When you cast a daily cleric spell this battle, roll a d6. If you roll less than or equal to the escalation die, you regain the use of that daily spell after the battle.

Racial Power

Quick to Fight

At the start of each battle, roll initiative twice and choose the result you want.

Feats (already accounted for): The Bright Gods' Embrace, Heal

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

Healing Potion: Heal with a recovery and add +1d8 healing.



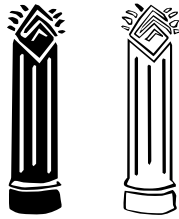
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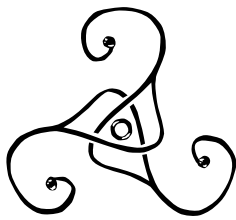
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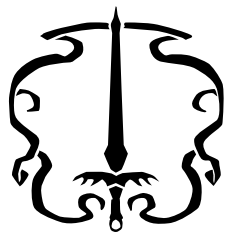
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King Thorbal of the Green Gem

Ambiguous Icon. King of the Dwarves. Steward of the Vaults of Grudges.

Pacal

1st Level

Dwarf Fighter

One Unique Thing:

I'm King Thorbal's bastard, raised by gnomes.

Icon Relationships:

1 - King Thorbal, conflicted

1 - Queen Tanadil, positive

1 - Lord Ikal, positive

STR	CON	DEX	INT	WIS	CHA
18	14	12	10	14	10
4	2	1	0	2	0
	INITIATIVE	+6			

Basic Attacks

Melee (Warhammer) +5 vs AC

Hit: 1d8+4 damage

Miss: 1 damage

Ranged (Longbow) +2 vs AC

Hit: 1d8+1 damage

Features & Talents

Extra Tough:

You start with nine recoveries instead of the usual eight (already accounted for).

Threatening

Whenever an enemy attempts to disengage from you, it takes a -2 penalty to its check.

The penalty doesn't apply if you are stunned, grabbed, or otherwise incapable of making an opportunity attack.

Heavy Warrior

Once per battle while wearing heavy armor, when you are hit by an attack that targets AC, as a free action, you can take half damage from that attack instead.

Skilled Intercept

Once per round as a free action, roll a normal save (11+) to intercept an enemy who is moving to attack one of your nearby allies. You can pop free from one enemy to move and intercept the attack (if you are engaged with more than one enemy, the others can take opportunity attacks against you).

The moving enemy makes its attack with you as a target instead. If you're wearing heavy armor and the attack hits, you only take half damage.

Power Attack

Once per battle before you roll an attack, you can declare you're using Power Attack to deal additional damage with that attack roll. If the attack hits, you deal the following additional damage:

Deal +1d4 additional damage if you are using a one-handed weapon.

Deal +1d6 additional damage if you are using a two-handed weapon.

Miss: add the appropriate additional damage to miss damage.

Backgrounds: (includes level)

+4 Raised by gnomes who were friends of elves

+4 Caravan guard

+3 Devoted to the Thirsty Gods



Armor Class **AC 19**

Physical Defense **PD 13**

Mental Defense **MD II**

	MAX	Now
Hit Points	30	
Recoveries	9	
Recovery Value	1d10+2	

As a fighter your basic attacks are flexible attacks: they can trigger fighter maneuvers.

Maneuvers

Carve an Opening

Flexible melee attack

Triggering Roll: Any natural odd roll

Effect: Your crit range with melee attacks expands by a cumulative +1 this battle until you score a melee critical hit. When you score a melee critical hit, your crit range drops back to normal.

Defensive Fighting

Flexible melee attack

Triggering Roll: Natural 16+; also any natural even roll

Effect: Gain a +2 bonus to AC until the end of your next turn.

Shield Bash

Flexible melee attack

Triggering Roll: Any natural even roll

Effect: The target pops free from you after the attack (does not allow opportunity attacks).

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!

You can't use this ability if the attack drops you to 0 hp or below.

Feats (already accounted for): Power Attack

Equipment: Scalemail armor, Shield with flame symbol of Lord Ikal, Weapons, Cloak, Lantern, Rope, Adventurer's Kit, 20 gold pieces

Rune: Put it on a weapon or armor for a +1 damage for one battle. The run also has a random power, ask your GM when you use it.



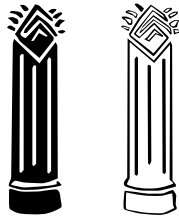
Aurum Rex

Heroic Icon. Giant gold dragon. His dragons and Ghiama's dragons don't play well together.



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HY-ro-fant Glass-EE-rah. Heroic Icon. High Priestess of the Bright Gods.



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Thrice Wise Mercurius

mer-CURE-ee-us. Heroic Icon. Master mage of this age.



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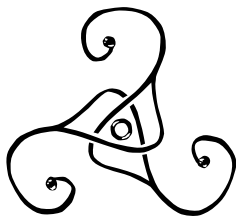
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Ambiguous Icon. King of the Dwarves. Steward of the Vaults of Grudges.

Ros

1st Level

Wood elf Druid

One Unique Thing:

I sneeze rose petals. .

Icon Relationships:

1 - Blue Aoife (EE-fah), positive

1 - Queen Tanadil, positive

1 - Aurum Rex, positive

STR	CON	DEX	INT	WIS	CHA
10	12	16	10	18	12
0	1	3	0	4	1
	INITIATIVE	+4			

Basic Attacks

Melee (Shell Blade) +4 vs AC

Hit: 1d6+3 damage

Miss: 1 damage

Ranged (Shortbow) +4 vs AC

Hit: 1d6+3 damage

Spells

Protection of the Ladies (1st Level)

Ranged spell; At-Will

Target: You or a nearby ally

Effect: The effect depends on the target's status.

Unstaggered Target: The target gains a +2 on AC until the target ends its turn staggered or until the end of the battle.

Staggered Target: The target gains 4 temporary hit points.

Atowen's Spear

Ranged spell; Daily;

Special: Choose the type of damage this spear does: cold, fire, holy, lightning, or thunder

Target: One nearby or far away creature

Attack: +5 vs. AC

Hit: 4d6 (14) + Wisdom damage of the chosen type, and target is vulnerable (hard save ends, 16+).

Miss: Half damage, and target is vulnerable until the end of your next turn.

Ripping Vines

Ranged spell; At-Will

Target: One nearby enemy

Attack: +5 vs. PD

Hit: 1d8 + 4 damage.

Natural Odd Hit: As a hit, and 3 ongoing damage.

Crit: As a hit, plus the target is stuck (save ends).

Earth Strength

Ranged spell; Quick action to cast; Daily

Targets: One nearby ally you choose and one other random nearby ally. Both targets must be touching the ground.

Effect: The effect depends on the target's status.

Unstaggered target: The target gains a +3 bonus to its attacks and damage until the target ends its turn staggered or until the end of the battle.

Staggered target: The target can heal using a recovery.

Backgrounds: (includes level)

+4 Children of the Tree Initiate

+4 Silver medalist in the Short Bow at Spire Festival

+3 Disclaimer of dragon stories



Armor Class **AC 17**

Physical Defense **PD 12**

Mental Defense **MD 14**

	MAX	Now
Hit Points	21	
Recoveries	8	
Recovery Value	1d6+1	

Feature

Nature Talking

Twice per day, you can talk with a non-hostile animal or plant for a short time (in battle, it takes one to three rounds).

Conversations are simple and the feature doesn't really increase the plant or animal's brain power, so talking with animals about things like "are there other scary two-leggers around here" is probably the limit. As a rule, plants don't remember much about things that happened before the last sunrise or sunset, with the possible exception of events involving fire.

If there is useful information to gain out of the situation, you should roll a skill check that's appropriate for the tier. Talking to animals requires a hard DC (20), and plants usually require a ridiculously hard DC (25) with a +2 bonus.

Talents

Wheel Caster Initiate

You gain the Protection of the Ladies and Atowen's Spear spells.

Elemental Caster Adept

You gain the Ripping Vines and Earth Strength Spells.

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: 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): Earth Mastery

Equipment: Shell armor, Weapons, Cloak, Lantern, Rope, Adventurer's Kit, 20 gold pieces

Healing Potion: Heal with a recovery and add +1d8 healing.



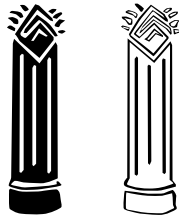
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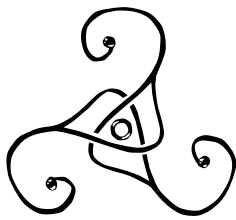
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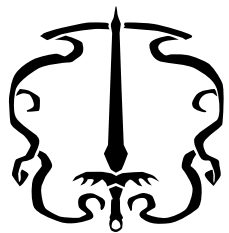
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Terppo

1st Level Pixie Sorcerer

One Unique Thing:

When I look at my reflection, the glowing writing on my gossamer wings tells me how magic really works. Sometimes what it says is correct..

Icon Relationships:

- 2 - Thrice-Wise Mercurius, positive
- 1 - Queen Tanadil, positive
- 1 - Aurum Rex, positive

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

Basic Attacks

Melee (Shortsword) +1 vs AC

Hit: 1d6 damage; *Miss:* 1 damage

Ranged (Hand crossbow) +3 vs AC

Hit: 1d4+2 damage

Talents

Arcane Heritage & Blood Link (Thrice-Wise Mercurius)

(already accounted for)

Fey Heritage (Queen Tanadil)

One battle per day, when you roll initiative, you can choose to invoke your Fey Heritage and gain a random racial power of one the elven races in addition to your own racial power.

Racial Power (d6): 1–2: cruel (drow); 3–4: highblood teleport (high elf); 5–6: elven grace (wood elf)

Spells

Magic Missile (Wizard Spell)

Ranged spell; At-Will

Target: One nearby or far away enemy.

Attack: Automatic hit

Effect: 2d4 force damage.

Burning Hands

Close-quarters spell; At-Will

Targets: Up to two nearby enemies in a group

Attack: +5 vs. PD

Hit: 1d6 + 4 fire damage.

Chaos Bolt

Ranged spell; At-Will

Special: The first time you use chaos bolt each battle, determine a random energy type. The spell deals that type of damage each time you use it that battle.

Target: One nearby enemy OR one far away enemy with a –2 attack penalty

Attack: Charisma + Level vs. PD

Hit: 1d8 + 4 random energy damage, and if the natural attack roll was even, you gain a chaotic benefit as if you had gathered power.

Miss: 1

Random Energy Type (d4): 1: Cold; 2: Fire; 3: Lightning; 4: Thunder

Lightning Fork

Ranged spell; Recharge 16+ after battle

Target: One nearby enemy; chain spell

Attack: +5 vs. PD

Hit: 3d6 + 4 lightning damage.

Miss: Half damage.

Backgrounds: (includes level)

+4 Tomb guardian

+6 Apprentice to Thrice-Wise

Mercurius

+3 Weaver

Armor Class **AC 17**

Physical Defense **PD 12**

Mental Defense **MD 14**



	MAX	Now
Hit Points	21	
Recoveries	8	
Recovery Value	1d6+1	

Features

Chain

When you attack with a chain spell and get a natural even roll, you can roll another attack against a different enemy within range. Keep on rolling attacks as long as you get even rolls and don't run out of new targets (each enemy can be targeted only once).

Dancing Lights

You cast the dancing lights spell as a standard action. Your dancing lights spell produces a number of varicolored light globes that bloom within 5 to 30 feet of you every two to five seconds. You have little control over the exact location or illumination provided by the lights.

Gather Power

When you gather power (standard action), it does not count as casting a spell; you can gather power without taking opportunity attacks, for example.

In addition, because you spend your standard action to gather power, you generate a small magical benefit. Like many of your powers, this benefit is chaotic rather than perfectly reliable, so you must make a random check to see what benefit you get.

If you get a benefit that deals damage to enemies, you can choose the type of damage (cold, fire, lightning, or thunder).

Chaotic Benefit: d6

1–2: You gain a +1 bonus to AC until the start of your next turn.

3–4: Deal damage equal to your level to all nearby staggered enemies.

5–6: Deal damage equal to your level to one nearby enemy.

Effect: You can use your next standard action to cast an empowered sorcerer spell. Empowered sorcerer spells deal double the damage of a normal sorcerer spell. Double the damage the spell deals on a hit or a miss; don't roll double dice, just double the results. Nonattack spells generally don't improve when cast empowered; use empowered casting for attacks.

Racial Powers

Wings of Knowledge

Once a battle you can glide for one turn. You need to land at the end of your turn or fall.

Sigil: Insane Geometry

The symbols on your body change into shifting, glowing lines of arcane geometry that causes temporary insanity in those who look at it.

Close-quarters spell; Daily; Quick action to cast

Target: 1d3+1 nearby enemies

Attack: Highest ability score + Level vs. MD

Hit: Target dazed (save ends)

Feats (already accounted for): Wings of Knowledge

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

Rune: Put it on a weapon or armor for a +1 damage for one battle. The run also has a random power, ask your GM when you use it.



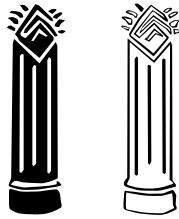
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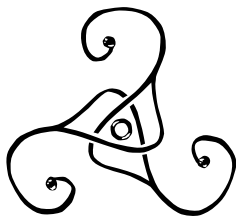
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