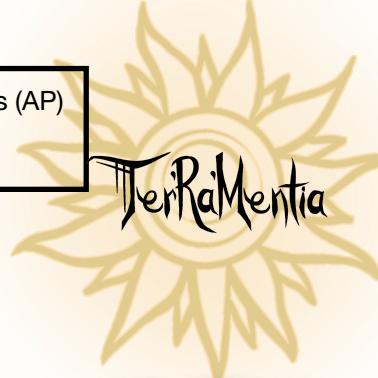


Character Name:
Race: Vi'Ka'Na
Class: **Flame Warden**

Level: 1
Movement: 30ft

Action Points (AP)
2



Life Force
1

Mind
1

Sanity
Counter

Strength

2

Intellect

1

Finesse

0

Wits

0

Vitality

1

Fortitude

2

Sanity

0

Epic Points

0

Defense

15

Speed

0

Health

11

Spirit

3

Spirit Power

3

15

Mana

3

Willpower

2

14

Specializations

Strength

- 3 Fitness
- 3 Swimming

Finesse

- 0 Lock Picking
- 0 Piloting Air
- 0 Piloting Land
- 0 Piloting Water
- 1 Prowess
- 0 Riding
- 0 Sneaking
- 0 Thievery
- 0 Mounted Combat

Weapons

- 3 Greatswords
- 0

Armors

- Chainmail
- 0

Intellect

- 1 Arcane Awareness
- 1 Biology
- 1 Botany
- 2 Investigation
- 1 Memory
- 2 Navigation
- 1 Urban Knowledge

Wits

- 0 Awareness
- 0 Fast Talking
- 0 First Aid
- 0 Forgery
- 0 Intimidation
- 0 Intuition
- 0 Higher Negotiation
- 0 Tracking
- 0 Wildlife

Racial Benefits

- Astrological Destiny: +1 Specialization - Prowess.
- Heritage of the Stars: Once per day, commune with the sun or moon to learn its location.
- Gift of the Sun: You are resistant to solar damage. All solar damage you receive is lowered by your Fortitude +3.
- Ornate Savagery: Add 1d8 damage of your spell or weapon's damage type in addition to dealing double damage on a critical strike.

Languages

Common
Elvish Draconic

Spells & Abilities

Level 1

S M AP

- Create Heat Aura 1
- Dragon Aspect 2
- Dragon Claw 1 2
- Master of Flame (1) 1
- Reposition 1
- Sparks 1
- Vallaxar's Will (1)

Level 2

S M AP

- Dragon Tail 1 2
- Halo of Fire 1 2
- Honor the Dragons (1)

Level 3

S M AP

- Dragon Sight 2
- Flame Blast 1 2
- Savior (1)

Level 4

S M AP

- Master of Flame (2) 1
- Vallaxar's Scales (1)

Level 5

S M AP

- Dragon's Might 1
- Flame Weapon (1) 1 1
- Master of Flame (3)
- Savior (2)
- Talon Strike 1 2

Equipment

Greatsword: 2 handed, 2AP, 1d12 damage (str); Level 1 1d12+3 damage

Chainmail +3 Defense

Bedroll & 3-person tent

Spirit Potion

Potion of Reason

Gold
Silver
Copper

5

Character Background

You spent time at the Flaming Fortress learning the ways of the fabled Flame Wardens. Your time as an acolyte there taught you to preserve the ancient temples, customs, lessons, and remnants of the protectorate dragons and their leader, Vallaxar, so that history remembers them.

You were tasked by Sephenix, the Flame Warden High Commander, to investigate rumors of a possible dragon tome written about Mi'Laxar, dragon daughter of Vallaxar, in B'larshore. However, this turned out to be a wild goose chase. You decided to join up with a party and enter the tournament at Broken Claw Isle, so you may obtain enough gold for the journey back to Dragon Port and the Flaming Fortress. The tournament will also be a great way to hone your training as a Flame Warden, as there has been no word from Dragon Port following the Draconum invasion; you may need it.

Chosen Class Spells & Abilities

Level 1

- **Create Heat Aura:** 1AP Range Self You become a battery of warmth from magical fiery energy stored within you. This heat may protect you and up to 3 allies within 10ft of you from the effects of cold for 2 rounds. May be channeled outside of combat for up to 1 hour at the cost of 1S.
- **Dragon Aspect:** 2M Self Imbue yourself with the power of an ancient dragon to double the damage of a single target fire attack or any dragon attack. Use before damage is rolled.
- **Dragon Claw:** 2AP 1S Attack up to 2 targets with an ethereal dragon claw using your Spirit Power to attack and deal 2d10+Spirit Power combat damage.
- **Reposition:** 1AP Disengage up to 2 enemies, allowing you to take no attacks of opportunity when moving.
- **Sparks:** Attack 1AP Range 15ft Sparks leap from you towards 1 target, doing 1d6 fire damage.

Level 2

- **Dragon Tail:** 2AP 1S An ethereal dragon tail sweeps around you in a 15-foot arc. Targets must make a Fortitude check vs. your Spirit Power or be knocked down. Targets that are knocked down lose their movement on their next turn, and all damage done to them has 1 more die added to it. Knocked-down targets cannot make attacks of opportunity.
- **Halo of Fire:** 2AP 1M 20ft circle 5ft wide Create a ring of fire 10ft high centered on you that automatically hits, dealing 1d6+Willpower fire damage. Lasts 2 rounds. May be channeled for 1AP per round. Attacks made through the ring have a -6 to hit, and vision is obscured.

Level 3

- **Dragon Sight:** 2AP Self Levitate 30ft into the air and triple the distance of your vision.
- **Flame Blast:** Attack 2AP 1M Range 15ft Width 15ft Centered on the caster, create a path of flame in front of you, making attacks to all within that deal 1d8+Willpower fire damage.

Level 5

- **Dragon's Might:** 1S Gain Plus 6 to a Strength or Finesse-related check.
- **Talon Strike:** Attack 2AP 1S Make an attack with your weapon, dealing its damage. If Flame Weapon is active, the target must make a Fortitude check against your Spirit Power or suffer an additional 6 fire damage.

Granted Class Spells and Abilities

- **Flame Weapon (1):** 1AP 1M Self Imbue 1 weapon you have equipped with red flame, adding 1d8 fire damage to attacks made each round with that weapon for 2 rounds.
- **Honor the Dragons (1):** Once per day, out of combat, prepare a ritual that will allow you to spend Spirit if it were Mana and Mana if it were Spirit one time in a 24-hour period.
- **Master of Flame (1):** 1AP You may create a small amount of flame for non-combat purposes.
- **Master of Flame (2):** 1S You may re-roll an attack die when using a fire or dragon ability and gain plus 1d4 fire damage to that attack.
- **Master of Flame (3):** Gain plus 1d6 fire damage instead of 1d4 when using this ability.

Level 2

- +1 to Strength
- +1 to Fitness, Swimming, Greatswords
- +1 to Spirit Power
- +11 to Health

Level 3

- +1 to Life Force
- +1 to Fitness, Swimming, Prowess, Greatswords
- +1 to Fortitude
- +1 to Spirit Power
- +1 to Spirit
- +11 to Health

Level 4

- +1 to Strength
- +1 to Fitness, Swimming, Greatswords
- +1 to Spirit Power
- +1 to Mana
- +11 to Health

Level 5

- +1 to Spirit
- +11 to Health
- +1 damage die to level 1, 2, & 3 spells

Level 6

- +1 to Mind
- +1 to Investigation, Navigation
- +1 to Willpower
- +1 to Mana
- +1 to Strength
- +1 to Fitness, Swimming, Greatswords
- +1 to Spirit Power
- +1 Action Point
- +11 to Health

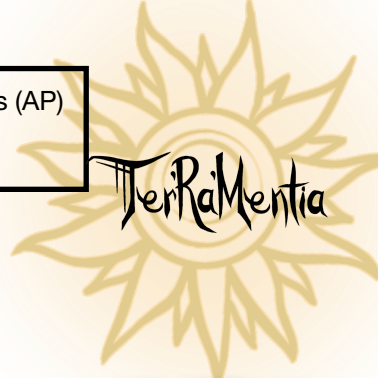
Two-Handed Weapons Training: When making an attack with a weapon that costs 2 Action Points you are specialized with, you may spend 1 additional action point to make another attack with that same weapon. Your specialization damage bonus applies to an attack made this way.

- **Savior (1):** Range 30ft Once per day, conjure a barrier of magical red flame around a willing target to reduce fire, cold, and combat damage by half rounded up for 1 attack.
- **Savior (2):** You may use Savior 2 times per day now. The target of Savior may gain 2 Mana for magical damage reduced and gain 2 Spirit for combat damage reduced. You may not have more than your maximum Mana or Spirit.
- **Vallaxar's Scales (1):** Gain a resistance to fire. All Fire damage you take is reduced by your Fortitude plus 3.
- **Vallaxar's Will (1):** Once per day, you may use a fire spell or dragon ability without spending the required base Spirit or Mana cost.

Character Name:
Race: Sy'Van
Class: **Nether Touched**

Level: 1
Movement: 30ft

Action Points (AP)
2



Life Force
1

Mind
1

Sanity
Counter

Strength

0

Intellect

2

Finesse

0

Wits

2

Vitality

0

Fortitude

1

Sanity

0

Epic Points

0

Defense

14

Speed

2

Health

10

Spirit

3

Spirit Power

1

13

Mana

3

Willpower

3

15

Specializations

Strength

- 0 Fitness
- 0 Swimming

Finesse

- 0 Lock Picking
- 0 Piloting Air
- 0 Piloting Land
- 0 Piloting Water
- 0 Prowess
- 0 Riding
- 1 Sneaking
- 0 Thievery
- 0 Mounted Combat

Weapons

- 1 Longswords
- 0

Armors

- Leather Armors
- 0

Intellect

- 3 Arcane Awareness
- 2 Biology
- 2 Botany
- 3 Investigation
- 2 Memory
- 2 Navigation
- 2 Urban Knowledge

Wits

- 4 Awareness
- 3 Fast Talking
- 2 First Aid
- 2 Forgery
- 2 Intimidation
- 2 Intuition
- 2 Higher Negotiation
- 2 Tracking
- 2 Wildlife

Racial Benefits

- **Natural Gifts:** +1 Sneaking and Awareness
- **Hidden Gift:** Once per day, you may cast Lesser Invisibility on yourself, gaining +2 Sneaking and imposing a -2 to Awareness checks to be spotted. 2AP & 1S or 1M.
- **Sy'Vanian Heritage:** You have a strong kinship with other Sy'Van and are more likely to receive help or have an easier time dealing with others of your race.

Languages

Common
Ancient Sy'Aera

Spells & Abilities

Level 1

	S	M	AP
Chaos Bolt	2	2	
Tether Soul (1)			1
Summon Dark Fairy			2
Summon Void Weapon	1		1
Summon Void Wisps	1	1	2
Void Bolt			2

Level 2

	S	M	AP
Nether Touched (1)			
Nether Web		1	2
Summon			
Netherweave Bag	1		2
Void Exchange (1)			1

Level 3

	S	M	AP
Augment			
Dark Fairy		1	2
Summon			
Aspect of Terror	1		2

Level 4

	S	M	AP
Fade (1)		1	2

Level 5

	S	M	AP
Augment			
Void Weapon		1	1
Beyond the Limit (1)			1
Essence Transfer (1)			2
Power of the Void	2		3

Equipment

Longsword: 2 handed, 2AP, 1d10 damage (str); Level 1 1d10+1 damage
Black Leather Armor +2 Defense
Mess Kit
Bedroll
Potion of Reason

Gold 10
Silver
Copper

Character Background

Studying to become an Arcane Scholar at the Mag'Vi Universum in the capital of SunFlow City was your childhood dream, since you possessed an affinity for magic at an early age. One day, not long ago, you were reading about the effects of magic on plant life while lounging in the forests of the Shifting Wilds. Suddenly, a portal sprang forth, tossing you off your perch in a tree. Before it quickly dissipated, a terrifying winged nether creature, black as the void, came through and flew off. Gathering your composure while hiding in the thick foliage, you noticed a translucent purple mark had been left on your body. The source of your new powers.

With the invasion of SunFlow City by the Red Draconum, seeking answers at the Mag'Vi Universum was not an option. Your second thought was to seek out druids at the Sage Fortress. Unfortunately, more portals opened, and you ran, getting lost in the Shifting Wilds. When you found your way out of the forests, you were at B'larshore, where you met up with the others in your party. Now it is time to test your new found magic.

Chosen Class Spells & Abilities

Level 1

- **Chaos Bolt:** 2AP 2M Range 30ft Urgently bring forth damaging energy from random parts of the Nether realm to harm your enemies. 1d8+Willpower random damage. On a d8: 1-3 shadow, 4-5 cold, 6-7 arcane, 8 void. If an 8 is rolled for damage type, you do double damage.
- **Summon Dark Fairy:** 2AP Range 20ft Call a dark fairy the size of your fist from the Nether planes to aid you. The dark fairy has 7 Health, 17 Defense, movement 40ft flying, may cast lesser void bolt for 2AP Range 15ft that always hits for 1 void damage, Invisibility self 2AP channeled indefinitely at no cost (casting spells will break invisibility), and may often give advice. Solicited or not. The dark fairy grants you plus 1 spell and weapon attack if it is within 15ft of you. This summon may last indefinitely as it is attracted to your anchor.
- **Summon Void Weapon:** 1AP 1S Range Self-materialize matter from the Nether realm in the shape of a weapon that you are specialized in. This weapon deals shadow damage based on the weapon type and uses your Willpower for making attacks. If wielded by anyone other than the user, that person must make a Sanity check vs. your Willpower to do so. If successful, they gain 2 Sanity Counters. You may only have 1 void weapon summoned at a time. Lasts 12 hours.
- **Summon Void Wisps:** 2AP 1S 1M Self Three violet and black colored orbs swirl around you. Each time you are struck in melee combat, the attacker takes 1d4+Willpower void damage. Void damage may not be reduced.
- **Void Bolt:** 2AP Range 20ft Dark energy blasts through a tiny portal to deal 1d6+Willpower void damage. Void Damage may not be reduced.

Level 2

- **Nether Web:** 2AP 1M Range 20ft 10ft Circle Summon a web of void energy, making terrain difficult in the area. Any within, or who enter, must make a Fitness check vs. your Willpower or lose their movement. This check must be made at the beginning of each turn for any creature within the circle. The difficult terrain is permanent but starts to decay over the course of a week.
- **Summon Netherweave Bag:** 2AP 1S Range 5ft With the stretching of your mind through reality, you have found a hidden pocket of the Nether realm. Conjure an adventuring pack that may last up to 20 hours before the pack is sent back to your hidden space. Any contents inside the bag at the time of dismissal will remain.

Level 3

- **Augment Dark Fairy or Sprite:** 2AP 1M Once per combat, your dark fairy or sprite may remove 1 Sanity Counter from you.
- **Summon Aspect of Terror:** 2AP 1S Range 20ft An unnatural creature comes through to this plane to terrify your enemies. 12 Health, 12 Defense movement 20ft, 2AP 10ft Radius Terrifies all within and compels them to spend their full movement in any direction away from the Aspect and gain 1 Sanity Counter. Targets may avoid these effects by making and succeeding at a Sanity check vs. your Willpower.

Level 5

- **Augment Void Weapon:** 1AP 1M For 2 rounds, on your first attack, your summoned void weapon may hit 2 targets if they are adjacent to each other
- **Power of the Void:** 3AP 2M 10ft Radius Self A black hole centers on your person, pulling all creatures 5ft towards you unless they succeed at a Fitness check vs. your Willpower. Deal 2d6+Willpower void damage, then any creature that failed their Fitness check is also pushed back 15ft. Void damage may not be reduced.

Level 2

- +1 to Vitality
- +1 to Fortitude
- +1 to Spirit Power
- +11 to Health

Level 3

- +1 to Mind
- +1 to Arcane Awareness, Investigation, Awareness, Fast Talking
- +1 to Willpower
- +1 to Mana
- +11 to Health

Level 4

- +1 to Wits
- +1 to Wits Specializations
- +1 to Willpower
- +1 to Speed
- +1 to Mana
- +11 to Health

Level 5

- +1 to Mana
- +11 to Health
- +1 damage die to level 1, 2, & 3 spells

Level 6

- +1 to Mind
- +1 to Arcane Awareness, Investigation, Awareness, Fast Talking
- +1 to Willpower
- +1 to Mana
- +1 to Wits
- +1 to Wits Specializations
- +1 to Willpower
- +1 to Speed
- +11 Health

Granted Class Spells and Abilities

- **Beyond the Limit (1):** 1AP Gain 1 Sanity Counter to receive up to 2 Spirit or Mana. You may not go over your maximum.
- **Essence Transfer 1:** 2AP Range 30ft Heal a summon you control for 2 times your Fortitude, and lower your Health by the same amount.
- **Fade (1):** 2AP 1M Partially step through the veil between the planes, causing all physical damage against you to be reduced by 1d4+Spirit Power for 2 rounds.
- **Nether Touched (1):** You inherently sense rifts, portals, lesser demons,

lesser nether creatures, and your summons that you control, up to 120ft away, that are not magically hidden.

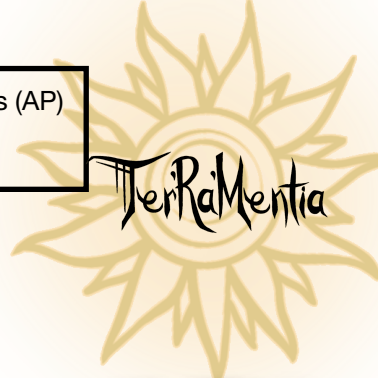
- **Tether Soul (1):** 1AP Range 30ft. Use the power in your anchor to connect to a target through the void. Targets receive a -1 to Defense and take an additional 1d4 void damage from spells or summons that you control, including summoned weapons. Void damage may not be reduced.
- **Void Exchange (1):** 1AP Transfer 1 Spirit to 1 Mana, or 1 Mana to 1 Spirit. You may not go over your maximum amount.

Nether Touched may only control 1 summoned creature at a time. Summoned weapons do not count against this limit. Summons use your Speed check for combat purposes and act either before or after you. Summons may be dismissed for 1AP or are sent back to the nether when a new summon is cast. Summoned creatures are not fully in this plane and give off a violet hue. When they would be reduced to 0 Health, they dissipate. Creatures summoned by spending Spirit use your Spirit power for attacks and your Willpower for spell attacks. All creature Summons have 2AP. Summoned weapons and creatures only last up to 1 hour unless specified otherwise. For the purposes of checks, summons use your stat block.

Character Name:
Race: Vi'Ka'Sha
Class: Planes Walker

Level: 1
Movement: 35ft

Action Points (AP)
2



Life Force
1

Mind
1

Sanity
Counter

Strength

0

Intellect

1

Finesse

1

Wits

1

Vitality

0

Fortitude

1

Sanity

1

Epic Points

1

Spirit

4

Spirit Power

2

14

Mana

3

Willpower

2

14

Defense

15

Speed

2

Health

8

Specializations

Strength

- ☐ 0 Fitness
- ☐ 0 Swimming

Finesse

- ☒ 2 Lock Picking
- ☐ 1 Piloting Air
- ☐ 1 Piloting Land
- ☐ 1 Piloting Water
- ☒ 2 Prowess
- ☐ 1 Riding
- ☒ 2 Sneaking
- ☐ 1 Thievery
- ☐ 1 Mounted Combat

Weapons

- ☒ 2 Shortbows
- ☒ 2 Shortswords

Armors

- ☒ Leather Armors
- ☐ _____

Intellect

- ☐ 1 Arcane Awareness
- ☐ 1 Biology
- ☐ 1 Botany
- ☐ 1 Investigation
- ☒ 2 Memory
- ☐ 1 Navigation
- ☐ 1 Urban Knowledge

Wits

- ☐ 1 Awareness
- ☐ 1 Fast Talking
- ☐ 1 First Aid
- ☐ 1 Forgery
- ☐ 1 Intimidation
- ☐ 1 Intuition
- ☐ 1 Higher Negotiation
- ☒ 2 Tracking
- ☐ 1 Wildlife

Racial Benefits

•Ancestral Hunter:
Summon an ethereal weapon (see Granted Spells and Abilities on page 2.)

•Gain +1 to Spirit (3 base +1 = 4 total)

•Vi'Ka'Sha Quickness: You may spend 1 Spirit to add 1d4 to your Speed roll and have 35ft of Movement.

Languages

Common
Elvish

Spells & Abilities

Level 1

	S	M	AP
Planes Walker (1)			
Tracker			1
Traveler			1
Surprise Attack			
Swiftness			1

Level 2

	S	M	AP
Speed Attack	2		2

Level 3

	S	M	AP
Fade Step		1	1
Trick Shot	1		2

Level 4

	S	M	AP
Adrenaline Rush (1)			

Level 5

	S	M	AP
Adrenaline Rush (2)			
Fade Strike	1	1	2
Planes Walker (2)			
Trap Arrow	1		2

Equipment

Shortbow: 2 handed, 1AP, 1d8 damage (fin); Level 1 1d8+2 damage
Shortswords x2: 1 handed, 1AP, 1d8 damage (str/fin); Level 1 1d8+2
Leather Armor +2 Defense
Fire Starter Kit
40ft Rope & Lockpicking Tool

Gold
Silver
Copper

Character Background

You were caught on the outskirts of Oathgate, looking to sell small game pelts, when the Draconum invasion descended upon SunFlow City. You were compelled to join the fray. After running out of arrows and seeing what little was left of the city guard and the Solar Guardians being overwhelmed, you attempted to flee into the wilderness. A Draconum warlock unleashed a demon to chase you down before turning back to the battle at hand.

Running for your life with shortswords in hand, the lanky and twisted creature chased you down at supernatural speed. Realizing you were not fast enough and overtaken by horror, you spun around to face it. As you turned, it leapt into the air; your heel caught a branch on the ground, and you fell backward. The demon landed directly on top of you and your swords. With its last vile breath, it mumbled out witching words in Demonic and cursed you while gripping your arm, burning a permanent mark into your skin. Also, to your terror and feeling cold, its other claw had ripped open your stomach. Unable to heave the creature off of you, you thought you would perish. However, with your eyes closed, you fell through a portal. When you awoke, you were on the beaches of B'larshore, and a Solar Witch was standing over you, casting a Heal spell.

Chosen Class Spells & Abilities

Level 1

- **Tracker:** 1M Gain Plus 6 to a Tracking check.
- **Traveler:** 1M You have a greater chance of finding helpful contacts across Ter'Ra'Mentia. Gain plus 6 to a Fast Talking check.
- **Surprise Attack:** If no enemies are above you in the Speed rotation, gain plus 6 damage for your first attack in the first round.
- **Swiftness:** 1S Once per round, you may spend 1 Spirit instead of 1 Action Point to swap weapons.

Level 2

- **Speed Attack:** 2AP 2S Attack two targets that are adjacent to you in melee or adjacent to each other if you are using a ranged weapon. Gain Reposition. This ability ignores reload requirements.

Level 3

- **Fade Step:** 1AP 1M Teleport up to 30ft away to a location that is visible. This does not provoke attacks of opportunity.
- **Trick Shot:** 2AP 1S Fire a ranged weapon with a projectile that travels up to 20ft before making a turn up to a 90-degree angle, then traveling up to another 20ft to a target visible by you or an ally.

Level 5

- **Fade Strike:** 2AP 1S 1M Teleport up to 30ft and make 2 attacks with a weapon. The second attack deals half damage rounded up. This does not provoke attacks of opportunity.
- **Trap Arrow/Bolt:** 2AP 1S Range 30ft circle 20ft Fire a projectile that spreads caltrops on contact with a surface, creating difficult terrain. Creatures moving through this area take 1d4 combat damage for every 5ft moved. Simply spend 10 minutes out of combat, combining caltrops and the projectile of your choice, arrows or bolts.

Granted Class Spells and Abilities

- **Adrenaline Rush (1):** Gain plus 2 damage with a weapon you are specialized in and have equipped after teleporting for 1 round.
- **Adrenaline Rush (2):** You now gain plus 4 damage instead of 2.
- **Ancestral Hunter(racial):** Summon an ethereal weapon of your choice by using the wisdom of your ancestors. To summon the weapon costs 1 action and lasts for 1 hour, can only be used by this character, and disappears when more than 20 feet away from the caster. The ethereal weapon may only be used as many times a day as your Life Force number.
- **Hunter Training (1):** Gain plus 1 to Speed

Level 2

- +1 to Finesse
- +1 to Finesse Specializations
- +1 to Shortbows, Shortswords
- +1 to Spirit Power
- +1 to Speed
- +1 to Defense
- Gain **Hunter Training (1)**
- +8 to Health

Level 3

- +1 to Life Force
- +1 to Lock Picking, Prowess, Sneaking, Shortbows, Shortswords
- +1 to Fortitude
- +1 to Spirit Power
- +1 to Spirit
- Gain **Ranger Training (1)**
- +8 to Health

Level 4

- +1 to Finesse
- +1 to Finesse Specializations
- +1 to Shortbows, Shortswords
- +1 to Spirit Power
- +1 to Speed
- +1 to Defense
- +1 to Mana
- Gain the armor specialization Studded Leathers
- +8 to Health

Level 5

- +1 to Spirit
- Gain **Ranger Training (2)** and **Planes Walker (2)**
- +8 to Health

Level 6

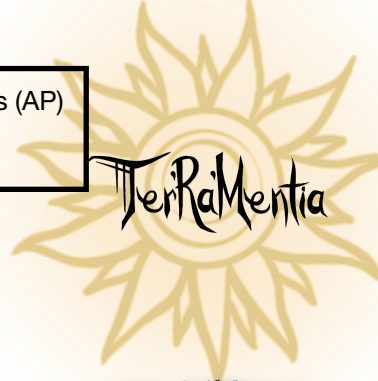
- +1 to Life Force
- +1 to Lock Picking, Prowess, Sneaking, Shortbows, Shortswords
- +1 to Spirit Power
- +1 to Spirit
- +1 to Fortitude
- +1 to Wits
- +1 to Wits Specializations
- +1 to Willpower
- +1 to Speed
- +1 to Mana
- +1 Action Point
- +8 to Health
- Dual Wield Mastery:** All attacks made while dual-wielding weapons you are specialized in add your specialization damage bonus.

- **Planes Walker (1):** Once per week, you may designate a 10ft by 10ft location you are at as Home. Out of combat, perform 10 minutes of meditation to teleport yourself to Home. You may carry small objects.
- **Planes Walker (2):** Anyone making contact with you who has a size of medium or smaller during the full duration of your meditation may teleport with you, as well as one object no larger than 3 square feet.
- **Ranger Training (1):** Gain plus 1 to Tracking, and may provide edible plants or small animals as meals during a 20-minute rest for up to 4 people.
- **Ranger Training (2):** You may use a bow, longbow, or greatbow as a melee weapon for the cost of 2AP

Character Name:
Race: Axyan
Class: **Shadow Templar**

Level: 1
Movement: 30ft

Action Points (AP)
2



Life Force
1

Mind
1

Sanity
Counter

Strength

2

Intellect

0

Finesse

0

Wits

1

Vitality

1

Fortitude

3

Sanity

0

Epic Points

1

Spirit

5

Spirit Power

2

14

Mana

1

Willpower

1

13

Defense

15/16

Speed

1

Health

13

Specializations

Strength

- 3 Fitness
- 2 Swimming

Finesse

- 0 Lock Picking
- 0 Piloting Air
- 0 Piloting Land
- 0 Piloting Water
- 0 Prowess
- 0 Riding
- 0 Sneaking
- 0 Thievery
- 0 Mounted Combat

Weapons

- 3 Maces
- 3 Mauls

Armors

- Chainmail
- Shields
- _____

Intellect

- 0 Arcane Awareness
- 0 Biology
- 0 Botany
- 0 Investigation
- 0 Memory
- 0 Navigation
- 0 Urban Knowledge

Wits

- 1 Awareness
- 1 Fast Talking
- 2 First Aid
- 1 Forgery
- 1 Intimidation
- 2 Intuition
- 1 Higher Negotiation
- 1 Tracking
- 1 Wildlife

Racial Benefits

•**Stone Shaper:** Mold stone or earth in a 2ft by 2ft area into another shape. The cost to do so is 2 actions. Lasts up to 30 minutes.

•**Unmovable Mountain:** +1 armor specialization - Great Shields.

•**Diamond Like Skin:** Gain +1 Defense if unarmored. Once per day, reduce combat damage done to you by 2d6 plus Fortitude.

•Gain +1 to Fortitude (2 base + 1 = 3 total)

Languages

Common
Axyan

Spells & Abilities

Level 1

	S	M	AP
Cast Shadows			1
Charge	1		2
Perseverance	1		
Provoke	1		1
Shield Wall	1		

Level 2

	S	M	AP
Diamond Skin	1	or 1	
Live in the Shadows			
Protectorate Stance (1)			2
Reposition			1

Level 3

	S	M	AP
Improved Provoke			
Improved Shield Wall	2		
Templar's Resolve (1)			2

Level 4

	S	M	AP
Protectorate Stance (2)	1		

Level 5

	S	M	AP
Black Hole	2		1
Friendly Fortress	2		2
Gravity	2		2
Imbued Greatshield			

Equipment

Mace: 1 handed, 1AP, 1d8 damage (str); Level 1 1d8+3 damage

Maul: 2 handed, 2AP, 2d6 damage (str); Level 1 2d6+3

Chainmail +3 Defense

Wooden Shield +1 Defense

First Aid Kit

Gold
Silver
Copper

5

Character Background

Before completing your training as a templar in Axya City at the Midnight Fortress, you found the need to travel. To see what the world has to offer. When the news of the ransacking of SunFlow City reached you, you were lounging in the unique weather of Dragon Port. Lava and hot springs warmed the air as small flakes of snow melted before hitting the ground. Hearing that the Shadow Templars helped save the capital of Ter'Ra'Mentia, you felt regret. Wishing you had been there to do your part. This was the moment you decided to make your way back home. However, the gates of Hael'A Outpost were closed by the Flame Wardens, sealing the road in and out of the valley.

The best you could do on short notice and with little gold was charter a boat around the southern coast and the Azure Peninsula to B'larshore. There, you ran into a Solar Witch who was mandated to enter a tournament on Broken Claw Isle. This is your chance to represent Templar training in an official tournament. To help boost the morale of the people.

Chosen Class Spells & Abilities

Level 1

- **Cast Shadows:** 1AP Range 30ft Sphere 10ft Requires Shadow Stone Create a 10ft cloud of shadows, causing -6 to attack and Awareness checks to any within the area. This applies to ranged attacks and awareness checks that cross this area as well. The cloud lasts 2 rounds.
- **Charge:** 2AP 1S Charge forward up to your max movement in a straight line, and make a melee attack. If the attack hits, the target must make a check vs. your Spirit Power or be knocked down. Targets that are knocked down lose their movement on their next turn, and all damage done to them has 1 more die added to it. Knocked Down Targets cannot make attacks of opportunity.
- **Perseverance:** 1S Add plus 6 to a Fortitude check you make.
- **Provoke:** 1AP 1S Range 30ft Target 1 enemy and attempt to compel them to make attacks against you for 2 rounds. The target must make a Willpower check vs. your Spirit Power to resist.
- **Shield Wall:** 1S When you, or up to 2 of your allies within 5ft of you, are hit with combat damage, raise your shield to reduce that combat damage by half plus your shield's Defense number.

Level 2

- **Diamond Skin:** 1S or 1M Self Reduce combat damage done to you by an amount equal to your Spirit Power if Spirit was spent, or reduce magical damage done to you equal to your Willpower if Mana was spent. This effect is doubled at Level 5 and tripled at Level 15.
- **Reposition:** 1AP Disengage up to 2 enemies, allowing you to take no attacks of opportunity when moving.

Level 3

- **Improved Provoke:** Requires Provoke Add 1 target to Provoke.
- **Improved Shield Wall:** 2S When you, or up to 2 of your allies within 5ft of you, are hit with combat or magical damage, raise your shield to reduce the damage by half plus your shield's Defense number.

Level 5

- **Black Hole:** 1AP 2S Aura 20ft Requires Shadow Stone Star-filled black magic raises into the air above you from your shadow stone, pulling magic towards it. Any spells that would travel through this area deal half damage. Lasts 2 rounds and may be channeled for 1 additional round at the cost of 1AP or 1S.
- **Gravity:** 2AP 2S Aura 20ft Requires Shadow Stone Pull any creatures within the aura toward you up to 10ft. This may be resisted by the targets making a Fitness check vs. your Spirit Power. This may be channeled for 1AP up to 3 rounds. Each round, you renew this as a channeled spell. All targets in the area must make another check to resist.

Granted Class Spells and Abilities

- **Combat Master (1):** Gain plus 1 to Speed
- **Friendly Fortress (1):** 2AP 2S Gain 2 times your Fortitude in Health. Then, for 2 rounds, once per round, you may receive damage that would be assigned to an ally if they are adjacent to you.
- **Greatshield Training:** Greatshields no longer reduce your Movement.
- **Imbued Greatshield:** Requires Shadow Stone Inlay When magical attacks are made against you while having a great shield equipped, and you are in melee range of the caster roll 1d12. 1 the spell is reflected to the nearest ally, 2-5 no effect, 6 the caster has -3 to hit, 7-8 you gain +3 to Willpower or Spirit Power vs. that spell, 9-11 reduce damage done by target spell by 1d8, 12 reflect the spell back at the caster. You may use this ability up to a range of 40ft if you spend 1M.

Gain 1 small Shadow Stone. A dark gem mined from around Darktop Mountain. This stone is needed to use certain spells and abilities. Your shadow stone hums slightly when near other shadow stone up to 60ft, and it has a greater vibration when Terrabris or nefarious magic are in the vicinity of 120ft. This stone may be loose or a part of your armor, shield, or weaponry.

Level 2

- +1 to Vitality
- +1 to Fortitude
- +1 to Spirit Power
- +14 to Health

Level 3

- +1 to Life Force
- +1 to Fitness, Maces, Mauls
- +1 to Fortitude
- +1 to Spirit Power
- +1 to Spirit
- +14 to Health

Level 4

- +1 to Vitality
- +1 to Fortitude
- +1 to Spirit Power
- +1 to Spirit
- Gain **Greatshields** as a Specialization
- Gain **Combat Master (1)**
- +15 to Health

Level 5

- +1 to Spirit
- Gain **Greatshield Training**
- +15 to Health

Level 6

- +1 to Life Force
- +1 to Fitness, Maces, Mauls
- +1 to Fortitude
- +1 to Spirit Power
- +1 to Spirit
- +1 to Vitality
- +1 to Fortitude
- +1 to Spirit Power
- +1 Action Point
- +16 to Health

Two-Handed Weapons Training: When making an attack with a weapon that costs 2 Action Points you are specialized with, you may spend 1 additional action point to make another attack with that same weapon. Your specialization damage bonus applies to an attack made this way.

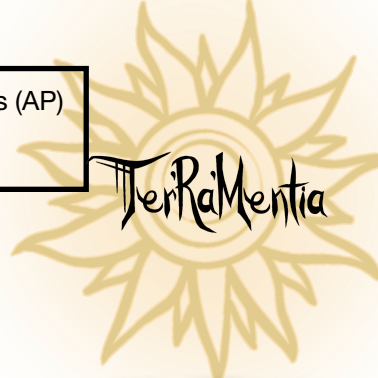
One-Handed Weapons Training: You may now add your damage modifier to your first and second 1AP attack each round.

- **Live in the Shadows:** You do not suffer a penalty to awareness checks and attack rolls in darkness and magical darkness.
- **Protectorate Stance (1):** 2AP Gain plus 2 Defense for magic attacks made against you suffer minus 1d4 (rolled by you). Lasts 1 round. It may be channeled for 1AP.
- **Protectorate Stance (2):** While this stance is active, you may spend 1S when making an attack of opportunity to add an additional damage die. Your Shadow Stone also prevents enemies from using magic that would allow them to teleport away from you.
- **Templar's Resolve (1):** 2AP Gain d10 times your Spirit in Health once per day. You may not have more than your maximum Health.

Character Name:
Race: Ter'Ra Mortal
Class: Solar Witch

Level: 1
Movement: 30ft

Action Points (AP)
2



Life Force
1

Mind
1

Sanity
Counter

Strength

0

Intellect

0

Finesse

1

Wits

1

Vitality

1

Fortitude

2

Sanity

1

Epic Points

1

Spirit

4

Spirit Power

2

14

Mana

3

Willpower

2

14

Defense

14

Speed

2

Health

10

Specializations

Strength

- 1 Fitness
- 0 Swimming

Finesse

- 1 Lock Picking
- 1 Piloting Air
- 1 Piloting Land
- 1 Piloting Water
- 1 Prowess
- 2 Riding
- 1 Sneaking
- 1 Thievery
- 1 Mounted Combat

Weapons

- 2 Quarterstaves
- 0

Armors

- Free Flowing (1)
- 0

Intellect

- 0 Arcane Awareness
- 0 Biology
- 0 Botany
- 0 Investigation
- 0 Memory
- 0 Navigation
- 0 Urban Knowledge

Wits

- 2 Awareness
- 2 Fast Talking
- 2 First Aid
- 1 Forgery
- 1 Intimidation
- 2 Intuition
- 2 Higher Negotiation
- 1 Tracking
- 1 Wildlife

Racial Benefits

• Human Adaptability: +1
Specialization - Intuition

• Clan-less: Making your home among the other races of Ter'Ra'Mentia and not being a part of a Tribal Mortal Clan, you have learned to be charismatic in order to get by. Gain plus 1 Fast Talking and Higher Negotiation.

• Gain Plus 1 Spirit

Languages

Common
Elvish

Spells & Abilities

Level 1

	S	M	AP
Heal	1		1
Imbue Weapon		1	1
Sunlight			1
Sun Ray			2
White Flames			2

Level 2

	S	M	AP
Inspire/Wreck Confidence		1	2
Light Wisps		1	2
Bask in the Glow (1)			

Level 3

	S	M	AP
Beacon	2		2
Teamwork	1		

Level 4

	S	M	AP
Solar Shield (1)			

Level 5

	S	M	AP
Healing Surge	1		2
Nova		2	3
Spirit Surge	1		1

Equipment

Quarterstaff: 1 or 2 handed, 1 or 2AP (str/fin); Level 1 1d8+2 or 1d8+4+2 damage
3 Torches
First Aid Kit
5 Travel Rations

Gold
Silver
Copper

Character Background

Growing up in SunFlow City instead of being a part of a clan in Braeator Hold, you were selected to join the Solar Witches and Guardians without having to study at the Mag'Vi Universum, due to your innate healing magic. During the Draconum invasion, it was your task to heal wounded soldiers within the Solar Fortress. After the city had been saved, and the Solar Queen declared that tournaments would be held across the lands, you were tasked to enter the tournament in Broken Claw Isle. Since the bulk of the Solar Guardians are now keeping the Draconum at bay, they were unable to send someone more experienced to represent the elite order. The responsibility then fell to you.

You met up with your party in B'larshore, the last of which was a hunter that appeared before you on the beach, materializing from a portal, gravely wounded. You cast the Heal spell and brought them back to health.

Chosen Class Spells & Abilities

Level 1

- **Heal:** 1AP 1S Range 30ft Warm energy washes over a target, healing them for 1d8+Spirit Power. You may not have more health than your maximum.
- **Imbue Weapon:** 1AP 1M Range 15ft Imbue a weapon with white solar flames, adding 1d4 solar damage to attacks made with that weapon for 3 rounds.
- **Sunlight:** 1AP Create a 2ft radius ball of sunlight up to 60ft away that lasts up to 4 rounds. This light extends up to a 15ft sphere of magical light that is yellowish in color. This effect may negate magical darkness if cast over it. Sunlight may be negated by magical darkness if magical darkness is cast over Sunlight.
- **Sun Ray:** Attack 2AP Range 30ft Project a small Ray of light, dealing 1d10+Willpower solar damage.
- **White Flames:** Attack 2AP Surround yourself in white hot flames, dealing 1d8+Willpower solar damage to all creatures within 5ft of you.

Level 2

- **Inspire/Wreck Confidence:** 2AP 1S Range 30ft A visible aura of light surrounds you, inspiring all allies within range with a plus 3 to Spirit Power and Willpower checks. All Enemies within range must make a Willpower save or suffer a -3 to all Spirit Power and Willpower checks. Lasts for 2 rounds. Channeled for 1AP 1S.
- **Light Wisps:** Attack 2AP 1M Range 30ft Three shimmering wisps of energy, resembling miniature suns that could fit in your palm, swirl around a target, dealing 3d4+Willpower solar damage. Targets hit by this attack must make a Willpower check or be set Off Balance. Off Balance reduces the target's movement by 1/2 for 1 round.

Level 3

- **Beacon:** 2AP 2S Range 30ft As a shining light on the battlefield, your allies know that you support them. All allies gain plus 2 on attack rolls for 2 rounds.
- **Teamwork:** 1S Range 15ft At the beginning of combat, before Speed is determined, grant an ally plus 2 to Defense for 2 rounds.

Level 5

- **Healing Surge:** 2AP 1S Range 15ft Warm and gentle sun rays flow from you to your target. Healing them for 2d10+Spirit Power, and they gain 1 Spirit or Mana of their choice. You may not have more Health, Spirit, or Mana than your maximum. You may not target yourself with this spell.
- **Nova:** Attack 3AP 2M Range 20ft Raise a swirling ball of yellow and white flame 5ft over your head. Any enemies who are within 20ft of you that move into this area and start their turn within this area, you must make an attack roll against them. If successful, deal 2d6+Willpower solar damage. You may spend 1AP and 1M to channel this spell each round after the initial cast.
- **Spirit Surge:** 1AP 1S Range 15ft Grant a willing creature 1 Spirit. They may not have more than their maximum Spirit.

Level 2

- +1 to Vitality
- +1 to Fortitude
- +1 to Spirit Power
- +11 to Health

Level 3

- +1 to Life Force
- +1 to Fitness, Riding, Quarterstaves
- +1 to Fortitude
- +1 to Spirit Power
- +1 to Spirit
- +11 to Health

Level 4

- +1 to Wits
- +1 to Wits Specializations
- +1 to Willpower
- +1 to Speed
- +1 to Sanity
- +11 to Health

Level 5

- +2 to Spirit
- Gain **Free Flowing (2)**
- Gain **Battle Mage:** plus 1 to Willpower
- +11 to Health
- +1 healing or damage die to level 1, 2, & 3 spells

Level 6

- +1 to Mind
- +1 to Willpower
- +1 to Mana
- +1 to Awareness, First Aid, Intuition, Higher Negotiation
- +1 to Wits
- +1 to Wits Specializations
- +1 to Speed
- +1 Action Point
- +11 to Health

Granted Class Spells and Abilities

- **Bask in the Glow 1:** Once per day, while not in combat, cast the Bask in the Glow spell to re-energize your allies. You and all allies within 30ft may gain 2 Spirit or Mana and an amount of d6 equal to your Fortitude in Health, but no more than their maximum. This spell takes 10 minutes to cast and emanates moderate sunlight from the caster.
- **Free Flowing 1:** If wearing robes, a cloak, or a cape and no armor, add plus 1 to your Defense. This bonus only applies once.
- **Free Flowing 2:** Free Flowing now gives a defense bonus of 2 instead of 1.
- **Solar Shield 1:** A magical bubble of bright light emanates around your target. Once per day, you may reduce damage done to yourself or an ally by 1d12 plus your Spirit Power.