⬦ FIGHTER

Name

Ancestry

Example: Elf, Dwarf, Human, Dragon, Gnome, Fairy

Level

Strength — STR

Dexterity — DEX

Constitution — CON

Intelligence — INT

Wisdom — WIS

Charisma — CHA

Armor

Hit Points
Max (10 + CON)   *Current*

Damage   D10
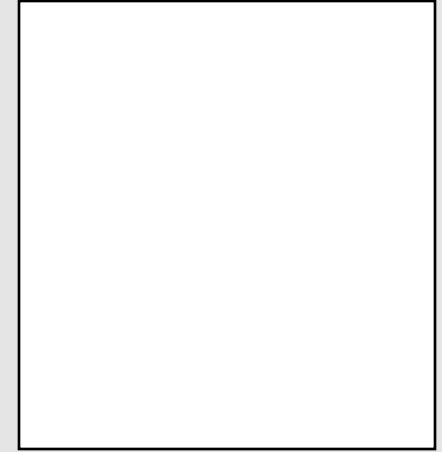
Character Picture

Start with these stats: +2, +1, +1, 0, -1, -1.

Whenever you increase a level, select a new feature from the list below. At odd levels (3, 5, 7, and so on) also increase a stat of your choice by 1, up to a max of 5.

Coin
Start with 5 coins

Gear
Max Load (12 + STR)   *Current*

STARTING GEAR
- Choose two:
  - longsword, axe, or warhammer
    (*+1 damage, 2 weight*)
  - bow, spear (*1 weight*)
  - Shield (*+1 armor, 1 weight*)
- Leather Armor or Chainmail (*1 armor, 1 weight*)
  or Scale Armor (*2 armor, 3 weight, clumsy*)
- 3 Bandages (*heal 3HP each, 0 weight*)
- Adventuring Pack (*5 uses, 1 weight*)
- Personal item or trinket (*0 weight*)

Features

Features that say **Skill** rely on skill and might not work. **Roll + WIS** to see what happens.

STARTING FEATURES

☑ **Fighting Style (pick one)**
- Ranged: +1 damage on ranged attacks
- Melee: +1 damage on melee attacks

☑ **Armored**
Ignore the *clumsy* tag on heavy armor.

☐ **Ancestry Feature**
Create a custom feature based on your character's ancestry. Discuss with GM.

ADVANCED FEATURES (*level 2 and up*)

☐ **Second Wind**
Once per an encounter, you can heal 1d8 HP.

☐ **Skilled Fighter**
Add +1d4 to your damage rolls.

☐ **Armor Master**
You can reduce damage dealt to you from a single source by half. If you do, also reduce the value of your armor or shield by 1. When its value reaches 0, it's destroyed.

☐ **Know Your Enemy**
You can identify what a foes physical weakness is , such as a gap in their armor, or a tendency to feign to the left. (*Skill*)

☐ **Unstoppable**
Once per an encounter, you can reroll a failed roll. You must use the new result.

☐ **Improvised Attack**
You can use your DEX modifier for melee attacks, or your STR modifier for ranger attacks.

☐ **Intimidate**
Your strength and size are intimidating. You have *Best Of* when trying to intimidate a creature.

☐ **Frenzied Attack**
You can choose to enter a frenzy for a minute of battle. If you do, you have *Best Of* on attacks but your armor is reduced to 0 while frenzied.

☐ **Crushing Blow**
When you roll a 20+, double your damage roll.

☐ **Smash**
When you roll a 20+ on an attack, you can destroy something the defender has (a weapon, shield, armor, and so on).

☐ **Second Strike**
Once per an encounter, you can reroll a damage roll. You must use the new result.

☐ **Dragon Hide**
Dragon scales that give you +1 armor.

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Features _(continued...)_

Features that say **Skill** rely on skill and might not work. **Roll + WIS** to see what happens.

EXPERT FEATURES (_level 11 and up_)

☐ **Seasoned Veteran**
Ranged and Melee fighting styles get +2 damage instead of +1. Damage also gets +1 armor.

☐ **Well-Rounded**
You may pick a second fighting style.

☐ **War Cry**
Once per encounter, you can give each of your allies _Best Of_ on a single roll.

☐ **Third Wind**
Requires: _Second Wind_
You get an additional use of _Second Wind_.

☐ **Even More Unstoppable**
Requires: _Unstoppable_
You can reroll one additional failed roll per an encounter.

☐ **Expert Fighter**
Replaces: _Skilled Fighter_
Add +1d8 to your damage rolls.

☐ **Enchanted Dragon Hide**
Replaces: _Dragon Hide_
Magical dragon scales that give you +2 armor.

☐ **Armor Expert**
Replaces: _Armor Master_
You can prevent all damage dealt to you from a single source. If you do, also reduce the value of your armor or shield by 1. When its value reaches 0, it's destroyed.

☐ **Skilled Second Strike**
Requires: _Second Strike_
You can reroll one additional damage roll per an encounter.

ADDITIONAL FEATURES

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⛊ WIZARD

Name

Ancestry

Example: Elf, Dwarf, Human, Dragon, Gnome, Fairy

Level

Strength
STR

Dexterity
DEX

Constitution
CON

Intelligence
INT

Wisdom
WIS

Charisma
CHA

Start with these stats: +2, +1, +1, 0, -1, -1.

Armor

Hit Points

Max (4 + CON)   *Current*

Damage   D6

Character Picture

Whenever you increase a level, select a new feature from the list below. At odd levels (3, 5, 7, and so on) also increase a stat of your choice by 1, up to a max of 5.

Coin
Start with 5 coins

Gear
Max Load (7 + STR)   *Current*

STARTING GEAR
- A Staff or Wand (*0 weight*)
- A Spellbook (*1 weight*)
- Leather Armor (*1 armor, 1 weight*)
- A Dagger (*1 weight*)
- 2 Healing Potion (*heal 7 HP, 1 weight*)
- 1 Antitoxin (*1 weight*)
- Adventuring Pack (*5 uses, 1 weight*)
- Personal item or trinket (*0 weight*)

Features

Features that say **Spell** need to be cast and might not work. **Roll + INT** to see what happens.

STARTING FEATURES

☑ **Light**
A small object you touch glows with arcane light. The light can be any color you'd like. (*Spell*)

☑ **Arcane Ward**
Your magical aura gives you +2 armor.

☐ **Ancestry Feature**
Create a custom feature based on your character's ancestry. Discuss with GM.

ADVANCED FEATURES (*level 1 and up*)

Start with two Advanced Features of your choice.

☐ **Identify Object**
Holding an item in your hand, you learn what it does and how it works. (*Spell*)

☐ **Detect Magic**
Detect if there are any magical items in the area, and where they are. (*Spell*)

☐ **Magic Missles**
Magic projectiles of launch from your hands and deal 2d4 damage to one target within 60'. (*Spell*)

☐ **Suggestion**
A creature that can hear and understand you does something you suggest. It must be reasonable, and cannot ask the target creature to harm itself. (*Spell*)

☐ **Illusion**
Create an illusory sound or image (or both) that lasts for up to a minute. Casting this spell again destroys any existing illusion. (*Spell*)

☐ **Alarm**
Cast in a 20' circle. For up to 8 hours, magic will alert you if a creature crosses that circle. (*Spell*)

☐ **Sleep**
One creature up to 10 max HP within 20' of you falls asleep. (*Spell*)

☐ **Invisibility**
Make a creature you can touch invisible. The spell ends if the creature attacks. (*Spell*)

☐ **Dispel Magic**
End a spell or magical effect in your presence. More powerful magic is reduced instead. (*Spell*)

☐ **Teleport**
Teleport to a visible spot up to 30' away. (*Spell*)

☐ **Heal Wounds**
Heal a creature you can touch by 1d10 HP. (*Spell*)

☐ **Summon Spirit**
Gain the service of a magical spirit that takes the form of a small animal. The spirits acts on its own but follows your commands, and communicates with you telepathically. If it takes damage or your summon another spirit, it disappears. (*Spell*)

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Features _(continued...)_

Features that say **Spell** need to be cast and might not work. **Roll + INT** to see what happens.

EXPERT FEATURES (_level 11 and up_)

☐ **Arcane Armor**
Replaces: _Arcane Ward_
Your magical aura gives you +4 armor.

☐ **Mass Suggestion**
Up to INT creatures (min 1) that can hear and understand you do something you suggest. It must be reasonable, and cannot ask the creatures to harm themselves. (_Spell_)

☐ **Greater Teleport**
You can teleport to any location you've previously been to. (_Spell_)

☐ **Animate Objects**
Up to 8 tiny objects, 4 small objects, 2 medium objects, or 1 large object come to life. You command them for up to a minute. (_Spell_)

☐ **Counterspell**
Interrupt a spell as its being cast. (_Spell_)

☐ **Cage**
A creature is held in a cage of magical force. Nothing can get in or out of the cage. The cage disappears if you leave its sight. (_Spell_)

☐ **Fireball**
Cast a ball of flames up to 60' away that envelops your target and everyone nearby, inflicting 2d8 damage which ignores armor. (_Spell_)

☐ **Greater Sleep**
Up to INT creatures (min 1) with up to 20 max HP within 35' of you fall asleep. (_Spell_)

☐ **Shelter**
Ceate a magical dome that can hold up to 6 creatures and lasts for up to 8 hours. Only creatures and objects you name can enter or leave. Magic cannot pass through. (_Spell_)

☐ **Flight**
A creature you can touch gains the ability to fly for 10 minutes. If it's still flying when the spell ends, it falls. (_Spell_)

☐ **Student of the Arcane**
Starting the next time you level, you can pick spell features from any class. Use INT to cast, regardless of the class.

ADDITIONAL FEATURES

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DRUID

Name

Ancestry
Example: Elf, Dwarf, Human, Dragon, Gnome, Fairy

Level

Strength
STR

Dexterity
DEX

Constitution
CON

Intelligence
INT

Wisdom
WIS

Charisma
CHA

Start with these stats: +2, +1, +1, 0, -1, -1.

Armor

Hit Points
Max (6 + CON)   *Current*

Damage   D6
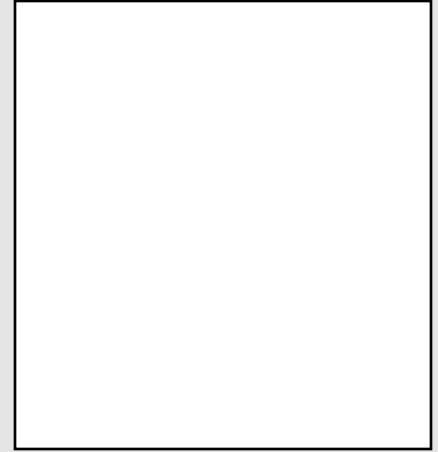
Character Picture

Whenever you increase a level, select a new feature from the list below. At odd levels (3, 5, 7, and so on) also increase a stat of your choice by 1, up to a max of 5.

Coin
Start with 2 coins

Gear
Max Load (6 + STR)   *Current*

STARTING GEAR
- Wooden Staff (*1 weight*)
- A bow, spear, or ranged weapon (*1 weight*)
- Leather armor, hide armor, or a wooden shield
  (*1 armor, 1 weight*)
- Herbalism Kit
  (*3 uses, heal 5HP each use, 0 weight*)
- Adventuring Pack (*5 uses, 1 weight*)
- Personal item or trinket (*0 weight*)

Features

Features that say **Spell** need to be cast and might not work. **Roll + WIS** to see what happens.

STARTING FEATURES

☑ **Survivial**
You can find food, water, and shelter for yourself and up to 5 companions in any natural location.

☑ **Speak with Animals**
You have an innate ability to communicate with animals of the natural world.

☐ **Ancestry Feature**
Create a custom feature based on your character's ancestry. Discuss with GM.

ADVANCED FEATURES (*level 1 and up*)

☐ **Shapeshift**
Transform into any small animal. Your stats stay the same, but have the physical attributes of the animal. You cannot speak or cast spells while in animal form. 3 attempts a day. (*Spell*)

☐ **Wave of Thunder**
Any creatures (including allies) near you get pushed back 15' and take 1d8 damage. (*Spell*)

☐ **Vine Whip**
A vine emerges from the ground and does 1d6 damage to a creature within 30' of you. (*Spell*)

☐ **Tangle of Vines**
A tangle of vines 20' wide grows and restrains any creatures in the area. (*Spell*)

☐ **Shed Form**
Requires: Shapeshift
While shifted, if your HPs are reduced to 0 you can shift back into your natural form with your HP restored to pre-shift value.

☐ **Tooth and Claw**
Requires: Shapeshift
When in an appropriate shapeshift form, increase your damage dice to a D10.

Start with two Advanced Features of your choice.

☐ **Heal Wounds**
Heal an ally you can touch by 1d10 HP. (*Spell*)

☐ **Bark Skin**
You can turn your skin into a tough, bark-like material at will. Gain +1 armor.

☐ **Speak with Nature**
Place your hands on a plant, body of water, stone, or other natural element and learn about recent events from it. (*Spell*)

☐ **Eye of the Tiger**
Mark an animal. You can see through its eyes as if they were your own from any distance. Only one animal at a time may be marked. (*Spell*)

☐ **Form Shaper**
Requires: Shapeshift
You can shift into large animals. While shifted, add +2 to one stat or +1 armor. The GM adds -2 to a stat of their choice, or -1 armor.

EXPERT FEATURES on the next page...

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Features (*continued...*)

Features that say **Spell** need to be cast and might not work. **Roll + WIS** to see what happens.

EXPERT FEATURES (*level 11 and up*)

☐ **Embrace No Form**
Requires: Shapeshift
You can shapeshift an unlimited number.

☐ **Battle Shape**
Requires: Shapeshift
Add +1d8 damage to any damage rolls while in shapeshift form.

☐ **Shape Speak**
Requires: Shapeshift
While shifted, you can speak and cast spells.

☐ **Stone Skin**
Replaces: Bark Skin
You can turn your skin into a tough, stone-like material at will. Gain +2 armor.

☐ **Summon Animals**
Summon magical spirits that take the form of an animal of your choice. Choose from: 8 tiny animals, 4 small animals, 2 medium animals, or 1 large animal. (*Spell*)

☐ **Weather Weaver**
Once a day, you can manipulate the weather to your liking. Weather must be area-appropriate. No snowstorm in a desert, for example. (*Spell*)

☐ **Command of Nature**
Ask a plant, body of water, stone, or other natural element to act on your behalf. For example, creating a wall of trees. (*Spell*)

☐ **Camouflage**
You can blend in with your natural surroundings, becoming undetectable except through magical means. *(Spell)*

☐ **Elemental Storm**
A storm of hail, fire, or lightning rains down from the sky, doing 2d8 damage. *(Spell)*

☐ **Restore**
Heal a creature you can touch by 2d8 HP, and remove any conditions affecting them. *(Spell)*

ADDITIONAL FEATURES

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ROGUE

Name

Ancestry

Example: Elf, Dwarf, Human, Dragon, Gnome, Fairy

Level

Strength
STR

Dexterity
DEX

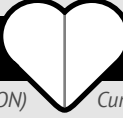**Constitution**
CON

Intelligence
INT

Wisdom
WIS

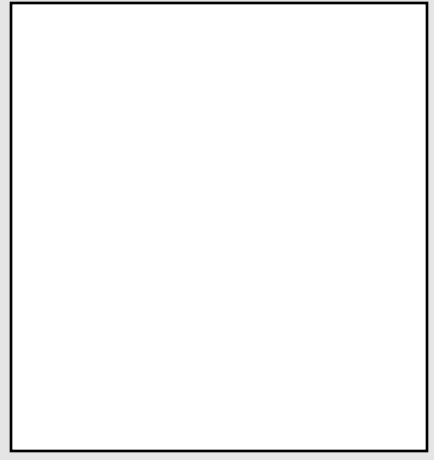**Charisma**
CHA

Armor

Hit Points
Max (6 + CON)   *Current*

Damage   D6

Character Picture

Start with these stats: +2, +1, +1, 0, -1, -1.

Whenever you increase a level, select a new feature from the list below. At odd levels (3, 5, 7, and so on) also increase a stat of your choice by 1, up to a max of 5.

Coin
Start with 10 coins

Gear
Max Load (9 + STR)   *Current*

STARTING GEAR
- A rapier, or shortsword (*1 weight*)
- A dagger or bow (*1 weight*)
- Leather Armor (*1 armor, 1 weight*)
- Thieves Tools (*0 weight*)
- Adventuring Pack (*5 uses, 1 weight*)
- Personal item or trinket (*0 weight*)

Features

Features that say **Skill** rely on skill and might not work. **Roll + WIS** to see what happens.

STARTING FEATURES

☑ **Sneak Attack**
When you catch a creature by surprise, deal an extra +1d6 damage.

☑ **Thieves Tools**
You have *Best Of* when picking locks and disarming traps.

☑ **In the Shadows**
You have *Best Of* on all stealth rolls.

☐ **Ancestry Feature**
Create a custom feature based on your character's ancestry. Discuss with GM.

ADVANCED FEATURES (*level 2 and up*)

☐ **Cautious**
You have *Best Of* while trying to detect traps.

☐ **Good Balance**
Once per an encounter, you can reroll a failed DEX roll.

☐ **Underdog**
When you're outnumbered, you have +1 armor.

☐ **Deception**
You have *Best Of* on rolls when trying to trick or deceive someone.

☐ **Forger**
With the right materials, you can create convincing documents, passports, and replicas. (*Skill*)

☐ **Dodge**
Once per an encounter, when hit by an attack you can reduce the damage by -1d4.

☐ **Expert Climber**
You have *Best Of* when climbing and jumping.

☐ **Bad Reputation**
You have *Best Of* on intimidation rolls.

☐ **Skilled Marksman**
You have *Best Of* with DEX weapons.

☐ **Chemist**
With the right materials, you can create 3 doses of a potion you've used before. (*Skill*)

☐ **Smuggler**
You gain free transport from one location to another, often smuggled in a cargo transport or the hold of a ship.

☐ **Artificer**
With the required materials, you can build simple mechanical contraptions and weapons for use in your schemes. (*Skill*)

ROGUE

Notes

Features (continued...)

Features that say **Skill** rely on skill and might not work. **Roll + WIS** to see what happens.

EXPERT FEATURES (*level 11 and up*)

☐ **Expert Balance**
Requires: *Good Balance*
You get two more uses of *Good Balance* per encounter.

☐ **Extreme Underdog**
Replaces: *Underdog*
You have +1 armor. When you're outnumbered, you have +2 armor instead.

☐ **Uncanny Dodge**
Replaces: *Dodge*
Three times per an encounter, when hit by an attack you can reduce the damage by -2d4.

☐ **Heightened Senses**
You can sense danger around corners and in the dark. You get *Best Of* on perception rolls.

☐ **Reliable Talent**
You can add your DEX/2 to any roll instead of it's normal modifier. Negative modifiers become 0.

☐ **Expert Chemist**
Requires: *Chemist*
You can create 3 doses of a potion of your own design, but it might only work under specific circumstances, be weaker than intended, take a while to take effect, or have obvious side-effects.

☐ **Planning a Heist**
The GM will tell you about one potential pitfall to be aware of before entering an area. (*Skill*)

☐ **Expert Artificer**
Requires: *Artificer*
Your simple creations work reliably, no roll needed. You can now build more advanced contraptions with a *Skill* check.

☐ **Quick Reflexes**
When a creature tries to ambush you, you can make the first attack instead.

ADDITIONAL FEATURES

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BARD

Name

Ancestry
Example: Elf, Dwarf, Human, Dragon, Gnome, Fairy

Level

Strength
STR

Dexterity
DEX

Constitution
CON

Intelligence
INT

Wisdom
WIS

Charisma
CHA

Start with these stats: +2, +1, +1, 0, -1, -1.

Armor

Hit Points
Max (6 + CON)   *Current*

Damage   D6

Character Picture

Whenever you increase a level, select a new feature from the list below. At odd levels (3, 5, 7, and so on) also increase a stat of your choice by 1, up to a max of 5.

Coin
Start with 10 coins

Gear
Max Load (9 + STR)   *Current*

STARTING GEAR
- A rapier, shortsword, bow, or dagger (*1 weight*)
- Instrument or performance item (*0 weight*)
- Leather Armor (*1 armor, 1 weight*)
- 2 Bandages (*heal 3HP each, 0 weight*)
- Adventuring Pack (*5 uses, 1 weight*)
- Personal item or trinket (*0 weight*)

Features

Features that say **Spell** need to be cast and might not work. **Roll + CHA** to see what happens.

STARTING FEATURES

☑ **Pep Talk**
Give 1 ally *Best Of* for any roll during the current encounter. Can only be used once per encounter.

☑ **Painful Noise**
Target creature takes 1d4 damage and runs away. *(Spell)*

☐ **Ancestry Feature**
Create a custom feature based on your character's ancestry. Discuss with GM.

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ADVANCED FEATURES (*level 1 and up*)

☐ **Song of Rest**
During a short rest, all allies heal +1d6 HP.

☐ **Charm Person**
A creature believes you are a friend until the encounter ends or you try to hurt them. (*Spell*)

☐ **Disguise Self**
Change your appearance for 1 hour. You can appear 1' bigger or smaller, but you don't physically take up more or less space. (*Spell*)

☐ **Skilled Duelist**
You handle weapons with finesse and style. You can use DEX instead of STR on melee rolls.

☐ **Jack of All Trades**
You can add your CHA/2 to any roll instead of it's normal modifier. Negative modifiers become 0.

☐ **Countercharm**
Remove one debility from one ally. (*Spell*)

Start with one Advanced Features of your choice.

☐ **Message**
Whisper a private message to someone up to 120' away. They can hear you and respond. (*Spell*)

☐ **Healing Word**
Your words heal a creature 1d8 HP. (*Spell*)

☐ **Turn It Up to 11**
Any creatures (including allies) near you get pushed back 15' and take 1d8 damage. (*Spell*)

☐ **Distracting Performance**
One creature in earshot attacks you instead of your allies. (*Spell*)

☐ **Lullaby**
One creature up to 10 max HP within 20' of you falls asleep. (*Spell*)

☐ **Popular**
Anywhere you go, you can always find free lodging and food in exchange for a performance.

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Features (continued...)

Features that say **Spell** need to be cast and might not work. **Roll + CHA** to see what happens.

EXPERT FEATURES (*level 11 and up*)

☐ **Fight as One**
Until the end of the encounter, allies gain +1 armor whenever they're within 10' of you. (*Spell*)

☐ **Pep Rally**
Replaces: Pep Talk
Give up to 3 allies advantage. Can only be used once per encounter.

☐ **Healing Chorus**
Replaces: Healing Word
Your words heal up to CHA modifier creatures (min 1) heal by 2d8 HP. (*Spell*)

☐ **Turn It Up to 12**
Replaces: Turn It Up to 11
Any creatures (including allies) near you get pushed back 25' and take 2d8 damage. (*Spell*)

☐ **Persuasion**
A creature must answer a single question truthfully, or do a single thing you ask so long as it doesn't not cause them direct harm. (*Spell*)

☐ **Message**
Whisper a private message to someone up to 120' away. They can hear you and respond. (*Spell*)

☐ **Charm Audience**
Replaces: Charm Person
A number of creatures up to your CHA modifier (min 1) believe you are a friend until the encounter ends or you try to hurt them. (*Spell*)

☐ **Epic Lullaby**
Replaces: Lullaby
Up to CHA modifier creatures (min 1) with up to a 20 max HP within 20' of you fall asleep. (*Spell*)

☐ **Enrapture**
Target creature becomes so enraptured by your performance that they can't attack you for the rest of the encounter. (*Spell*)

☐ **Rally Cry**
Target creature's attack does double the damage. Can only be used once per encounter. (*Spell*)

ADDITIONAL FEATURES

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