

# PICKING YOUR CHARACTER

Each adventure comes with 8 characters to choose from. Contained is a quick summary of each character's background and their combat role, as well as their strengths to help you decide which one you want to play.

The first 8 characters are designed for the Derriston adventure. The second set are designed for the Skevin adventure. You can use them for either or both adventures.

## Derriston

### Adara, Wood Elf Demonologist

Adara is a nimble demonologist who can summon fire demons to do her bidding.

Adara is a wood elf with a bit of a sullen disposition. She isn't well liked by most folk in Derriston and is an orphan. She lives on the outskirts of town in a ramshackle hut she built herself.

She is a **melee striker**. She gets in close and has both the highest potential damage output against single targets in melee and highest physical damage defense of any of the characters.

### Baloc, Giantkin Chronomancer

Baloc is a large imposing diplomat who can tweak time itself.

Baloc is the son of Deegan, the mayor of Derriston. A few days ago, practically the entire town helped build the new barn on his farm because his father is an inspiration to the town.

Baloc is a **melee defender** and leader, or **diplomat**. He is the best healer of all the characters and can use his time manipulation to both move through enemies as well as remove a foe from reality for a short time. He also can reverse damage on physical objects in a limited manner.

### Crystal, Human Witch

Crystal uses fae spirits to drain energy from her foes and aid allies.

Crystal is a witch doctor that uses living plants to channel life energy to heal patients. She lives near the center of the town of Derriston as a tenant of The Sunken Tankard.

Crystal is an **agile leader** who can work well in close to medium range. She has the second highest physical damage defense of all the characters. She weakens her foes with fae magic, and she can use the energy drained from her enemies to heal herself and allies.

### Fumo, Dwarven Evoker

Fumo is a wizard with lots of options at his disposal. He is a fisherman and member of Derriston's militia.

Fumo is a **ranged controller** who can stun foes with ice, blast them with fire, move them about with electrical fields, or even take flight with gossamer wings. He is the most flexible character with a host of tricks he can use. He has good damage output, but is best at controlling foes from range.



### Jaxen, Gnome Windrider

Jaxen is a master of air magic with a specialty in ranged damage.

Jaxen just recently arrived in Derriston.

Jaxen is a **mental striker** who can do excellent ranged damage and good melee control. With preparation, he can summon a lightning cloud to unleash bolts of lightning on his foes. He can also fly short distances and blow foes about. He has the highest potential damage output at medium range of all the characters.

### Lorrenna, Dragonkin Warden

Lorrenna is an athletic and durable combatant. She is one quarter dragon.

Lorrenna is the warden for Derriston. She commands the town militia.

Lorrenna is a **melee defender** who gives nearby allies defensive bonuses even as she defeats foes in melee. She has the second best defense against physical hindrances. She has the most health of all the characters and can heal herself in the heat of battle.

### Paka, Halfling Monk

Paka is alert and perceptive, very little escapes her notice.

Paka is the local priestess for Derriston. Paka runs the services at the small shrine to honor ancestors. The shrine is at the southern end of the town, near the cemetery.

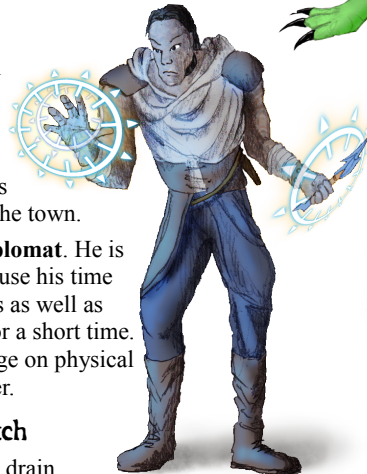
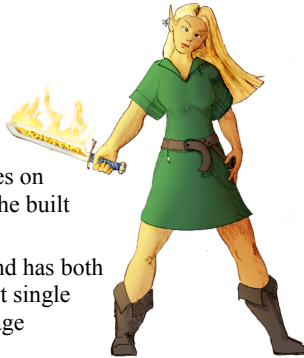
Paka is an **agile controller** who can move foes into harm's way or even fling them across the battlefield. She can stun foes with a strike of her fist, causing them to tumble a few steps. She is best at controlling foes in melee.

### Tallon, Wolfkin Vanguard

Tallon is a charismatic and athletic leader with a big sword.

Tallon is a sheep farmer in the town of Derriston. He is also a member of the town militia and very skilled with his blade.

Tallon is a **social striker** who can deal good damage while healing nearby allies or giving them extra actions and additional damage. He is the second best at healing. He works very well with other melee-focused allies.



## Skevin

### Della, Halfling Druid

Della uses the power of nature's weather, growth, and natural healing to lead alongside her wolf companion.

Della lives in the woods near Derriston. Her faithful wolf companion is always by her side. Della is somewhat reclusive, unusual for a halfling, feeling more comfortable around animals than other humanoids.

She is an **agile leader**. Della leads best from the front lines. She and her wolf can heal allies and keep foes off balance enough to make taking them down an easier task for the entire team.

### Gills, Dragonkin Frostmage

Gills is a half dragon master of cold.

Gills learned many of his elemental skills from his father, an aquatic dragon from the northlands. Once he was of mature age, his father moved on, as dragons are rather solitary creatures.

He is a **ranged striker**. Gills does best when staying out of melee, where he can control the battle from a short distance away. He can not only keep foes at bay, but move them into advantageous situations. His wings allow him to glide in the air.

### Illania, High Elven Transmuter

Illania is a high elf wizard who specializes in getting in close and personal with her foes.

Illania trained at the Tower of the Mages and was the head of her class. She is a driven individual, exemplified by her success in the prestigious Tower of the Mages. Illania can come off as impulsive and arrogant, believing that her training makes her the most qualified to make the right decisions. She's come out to the wild frontier to put her skills to the test in real life situations.

She is a **mental striker**. Illania's transformation powers let her change her skin to adjust to different tactical situations, striking from close range for maximum effectiveness.

### Jebbedo, Gnomish Artificer

Jebbedo is an incredibly clever gnomish tinker.

Jebbedo Snvblunk is a gnome in mechanized battle armor of his own design. He rides around in his armor pretty much constantly, though he can cause it to fold into a small self-powered wagon when he wishes to appear less ostentatious (which is rarely).

He is an **agile controller**. Jebbedo controls the battle from close range, using his mechanized armor to protect him and destroy his foes.

### Lycatius, Knight Protector

Lycatius is a holy warrior and defender of the weak.

Lycatius is a devout follower of Eldar the All Creator. Having completed his pilgrimage to Eldar's Footstool, a plateau in the frozen northlands, he was headed towards Falandor to receive his posting assignment. On the way, he rested in Derriston's inn, where he was hired to make this delivery in Skevin, which happens to be on the way to Falandor.

He is a **leader**. Lycatius does best when fighting side by side with allies. He deals consistent single target damage and is great at saving allies that get themselves in trouble.

### Tananda, Catkin Skirmisher

Tananda is a practitioner of ancient martial arts. She is exceptionally perceptive.

The younger sister of Paka, a priestess in the nearby town of Derriston. She did not, however, take a calling yet.

While visiting her sister, she heard of this particular venture and thought she'd try her hand at assisting with the delivery to

Skevin. While her sister is a halfling, the fae chose Tananda as one of their own before her birth. She still doesn't know why.

She is an **agile controller**. In combat, Tananda is nearly as hard to hit as her sister, but she is also able to heal her allies while controlling the battlefield.

### Thorston, Dwarven Warrior

Thorston is a stout and deadly warrior.

Thorston hails from the western city of Velous, at the cliffs on the edge of the Great Desert. He was trained to be a city guardsman there, but since has ventured to the east to find his fortune. He doesn't say why.

He is a **tough melee striker**. Thorston is a high damage character who can stand in the front lines for extended periods and dish out extreme damage. Once he gets foes pinned in melee, he can absorb massive damage and keep enemies from moving him about.

### Vilpa, Human Stoneshaper

Vilpa can rip the stones right from the earth to defend her allies or pummel her foes into a fine mist.

Vilpa is a practitioner of the way of earth, a skill she learned while spending several years in the mines of Vortex.

She is a **melee defender**. Vilpa does well close to her allies where she can shield them with stone while she crushes her foes. When she gets where she needs to be, she can grow a skin of stone to take additional punishment.



# ADARA, WOOD ELF DEMONOLOGIST

Adara is a wood elf with a bit of a sullen disposition. She isn't well liked by most folk in Derriston and is an orphan. She lives on the outskirts of town in a ramshackle hut she built herself.

*Don't Read This Aloud:* Adara has begun dabbling in demonology, binding demons to do her will. She can use demonology to create flames, explosions, and even summon small demons. She has been using a small glade outside of town in order to avoid being caught.

A month or so ago, Gurdan, a leading member of the village council, discovered her in the midst of her practice. She was chastised soundly and told that she must stop her meddling or get thrown out of town. She thinks perhaps she just needs the opportunity to show how useful her craft is.

Adara's flavor word is **fire**.

These are Adara's universal attacks.

- ☐ Basic Melee (Major; Melee 1; One creature) Universal — Weapon, **Simple**  
+10 vs. Dex, 1d10+6 damage.
- ☐ Basic Ranged (Major; Ranged 6+; One creature) Universal — Weapon, **Simple**  
+10 vs. Dex, 1d10 damage.
- ☐ Basic Grapple (Major; Melee 1; One creature) Universal — Grapple, **Simple**  
+6 vs Str; Hit: 5 damage. The target is immobilized until the end of your next turn.
- ☐ Basic Shove (Major; Melee 1; One creature) Universal — Weapon, **Simple**  
+10 vs. Str; Hit: 5 damage and the target is pushed 1 square.
- ☐ Mental Assault (Major; Ranged 2; One creature) Universal — Vocal, **Simple**  
+7 vs Awa; Hit: 1d10+2 damage to mental.
- ☐ Social Pressure (Major; Ranged 3; One creature) Universal — Vocal, **Simple**  
+8 vs Sav; Hit: 1d10+3 damage to social.

## Important Rules - Social Rank

Because Adara is two ranks below the average social rank, many other characters will treat her unfavorably, and she will have less influence in social situations.

## Favored Strategy

Adara's tactics are best used in close melee. She can summon a Blazing Ember to aid her once she gets in close to an enemy, and the demon will aid her in flanking opponents. She can summon the ember directly to the far side of her opponent, giving her flanking and advantage on that foe (see below). Flanking lets her make use of Devil's Angle, giving her a larger range for critical hits, and thus a greater chance that her ongoing damage will be harder to save against.

## Important Rules - Fire (Keyword)

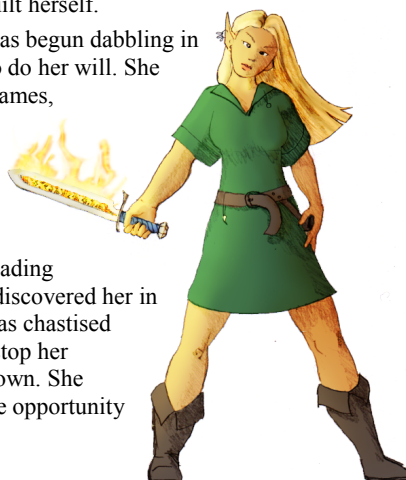
You have several powers with the fire keyword.

Any power with the fire keyword can be used as a standard action in order to create a dim light centered on yourself (with no other effects). You may sustain this effect as a move action. The power provides no useful light the first turn, only on sustained turns.

## Important Rules - Summons

Blazing Ember is a summon power.

Summon powers create an entity that you can use to make actions. You use your own actions to command the entity. You may only have 2 summoned entities at once. Because the Blazing Ember is dependent on your actions, it cannot make reaction attacks.



Adara			Striker
Medium Natural Humanoid (Wood Elf)			XPV 140
Senses: Infravision, Magic: +3; Perception: +6			Social Rank 3
Physical	Mental	Social	Initiative: +10
Str Def: 19	Gen Def: 15	Cha Def: 16	Speed: 6
Dex Def: 24	Awa Def: 14	Sav Def: 15	Action Point: 1
Physical Wounds:	Mental Wounds:	Social Wounds:	Scratches:
/22	/12	/14	/10
<input type="checkbox"/> Simple Melee, Shortsword (Major; Melee 1; One creature) General — Weapon, <b>Simple</b> +11 vs Dex; Hit: 1d10+7 damage.			
<input type="checkbox"/> Blazing Strike (Major; Melee 1; One creature) Supernatural — Fire, Weapon, <b>Simple</b> +11 vs Dex; Hit: 1d10+1 fire damage. If you have advantage against the target, do ongoing 5 fire damage (save ends).*			
<input type="checkbox"/> Infernal Detonation (Move; Melee 1; You hit the target with an attack that has the Fire keyword during your previous action; One creature) Supernatural — Fire +5 vs Dex; Hit: 1d10+7 fire damage.			
• Demonic Spark (Minor; Ranged 10; One creature) Supernatural — Fire +5 vs Dex; Hit: Ongoing 2 fire damage (save ends).*			
<input checked="" type="checkbox"/> Raging Spin (Full; Melee 1; Shift 1 square before the attack; Each enemy) Supernatural — Fire, Weapon +11 vs Dex; Hit: 1d10+8 fire damage.*			
<input type="checkbox"/> Blazing Ember (Move; Melee 2) Supernatural — Fire Effect: This power summons a small demon animated by the will of the caster. It has no hit points or defenses. The demon can flank enemies. If the demon gets more than 2 squares from you, it leaves. You may use it to make the following actions. <input type="checkbox"/> — (Move; Melee 1 from the elemental; One creature) Supernatural — Fire +10 vs Dex; Hit: Ongoing 5 fire damage (save ends).* • — (Minor; Melee 2) Supernatural — <b>Simple</b> Effect: The elemental shifts 1 square.			
Supernatural — Melee Weapon and Armor Proficiency Infernal — Devil's Angle: Whenever you have advantage against a foe, your critical range against that foe with Infernal powers increases by one ( <i>this means you critical on a 19 or 20</i> ). *Infernal — Hellfire: Whenever you roll a critical hit with a Supernatural attack that deals ongoing damage, the target has an additional -4 penalty to that save. Stats: Agility 4, Endurance 1, Mental 2, Physical 6, Power 5, Social 3, 5'0" Weight: 93 Skills: Athletics +11, Crafting +5, Customs +7, Diplomacy +4, Entertain +8, Faith +4, Fortitude +7, Handy +6, Leadership +8, Magic +3, Nature +8, Nimble +19, Perception +6, Precision +10, Science +7, Shrewd +8, Tactics +7, Trickery +7; Languages: Common, Elven Equipment: Belt pouch - large, simple boots, backpack, simple clothing, 10 simple rations, full waterskin, Bowl - wooden, Spoon, Flagon - Iron, Shortsword, 5 GP, 3 SP			

## Important Rules - Advantage

Advantage is a situational benefit. When you have advantage on a target, you gain a +2 (your Mental) bonus to accuracy against that target or use skill checks against that target. There are several ways to gain advantage on a target.

- If you are flanking a target, you gain advantage on that target. Flanking means the target is directly between you and an ally and you are both adjacent to the target. If you are more than one square from a target, you are not flanking that target.
- Stunned or prone creatures grant advantage to adjacent foes.
- When you successfully surprise a foe that is unaware of you, you gain advantage against that foe until the end of your turn.

# BALOC, GIANTKIN CHRONOMANCER

Baloc is the son of Deegan, the mayor of Derriston. A few days ago, practically the entire town helped build the new barn on his farm. This wasn't by decree, but because his father is an inspiration to the town.

*Don't Read This Aloud:* Since his father's accomplishments are pretty impressive, Baloc sometimes feels a bit like father's shoes will be hard to fill. Luckily for Baloc, mayorship is not hereditary, and most people expect Gurdan (a rancher in town) will probably be mayor if Deegan steps down.

A few years ago, Deegan made a trade agreement with some local goblins, the Bloodfoot tribe. The tribe boasts of its excellent hunters, and indeed the town has greatly benefited from trading for the meat and skins the tribe has provided.

Over the past few years Baloc has begun learning to manipulate time and has learned a few tricks. Baloc's flavor word is **time**.

These are Baloc's universal attacks.

- ☐ Basic Melee (Major; Melee 1; One creature) Universal — Weapon, **Simple**  
+10 vs. Dex, 1d4+4 damage.
- ☐ Basic Ranged (Major; Ranged 4+; One creature) Universal — Weapon, **Simple**  
+10 vs. Dex, 1d4 damage.
- ☐ Basic Grapple (Major; Melee 1; One creature) Universal — Grapple, **Simple**  
+5 vs Str; Hit: 2 damage. The target is immobilized until the end of your next turn.
- ☐ Basic Shove (Major; Melee 1; One creature) Universal — Weapon, **Simple**  
+10 vs. Str; Hit: 2 damage and the target is pushed 6 squares.
- ☐ Mental Assault (Major; Ranged 3; One creature) Universal — Vocal, **Simple**  
+5 vs Awa; Hit: 1d4+3 damage to mental.
- ☐ Social Pressure (Major; Ranged 5; One creature) Universal — Vocal, **Simple**  
+7 vs Sav; Hit: 1d4+5 damage to social.

## Favored Strategy

Baloc's chronomancy skills are particularly useful at turning back time in very localized areas. He can use this to fix broken things (Arcane Mending), heal friends (Revise History and Reverse the Flow), and even hop back to a location he was recently at (Backup Plan). He has had some limited success with sending things forward in time (Temporal Skip) as well as using time as a method to bend space and teleport short distances, but with the unfortunate side effect of damaging things in his wake (Step Through).

## Timed Actions

Some powers use multiple actions of the same type to use. Reverse the Flow and Temporal Skip are timed actions. You save up actions from turn to turn in order to perform one of these. As soon as you use *any* action (including quick or free actions) you lose all saved actions.

A minor x2 can be done as a minor and move action on one turn, or as a minor action saved up and a minor action the next turn. A standard x2 can be done as a standard action saved up and a standard the next turn. You may use an action point to reduce either one to one action.

## Important Rules - Healing (Keyword)

Whenever you use an action granted by an action point to use a power that heals a target, you heal wounds instead of scratches, and the excess healing (if any) is then applied to the target's scratches. If you use an action point to reduce a healing action to a single action, you also gain this benefit.

## Important Rules - Teleport (Keyword)

Powers with the teleport keyword move creatures from one place to another instantaneously, even through other creatures or solid barriers. When teleporting, you take anything you are carrying with you. You can

use Step Through as a short range (2 squares) teleport by using two full actions. This does not count as a timed action.

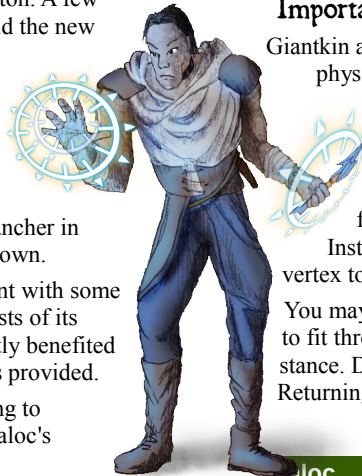
## Important Rules - Large (Size)

Giantkin are large creatures. This is shown by their inherent greater physical health pool, weaker dexterity defense and greater strength defense. Large creatures gain a -10 penalty to Nimble checks for overcoming narrow spaces. Large creatures have a +5 bonus to Athletics checks for surpassing rough terrain.

You also take up a larger space than your medium and small friends. You take up 2x2 squares instead of a single square.

Instead of moving from square to square, you usually move from vertex to vertex (at the center of 2x2 blocks).

You may squeeze yourself into a single square as a minor action in order to fit through smaller spaces, but you are slowed. This counts as a stance. Doing so moves you into one of the squares you currently are in. Returning to normal is a minor action and moves you to one of the vertices of the square you are currently in.



**Baloc**  
**Large Unnatural Humanoid (Giantkin); 2 x 2 sq.** **Diplomat**  
**XPV 140**

Senses: Normal Vision, Magic: +9; Perception: +4

Social Rank: 5

Physical

Mental

Social

Initiative: +8

Str Def: 18

Gen Def: 16

Cha Def: 15

Speed: 6

Dex Def: 13

Awa Def: 12

Sav Def: 14

Action Point: 1

Physical Wounds:	Mental Wounds:	Social Wounds:	Scratches:
/17	/14	/18	/21

☒ Backup Plan (Full; Personal) Arcane — Temporal, Stance

Effect: You gain the following power:

☐ — (Move; Personal) Arcane — Temporal, Teleport

Effect: Teleport 6 squares to a square you were in since entering this stance. This stance ends.

☐ Revise History (Major; Ranged 5; One creature) Arcane — Temporal, Healing

+12 vs Str; Hit: 2 radiant damage. An ally adjacent to the target is healed 1d10 physical scratches.

• **x2** Reverse the Flow (Minorx2; Melee 2; You or an ally) Arcane — Temporal, Healing

Effect: Target heals 5 scratches of any one type. If you heal yourself with this power, you instead heal 6 scratches of that type.

☒ Step Through (Full; Melee 1; One creature) Arcane — Conjunction, Teleport

+12 vs Dex; Hit: 1d4+9 damage and you teleport up to 2 squares to a space adjacent to the target.

☒ **x2** Temporal Skip (Majorx2; Ranged 5; One creature) Arcane — Temporal

+12 vs Dex; Hit: The target vanishes. The target reappears at the end of your next turn. The target is treated as if the intervening round did not occur. A target inside a physical object at the end of the duration is pushed to the nearest empty square.

Effect: If the attack roll exceeds the target's Perception (roll if the target is aware), the attack is unnoticed by the target and the target is unaware of lost time.

Giantkin — Sturdy; Arcane — Athame Rituals +11 (Arcane Mending); Temporal — Timeshifted

Stats: Agility 1, Endurance 6, Mental 3, Physical 4, Power 2, Social 5, 10'5" Weight: 1087

Skills: Athletics +8, Crafting +11, Customs +6, Diplomacy +18, Entertain +7, Faith +11, Fortitude +12, Handy +4, Leadership +7, Magic +9, Nature +4, Nimble +5, Perception +4, Precision +5, Science +5, Shrewd +6, Tactics +5, Trickery +6; Languages: Common, Giant

Equipment: Exceptional Athame (defense), bedroll, backpack, iron pot, spoon, 20 simple rations, 3 full waterskins, simple clothing, large beltpouch, chisel, hammer, 8 GP, 7 SP

## Important Rules - Rituals

Rituals are less-than-reliable abilities. When you attempt a ritual, you must make a ritual casting check in order to succeed. The roll is your ritual bonus vs. a DT that is specific to that ritual. If you succeed, the ritual occurs. If you fail, you take mental damage equal to the amount you failed minus 3. Note that this is scratch damage and can be healed with a normal one minute rest.

You have the Arcane Mending ritual, which you can perform with your athame (a ritual dagger):

☐ Arcane Mending (Major; Melee 1; A damaged object) Arcane — Implement, Healing

+9 vs 20; Success: You mend 1d6+7 scratch damage on the target.

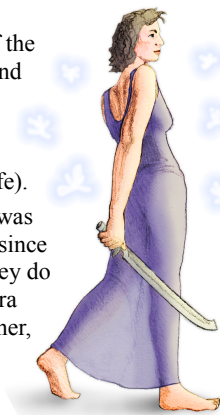
# CRYSTAL, HUMAN WITCH

Crystal is a witch doctor that uses living plants to channel life energy to heal patients. She lives near the center of the town of Derriston as a tenant of The Sunken Tankard.

*Don't Read This Aloud:* Crystal uses fae, spirits of the world that are faintly visible to the naked eye, found in all parts of nature. They are finicky little creatures, but they take life to give life, so she gives them living plants that they weaken (using Wither) in order to cure people (using Transfer Life).

A few years ago, she cured a painful malaise that was plaguing Idra, the lady who runs the inn. Idra has since asked Crystal to stay in the inn as thanks. What they do not tell anyone, even her husband Ewen, is that Idra really wants Crystal there in order to keep curing her, as the only cure Crystal found thus far is temporary. Crystal's flavor word is **fae**.

These are Crystal's universal attacks.



- ☐ Basic Melee (Major; Melee 1; One creature) Universal — Weapon, **Simple**  
+10 vs. Dex, 1d6+4 damage.
- ☐ Basic Ranged (Major; Ranged 4+; One creature) Universal — Weapon, **Simple**  
+10 vs. Dex, 1d6 damage.
- ☐ Basic Grapple (Major; Melee 1; One creature) Universal — Grapple, **Simple**  
+4 vs Str; Hit: 3 damage. The target is immobilized until the end of your next turn.
- ☐ Basic Shove (Major; Melee 1; One creature) Universal — Weapon, **Simple**  
+10 vs. Str; Hit: 3 damage and the target is pushed 2 squares.
- ☐ Mental Assault (Major; Ranged 1; One creature) Universal — Vocal, **Simple**  
+4 vs Awa; Hit: 1d6+1 damage to mental.
- ☐ Social Pressure (Major; Ranged 5; One creature) Universal — Vocal, **Simple**  
+8 vs Sav; Hit: 1d6+5 damage to social.

## Favored Strategy

Crystal keeps foes weakened with her Wither and Haranguing Fae attacks. She can use Transfer Life once each time she hits with Wither (Transfer Life is her only minor action) and use her Simple Melee, Shortsword or Fae Assault to do real damage.

## Important Rules - Healing (Keyword)

Transfer Life lets Crystal heal allies if she hits with Wither first.

Whenever you use an action granted by an action point to use a power that heals a target, you heal wounds instead of scratches, and the excess healing (if any) is then applied to the target's scratches. If you use an action point to reduce a healing action to a single action, you also gain this benefit.

## Important Rules - Illusion (Keyword)

Fae Assault and Haranguing Fae have the illusion keyword.

Powers with the Illusion keyword create images that are seen by all creatures in line of sight of the area of effect. Creatures not affected by or missed by the power see a somewhat hazy version of the intended illusion.

You may specify any illusion you like as long as it fits within the targeted area. This does not change the mechanical effects of the power.

Any power with the illusion keyword can be used as a standard action in order to create a dim light centered on yourself (and no other effects). You may sustain this effect as a move action. The power provides no useful light the first turn, only on sustained turns.

## Important Rules - Weakened

A weakened creature deals half damage, rounded up. A weakened creature is also treated as if their Strength score is halved (subtract half the creature's Strength score from their Athletics bonus).

## Crystal Medium Natural Humanoid (Human) Agile Leader XPV 140

Senses: Normal Vision, Magic: +3; Perception: +7

Social Rank 5

Physical	Mental	Social	Initiative: +11
Str Def: 15	Gen Def: 12	Cha Def: 16	Speed: 6
Dex Def: 23	Awa Def: 15	Sav Def: 19	Action Points: 2
Physical Wounds: /16	Mental Wounds: /10	Social Wounds: /18	Scratches: /12

- ☐ Simple Melee, Shortsword (Major; Melee 1; One creature) General — Weapon, **Simple**  
+11 vs Dex; Hit: 1d6+5 damage.
- ☐ Wither (Major; Adjacent area 4; Each creature) Supernatural — Parasite  
+9 vs Str; Hit: The target is weakened (save ends).
- ☐ Fae Assault (Major; Ranged 5; One creature) Supernatural — Fae, Illusion  
+13 vs Dex; Hit: 1d6+6 damage.
- ☐ Haranguing Fae (Move; Ranged 5; One creature) Supernatural — Fae, Illusion  
+7 vs Str; Hit: The target is weakened (save ends).
- Transfer Life (Minor; Ranged 5; You hit a creature with a Parasite attack during your previous action; One ally or yourself) Supernatural — Parasite  
Effect: Target is healed 3 physical scratches or you are healed 1 physical scratch.  
Human — Natural Skill (Trickery); Supernatural — Melee Weapon and Armor Proficiency; Ring Rituals +10 (Tabeya's Improved Sight)  
Stats: Agility 6, Endurance 2, Mental 1, Physical 4, Power 3, Social 5, 5'5" Weight: 140  
Skills: Athletics +10, Crafting +3, Customs +11, Diplomacy +8, Entertain +8, Faith +7, Fortitude +6, Handy +7, Leadership +8, Magic +3, Nature +7, Nimble +10, Perception +7, Precision +18, Science +4, Shrewd +11, Tactics +4, Trickery +13; Languages: Common  
Equipment: Shortsword, Exceptional Ring (accuracy), fancy clothing, Beltpouch - small, Scabbard - 1handed, 2 simple rations, Worn bedroll, 9 CP

## Important Rules - Rituals

Rituals are less-than-reliable abilities. When you attempt a ritual, you must make a ritual casting check in order to succeed. The roll is your ritual bonus vs. a DT that is specific to that ritual. If you succeed, the ritual occurs. If you fail, you take mental damage equal to the amount you failed minus 1. Note that this is scratch damage and can be healed with a normal one minute rest.

You have the Tabeya's Improved Sight ritual, which you perform with your ring:

- Ⓢ Tabeya's Improved Sight (Full; Personal; Sustain Minor) Supernatural — Implement, Sense  
+10 vs 20; Success: You gain heat vision but lose any other vision types you may have. Your heat vision range is 4 squares plus 1 for each point you surpassed this check by.

## Important Rules - Sustain Actions

You must sustain Tabeya's Improved Sight for it to last past one round.

A power with Sustain (action type) allows you to continue the effects in the action's Result lines. You must sustain the power before you end your turn (but not the first turn), or the Result is not sustained. You cannot sustain a power more than once in a turn. When you sustain a power, you may need to make a Fortitude check if you are not at full health against the amount of damage you have on you. If you fail, the sustain fails.

## Important Rules - Heat Vision

Tabeya's Improved Sight can temporarily give you heat vision.

Heat vision is completely unaffected by light. A creature with heat vision can see terrain and all warm-blooded creatures and water or fire elemental creatures with good visibility. Most other creatures are treated as faint visibility. This allows you to ignore penalties for low light when making skill checks and attack rolls.

# FUMO, DWARVEN EVOKER

Fumo is a fisherman and a member of the town militia of Derriston.

*Don't Read This Aloud:* Other members of the town militia include the town warden Lorrenna, Tallon, and the town blacksmith Vartan.

Some years ago, Fumo came across a wandering wizard. He took Fumo as an apprentice, teaching him the ancient ways of evocation magic. One day upon returning from morning fishing, he found the wizard's tower had been obliterated, killing the old wizard within it. He has since been teaching himself evocation through trial and error. His most recent accomplishment is Delayed Fireblast. Fumo's flavor word is **boom**.

These are Fumo's universal attacks.



- ☐ Basic Melee (Major; Melee 1; One creature) Universal — Weapon, **Simple**  
+8 vs. Dex, 1d8+3 damage.
- ☐ Basic Ranged (Major; Ranged 3+; One creature) Universal — Weapon, **Simple**  
+8 vs. Dex, 1d8 damage.
- ☐ Basic Grapple (Major; Melee 1; One creature) Universal — Grapple, **Simple**  
+3 vs Str; Hit: 4 damage. The target is immobilized until the end of your next turn.
- ☐ Basic Shove (Major; Melee 1; One creature) Universal — Weapon, **Simple**  
+8 vs. Str; Hit: 4 damage and the target is pushed 5 squares.
- ☐ Mental Assault (Major; Ranged 6; One creature) Universal — Vocal, **Simple**  
+10 vs Awa; Hit: 1d8+6 damage to mental.
- ☐ Social Pressure (Major; Ranged 1; One creature) Universal — Vocal, **Simple**  
+5 vs Sav; Hit: 1d8+1 damage to social.

## Favored Strategy

When in dangerous situations, Fumo keeps a Delayed Fireblast prepared. This is best saved when he can hit 2 or more targets with it, or simply to dump at the end of an encounter when he knows he'll recharge it soon. He tries to stay out of melee, as his melee attacks are highly inaccurate. However if a foe proves particularly troublesome, he might go into melee anyway to use Perrin's Freezing Touch. Lightning Pulse is an excellent way for him to clump together several foes in order to use Delayed Fireblast.

## Timed Actions

Some powers use multiple actions of the same type to use. Lightning Pulse is a timed action. You save up actions from turn to turn in order to perform it. As soon as you use *any* action (including quick or free actions) you lose all saved actions.

A move x3 can be done as a standard and move action the first turn, then a move action at the beginning of the next turn; or as a move action saved up, and a standard and a move action the next turn. You may use an action point to reduce it to a single move action.

## Important Rules - Fire (Keyword)

Delayed Fireblast and Burning Strike have the fire keyword.

Any power with the fire keyword can be used as a standard action in order to create a dim light centered on yourself (with no other effects). You may sustain this effect as a move action. The power provides no useful light the first turn, only on sustained turns.

## Important Rules - Stun

You can use Perrin's Freezing Touch to stun creatures.

When you are stunned, you only have one move action per turn and grant advantage to all adjacent enemies. You cannot take free actions or quick actions, and you lose your standard and minor action. You may use an action point to get a standard action, however.

Fumo			Controller
Medium Natural Humanoid (Mountain Dwarf)			XPV 140
Senses: Darkvision, Magic: +14; Perception: +8			Social Rank 5
Physical	Mental	Social	Initiative: +8
Str Def: 15	Gen Def: 18	Cha Def: 13	Speed: 5
Dex Def: 15	Awa Def: 16	Sav Def: 11	Action Point: 1
Physical Wounds:	Mental Wounds:	Social Wounds:	Scratches:
/14	/20	/10	/18
<input checked="" type="checkbox"/> Delayed Fireblast (Full; Personal) Arcane — Evocation, Fire, Stance Effect: You gain the following power: <input type="checkbox"/> — (Major; Ranged (11), Area 3; Each creature) Arcane — Evocation, Fire +13 vs Dex; Hit: 1d8+5 fire damage. This stance ends.			
<input type="checkbox"/> Burning Strike (Major; Ranged 6; One creature) Arcane — Evocation, Fire, <b>Simple</b> +13 vs Dex; Effect: 1d8+2 fire damage. The target takes ongoing 1 fire damage (save ends).			
<input type="checkbox"/> Perrin's Freezing Touch (Major; Melee 1; One creature) Arcane — Evocation, Cold +8 vs Str; Hit: The target is stunned (save ends). On a critical, the target has a -6 penalty to save.			
<input type="checkbox"/> Sarai's Stabbing Needles (Move; Ranged 6; 1 to 3 creatures, one attack each) Arcane — Evocation +8 vs Dex; Hit: 2 damage.			
<input type="checkbox"/> x3 Lightning Pulse (Move x3; Adjacent area 7; Each creature) Arcane — Evocation, Lightning +13 vs Dex; Hit: 1d8+1 lightning damage. The target is pulled towards the center of the area one square plus another square if it is wearing metal armor. ( <i>pull is described on Paka's sheet</i> )			
Arcane — Arcane Shield; Wand Rituals +18 (Arcane Light, Levitate Object, Faerie Flight); Evocation — Overwhelming Control Stats: Agility 2, Endurance 5, Mental 6, Physical 3, Power 4, Social 1, 4'2" Weight: 125 Skills: Athletics +9, Crafting +13, Customs +3, Diplomacy +6, Entertain +5, Faith +6, Fortitude +10, Handy +8, Leadership +5, Magic +14, Nature +8, Nimble +5, Perception +8, Precision +5, Science +10, Shrewd +3, Tactics +10, Trickery +3; Languages: Common, Dwarven			
Equipment: Exceptional Wand (damage focused), simple clothing, backpack, bedroll, 2 simple rations, 50 feet of Rope, Frying pan, Bottle - medium, Flagon - Iron, Knife, Belt pouch - large, simple boots, Spoon, 2 Torch, full waterskin, Bowl - wooden, 10 GP, 6 SP, 9 CP			

## Important Rules - Rituals

Rituals are less-than-reliable abilities. When you attempt a ritual, you must make a ritual casting check in order to succeed. The roll is your ritual bonus vs. a DT that is specific to that ritual. If you succeed, the ritual occurs. If you fail, you take mental damage equal to the amount you failed minus 6. Note that this is scratch damage and can be healed with a normal one minute rest.

You have the following rituals you can perform with your wand:

- ☐ Arcane Light (Move; Personal; Sustain Minor) Arcane— Implement  
+18 vs 20; Success: Your implement acts as a soft light source. Enemies within melee 4 have a -1 penalty to saves against status effects.
- ☒ Levitate Object (Full; Ranged 20; Sustain Minor) Arcane— Implement  
+18 vs 24; Success: The target is aloft. You gain the following power.  
— (Move; Ranged (10), The levitated target) Elemental — Air, Wind, Levitation  
Effect: You flying slide the target up to Awareness squares.
- ☐ Faerie Flight (Move; Personal Stance) Arcane— Implement, Transmutation, Stance  
+18 vs 30; Success: Gossamer wings sprout from your back. You gain a hover speed of 2. If you use an attack power or a ritual, the stance ends.

## Important Rules - Hovering

Hovering allows you to soar through the air with no support but atmosphere. You may land as a free action if you are your height or less from the ground.

When you make a hover move, you may change direction as often as you like. You have no minimum distance you must move each turn.

When hovering, you may move up or down at the cost of one square of movement per square. You may use non-flying moves and shifts as if they were flying ones while hovering. If you are falling, you may reduce your falling speed by 12 as a minor action.

# JAXEN, GNOME WINDRIDER

Jaxen just recently arrived in Derriston.

*Don't Read This Aloud:* He moved here from the nearby city of Skevin in order to get away from some rather embarrassing gambling debts. His full name is actually Jaxendkaldevzin Sakvlazintebblecup. Jaxen's flavor words are **genius** and **brilliant**.

These are Jaxen's universal attacks.

<input type="checkbox"/> Basic Melee (Major; Melee 1; One creature) Universal — Weapon, <b>Simple</b>
+7 vs. Dex, 1d12+3 damage.
<input type="checkbox"/> Basic Ranged (Major; Ranged 3+; One creature) Universal — Weapon, <b>Simple</b>
+7 vs. Dex, 1d12 damage.
<input type="checkbox"/> Basic Grapple (Major; Melee 1; One creature) Universal — Grapple, <b>Simple</b>
+3 vs Str; Hit: 6 damage. The target is immobilized until the end of your next turn.
<input type="checkbox"/> Basic Shove (Major; Melee 1; One creature) Universal — Weapon, <b>Simple</b>
+7 vs. Str; Hit: 6 damage and the target is pushed 2 squares.
<input type="checkbox"/> Mental Assault (Major; Ranged 5; One creature) Universal — Vocal, <b>Simple</b>
+11 vs Awa; Hit: 1d12+5 damage to mental.
<input type="checkbox"/> Social Pressure (Major; Ranged 1; One creature) Universal — Vocal, <b>Simple</b>
+7 vs Sav; Hit: 1d12+1 damage to social.

## Preferred Strategy

Jaxen is at his best when he starts a Lightning Storm at the beginning of combat. This improves his damage output, though he has to use his own actions to power it. He can use Aerial Jaunt to escape bad situations and is particularly effective at short range where he can use Gentle Zephyr, Voltaic Spark and Sheet Lightning or Grounding.

## Timed Actions

Some powers use multiple actions of the same type to use. Lightning Storm and Aerial Jaunt are timed actions. You save up actions from turn to turn in order to perform one of these. As soon as you use *any* action (including quick or free actions) you lose all saved actions.

A move x3 can be done as a standard and move action the first turn, then a move action at the beginning of the next turn; or as a move action saved up, and a standard and a move action the next turn. You may use an action point to reduce it to a single move action. A full x2 takes two full turns to use, or you may use an action point to reduce it to a single turn.

## Important Rules - Prone

You can use attacks from Lightning Storm to knock creatures prone.

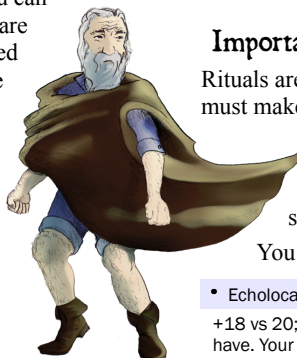
While prone, non-adjacent creatures have a -2 to hit you and you have a -2 to attacks. You grant advantage to adjacent foes. You can get up from prone as a simple move action unless you are immobilized. Your speed is reduced to 2. When knocked prone, your current stance ends. Getting up from prone does *not* provoke attacks from adjacent foes.

## Important Rules - Small (Size)

Gnomes are small creatures. This is shown by their inherent smaller physical health pool, weaker strength defense and greater dexterity defense. Small creatures gain a +10 bonus to Nimble checks for overcoming narrow spaces. Small creatures have a -5 penalty to Athletics checks for surpassing rough terrain. You are also slightly slower because of your size.

## Important Rules - Lightning (Keyword)

Powers with the Lightning keyword generate immense amounts of electricity. They will set any highly flammable materials on fire and can be used to temporarily power a power stone. You give a number of temporary gp value to a power stone equal to the lightning damage dealt to it, but it only lasts for 11 rounds.



Any power with the lightning keyword can be used as a full action in order to create a dim light centered on yourself (and no other effects). You may sustain this effect as a move action. The power provides no useful light the first turn, only on sustained turns.

## Important Rules - Weather (Keyword)

Powers with the weather keyword temporarily change the weather in the immediate area, creating dense clouds in the area directly above the power. This is temporary, however, and will dissipate over 9 minutes.

Jaxen			Mental Striker
Small Natural Humanoid (Gnome)			XPV 140
Senses: Infravision, Magic: +7; Perception: +9			Social Rank 5
Physical	Mental	Social	Initiative: +9
Str Def: 15(18*)	Gen Def: 22	Cha Def: 15	Speed: 5
Dex Def: 22(23*)	Awa Def: 17	Sav Def: 13	Action Point: 1
Physical Wounds: /13	Mental Wounds: /18	Social Wounds: /10	Scratches: /11
<input type="checkbox"/> Sheet Lightning (Major; Adjacent area 3; Each creature) Elemental — Air, Lightning, <b>Simple</b>			
+13 vs Dex; Hit: 1d12 lightning damage.			
<input type="checkbox"/> Grounding (Major; Melee 1; One creature) Elemental — Air, Lightning			
+7 vs Str; Hit: The target is stunned (save ends).			
<input type="checkbox"/> Gentle Zephyr (Move; Adjacent area 4; Each creature) Elemental — Air, Lightning			
+7 vs Str; Hit: Slide the target 1 square. (slide is described on Lorrenna and Paka's sheets)			
• Voltaic Spark (Minor; Ranged 5; One creature) Elemental — Air, Lightning			
+7 vs Dex; Hit: 4 lightning damage.			
<input checked="" type="checkbox"/> Lightning Storm (Fullx2; Ranged 5) Elemental — Air, Lightning, Weather			
Effect: This power creates a thundercloud animated by the will of the caster. It has no hit points or defenses. If the cloud gets more than 5 squares away from you, it dissipates. You may use it to make the following actions.			
— (Major; Ranged 5 from cloud, Area 3; Each creature) Elemental — Air, Lightning			
+13 vs Dex; Hit: If the target is in the center of the area, it takes 1d12+4 lightning damage, and the target is pushed 2 squares and knocked prone. Otherwise, the target takes 6 lightning damage. You may only use this action once per turn. (push is described on Paka's sheet)			
— (Minor; Ranged 5) Elemental — Air, Weather			
Effect: The cloud shifts 2 squares.			
<input type="checkbox"/> x3 Aerial Jaunt (Movex3; Personal) Elemental — Air, Wind			
Effect: You make a flying shift of 4 squares.			
Air — Air Rituals +18 (Echolocation, Air Armor*); Elemental — Light Armor Proficiency			
Stats: Agility 4, Endurance 2, Mental 5, Physical 3, Power 6, Social 1, 2'9" Weight: 30.7			
Skills: Athletics +9, Crafting +7, Customs +5, Diplomacy +3, Entertain +9, Faith +3, Fortitude +5, Handy +11, Leadership +7, Magic +7, Nature +9, Nimble +7, Perception +9, Precision +7, Science +17, Shrewd +5, Tactics +11, Trickery +5; Languages: Common, Gnomish			
Equipment: Exceptional Light Cloak (shield defense), backpack, full waterskin, 6 fancy rations, flint and steel, fancy clothing, bedroll, small tent, 9 GP			

## Important Rules - Rituals

Rituals are less-than-reliable abilities. When you attempt a ritual, you must make a ritual casting check in order to succeed. The roll is your ritual bonus vs. a DT that is specific to that ritual. If you succeed, the ritual occurs. If you fail, you take mental damage equal to the amount you failed minus 5. Note that this is scratch damage and can be healed with a normal one minute rest.

You have the following rituals you can perform with air around you:

• Echolocation (Minor; Personal; Sustain Minor) Elemental— Air
+18 vs 20; Success: You gain echolocation in addition to any other vision types you may have. Your echolocation range is 5 plus 1 for each point you surpassed this check by.
<input type="checkbox"/> Air Armor (Move; Personal Stance) Elemental — Air, Wind, Stance
+18 vs 26; Effect: Your Str def increases to 18 and your Dex def increases to 23.

## Important Rules - Echolocation

When you use your Echolocation ritual, you gain echolocation. Once you start it, you must use a minor action each round to keep it going.

Echolocation is the ability to use the reflection of sound as a means to faintly visualize your surroundings even in total darkness.

# LORRENNA, DRAGONKIN WARDEN

Lorrenna is the warden for Derriston. She commands the town militia.

## Don't Read This Aloud:

The other members of the militia are the fisherman Fumo, the sheep farmer Tallon, and the town's blacksmith Vartan.

Lorrenna is one-fourth dragon. She was raised by a frostflame dragon named

Certaldventise (whom she called uncle), who was killed by orcish poachers bearing a black claw symbol on their foreheads. She trained with Paka at a temple in the southern province and took a job as warden of Derriston. Paka happily joined her a few years later as the town's priestess. Lorrenna's flavor word is **defend**.

These are Lorrenna's universal attacks.

☐ Basic Melee (Major; Melee 1; One creature) Universal — Weapon, **Simple**

+10 vs. Dex, 1d10+4 damage.

☐ Basic Ranged (Major; Ranged 4+; One creature) Universal — Weapon, **Simple**

+10 vs. Dex, 1d10 damage.

☐ Basic Grapple (Major; Melee 1; One creature) Universal — Grapple, **Simple**

+4 vs Str; Hit: 5 damage. The target is immobilized until the end of your next turn.

☐ Basic Shove (Major; Melee 1; One creature) Universal — Weapon, **Simple**

+10 vs. Str; Hit: 5 damage and the target is pushed 6 squares.

☐ Mental Assault (Major; Ranged 1; One creature) Universal — Vocal, **Simple**

+6 vs Awa; Hit: 1d10+1 damage to mental.

☐ Social Pressure (Major; Ranged 2; One creature) Universal — Vocal, **Simple**

+7 vs Sav; Hit: 1d10+2 damage to social.

## Favored Strategy

Lorrenna is a defender; she uses her abilities to keep allies out of harm's way and to heal herself when needed (Serene Moment). Her attacks focus on disabling her foes to minimize their attacks, then using her fists, feet, and tail to make Simple Melee, Unarmed attacks.

Her Deft Defenses not only let her increase the defenses of herself and her allies, but also punish her foes for making foolish attacks. While she is in her Deft Defenses stance, she can make full use of her Stalwart — Aggressive Defense talent.

## Timed Actions

Some powers use multiple actions of the same type to use. Deft Defenses and Serene Moment are timed actions. You save up actions from turn to turn in order to perform one of these. As soon as you use *any* action (including quick or free actions) you lose all saved actions.

A minor x3 can be done as a full action (turning all your actions into minor actions), or as a minor action saved up, and a minor and a move action the next turn. You may use an action point to reduce it to a single minor action. A minor x2 can be done as a minor and move action, or you may use an action point to reduce it to a single turn.

## Important Rules - Stacking bonuses

Named bonuses of the same name from multiple sources do not stack. All unnamed bonuses are considered basic bonuses, and thus do not stack. In particular, bonuses from Deft Defenses do not stack with the bonus from Deflection Strike, or Deft Defenses and Serene Moment. You only get the better of the two bonuses, in this case the +3 from Deflection Strike or the +2 from Serene Moment.

## Important Rules - Healing (Keyword)

You can use Serene Moment to heal yourself.



Whenever you use an action granted by an action point to use a power that heals a target, you heal wounds instead of scratches, and the excess healing (if any) is then applied to the target's scratches. If you use an action point to reduce a healing action to a single action, you also gain this benefit.

## Important Rules - Prone

You can use Stepping Sweep to knock creatures prone.

While prone, non-adjacent creatures have a -2 to hit you and you have a -2 to attacks. You grant advantage to adjacent foes. You can get up from prone as a simple move action unless you are immobilized. Your speed is reduced to 2. When knocked prone, your current stance ends. Getting up from prone does *not* provoke attacks from adjacent foes.

## Important Rules - Immobilized

You can use Debilitating Strike to immobilize creatures.

When you are immobilized, you cannot move, shift or get up from prone (if you are prone). You cannot be slid, pulled or pushed. You can teleport or be teleported.

Lorrenna			Melee Striker
Medium Unnatural Humanoid (¼ Dragonkin)			XPV 140
Senses: Infravision, Magic: +9; Perception: +4			Social Rank 5
Physical	Mental	Social	Initiative: +7
Str Def: 20	Gen Def: 14	Cha Def: 15	Speed: 6
Dex Def: 18	Awa Def: 12	Sav Def: 13	Action Point: 1
Physical Wounds:	Mental Wounds:	Social Wounds:	Scratches:
/16	/10	/12	/20
<b>* x3 Deft Defenses</b> (Minorx3; Personal Stance) Martial — Stable, Weapon, Stance Effect: You and adjacent allies gain a +1 bonus to defenses. If an adjacent foe misses you or an ally, you may deal 5 damage to the target and slide the target 1 square.			
<input type="checkbox"/> <b>Simple Melee, Unarmed</b> (Major; Melee 1; One creature) General — Weapon, <b>Simple</b> +10 vs Dex; Hit: 1d10+4 damage.			
<input type="checkbox"/> <b>Stepping Sweep</b> (Major; Melee 1; You may shift 1 square before you attack; One creature) Martial — Stable, Weapon, <b>Simple</b> +10 vs Str; Hit: The target is knocked prone.			
<input type="checkbox"/> <b>Deflection Strike</b> (Move; Melee 1; One creature) Martial — Stable, Weapon +10 vs Dex; Hit: 2 damage. Allies adjacent to you get a +3 bonus to defenses until the end of your next turn.			
<input checked="" type="checkbox"/> <b>Debilitating Strike</b> (Full; Melee 1; One creature) Martial — Stable, Weapon +14 vs Str; Hit: The target is immobilized (save ends).			
<b>* x2 Serene Moment</b> (Minorx2; Personal) Martial — Tranquil Effect: Choose mental or physical. You heal 5 scratches of that type. You gain a +2 defense bonus until your next attack or move.			
<b>Dragonkin — Dragonhide</b> ; Martial — Toughness; Unarmed — Unarmed Strike <b>Stalwart — Aggressive Defense</b> : While you are in a Stable stance, whenever an adjacent ally is struck with an attack, as a free action you may swap places with that ally and be struck by the attack instead. ( <i>swapping places with the ally counts as a shift for both of you</i> ) Stats: Agility 3, Endurance 6, Mental 1, Physical 4, Power 5, Social 2, 6'9" Weight: 265 Skills: Athletics +12, Crafting +7, Customs +5, Diplomacy +8, Entertain +7, Faith +8, Fortitude +14, Handy +4, Leadership +7, Magic +9, Nature +4, Nimble +9, Perception +4, Precision +7, Science +6, Shrewd +5, Tactics +6, Trickery +5; Languages: Common, Dragon Equipment: 3 Weak potions of healing (minor action, heal 1d2+1 wounds, make a save at +1), simple clothing, backpack, 4 simple rations, Knife, bedroll, wooden cup, Spoon, town militia's cowhorn, 7 SP, 9 CP			

## Important Rules - Slide

You can use Deft Defenses to slide creatures.

Slide effects are effects that move enemies around the battlefield. These moves do not trigger things that a move or a shift would, their purpose is merely to put foes in disadvantageous locations.

If you attempt to slide a foe over rough terrain or off a ledge, the target gets a save to stop the slide in the square before the hazard. If you slide a creature into a solid object, any remaining squares of the slide are converted into points of damage.

## PAKA, HALFLING MONK

Paka is the local priestess for Derriston. Paka runs the services at the small shrine to honor ancestors. The shrine is at the southern end of the town, near the cemetery.

*Don't Read This Aloud:* However, she does not have any divine calling or divine power. Her studies all centered on self-control, self-awareness and perfecting her body and mind. She studied at a temple with the local town warden, Lorrenna. Paka considers Lorrenna a good friend and requested to be stationed in this town specifically because Lorrenna was stationed here as the town warden.

Paka's sister Tananda studies at the southern temple, where Paka studied before her. Paka's flavor word is **move**.

These are Paka's universal attacks.



- ☐ Basic Melee (Major; Melee 1; One creature) Universal — Weapon, **Simple**  
+9 vs. Dex, 1d6+4 damage.
- ☐ Basic Ranged (Major; Ranged 4+; One creature) Universal — Weapon, **Simple**  
+9 vs. Dex, 1d6 damage.
- ☐ Basic Grapple (Major; Melee 1; One creature) Universal — Grapple, **Simple**  
+4 vs Str; Hit: 3 damage. The target is immobilized until the end of your next turn.
- ☐ Basic Shove (Major; Melee 1; One creature) Universal — Weapon, **Simple**  
+9 vs. Str; Hit: 3 damage and the target is pushed 2 squares.
- ☐ Mental Assault (Major; Ranged 6; One creature) Universal — Vocal, **Simple**  
+9 vs Awa; Hit: 1d6+6 damage to mental.
- ☐ Social Pressure (Major; Ranged 1; One creature) Universal — Vocal, **Simple**  
+4 vs Sav; Hit: 1d6+1 damage to social.

### Favored Strategy

Paka's small size belies her skill in unarmed combat. She is nearly impossible to hit, and quick on the draw. She is not good at dealing damage, but she is great at keeping foes where she wants them with Rolling Throw, as well as disabling them with Disorienting Strike and Low Sweep. Using Ground Stomp, she brings her foes closer to her reach.

### Important Rules - Prone

You can use Low Sweep or Rolling Throw to knock creatures prone.

While prone, non-adjacent creatures have a -2 to hit you and you have a -2 to attacks. You grant advantage to adjacent foes. You can get up from prone as a simple move action unless you are immobilized. Your speed is reduced to 2. When knocked prone, your current stance ends. Getting up from prone does not provoke attacks from adjacent foes.

### Important Rules - Stun

You can use Disorienting Strike to stun creatures.

When you are stunned, you only have one move action per turn and grant advantage to all adjacent enemies. You cannot take free actions or quick actions and lose your standard and minor action. You may use an action point to get a standard action, however.

### Important Rules - Slide

You can use Disorienting Strike to slide creatures.

Slide effects are effects that move enemies around the battlefield. These moves do not trigger things that a move or a shift would, their purpose is merely to put foes in disadvantageous locations.

If you attempt to slide a foe over rough terrain or off a ledge, the target gets a save to stop the slide in the square before the hazard. The target has a penalty equal to the number of squares of slide remaining. If you slide a creature into a solid object, any remaining squares of the slide are converted into points of damage.

You may use slide status effects on allies if you hit them with an attack that has a push, pull or slide. Slide status effects used on allies are converted to normal movement for that ally, thus triggering reaction attacks like a normal move. This movement is also reduced by slow and rough terrain effects. Direction of the movement is still directed by you, not the ally, as well as being constrained by direction if it is a push or pull.

### Push

You can use Rolling Throw to push creatures.

Push is simply a slide where every square of movement must be away from the attacker. A push of one square always has three possible squares the target could be pushed to (assuming they are empty).

### Pull

You can use Ground Stomp to pull creatures.

Pull is simply a slide where every square of movement must be towards the attacker. You may not, however, pull a target any closer than to an adjacent square unless the power specifically says so. Like a push, there are always three possible squares a target can be pulled to.

Paka			Agile Controller
Small Natural Humanoid (Halfling)			XPV 140
Senses: Normal Vision, Magic: +8; Perception: +17			Social Rank 5
Physical	Mental	Social	Initiative: +11
Str Def: 17	Gen Def: 17	Cha Def: 12	Speed: 5
Dex Def: 23	Awa Def: 22	Sav Def: 17	Action Point: 1
Physical Wounds:	Mental Wounds:	Social Wounds:	Scratches:
/15	/20	/10	/11
<input type="checkbox"/> Simple Melee, Unarmed (Major; Melee 1; One creature) General — Weapon, <b>Simple</b> +13 vs Dex; Hit: 1d6+4 damage.			
<input type="checkbox"/> Disorienting Strike (Major; Melee 1; One creature) Martial — Weapon +8 vs Str; Hit: Slide the target 2 squares. The target is stunned until the end of your next turn.			
<input type="checkbox"/> Low Sweep (Move; Melee 1; One creature one size larger than you or less) Martial — Weapon +13 vs Str; Hit: The target is knocked prone.			
<input checked="" type="checkbox"/> Ground Stomp (Minor; Adjacent area 4; Each creature) Martial — Weapon +13 vs Dex; Hit: Pull the target one square.			
<input checked="" type="checkbox"/> Rolling Throw (Full; Melee 1; You must have two free hands; One creature one size larger than you or less) Martial — Throw +13 vs Str; Hit: You shift yourself carrying the target 5 squares, then you push the target an additional 1 square, dealing 3 damage. Roll a +11 vs Str knock prone against the target.			
Unarmed — Armor of the Soul; Prescient Defenses; Unarmed Strike; Greater Unarmed Strike Stats: Agility 5, Endurance 2, Mental 6, Physical 4, Power 3, Social 1, 3'5" Weight: 45 Skills: Athletics +7, Crafting +8, Customs +8, Diplomacy +3, Entertain +4, Faith +3, Fortitude +6, Handy +11, Leadership +4, Magic +8, Nature +11, Nimble +9, Perception +17, Precision +11, Science +9, Shrewd +10, Tactics +9, Trickery +6; Languages: Common, Halfling Equipment: 3 Weak potions of healing (see below), simple clothing, backpack, 5 simple rations, knife, 4 torches, flint and steel, fork, simple boots, waterskin, 7 GP, 9 CP			

### Important Rules - Small (Size)

Halflings are small creatures. This is shown by their inherent smaller physical health pool, weaker strength defense and greater dexterity defense. Small creatures gain a +10 bonus to Nimble checks for overcoming narrow spaces. Small creatures have a -5 penalty to Athletics checks for surpassing rough terrain. You are also slightly slower because of your size.

### Potions

Paka's two potions of healing are useful for stabilizing a dying ally. They take a minor action to draw and administer (to herself or an adjacent ally).

#### • Potion of Healing, Weak

28gp Potion

*This potion mends your wounds.*

Consumable ♦ Divine — Potion, Healing  
Minor Action

**Effect:** You are healed 1d2+1 physical wounds. If you are physically defeated, you become stabilized. You may make a save at +1 against one ongoing effect.

# TALLON, WOLF-KIN VANGUARD

Tallon is a sheep farmer in the town of Derriston. He is also a member of the town militia and very skilled with his blade.

*Don't Read This Aloud:* The other members of the militia are the town warden and leader of the militia Lorrenna, the fisherman Fumo, and the town's blacksmith Vartan.

Tallon spent some time in the military when he was younger and was given this farm as his retirement. He enjoys the peace and quiet of the small town, especially the scenery. Tallon's flavor word is **honor**.

## Favored Strategy

Tallon excels with his blade and is excellent at engaging foes in melee. He stays close to melee fighting allies to take advantage of Wolfkin Tactics, Feinting Glint and Encouraging Strike. Using Crushing Distraction or Wolfkin Lunge, he gets into flanking position with his allies to gain advantage against his enemies. Once he has it, Overwhelm punishes his foes that he gains advantage against. Synchronized Assault is an excellent way to get his allies working together if he has a large group.

These are Tallon's universal attacks.

- ☐ Basic Melee (Major; Melee 1; One creature) Universal — Weapon, **Simple**  
+7 vs. Dex, 1d10+5 damage.
- ☐ Basic Ranged (Major; Ranged 2+; One creature) Universal — Weapon, **Simple**  
+7 vs. Dex, 1d10 damage.
- ☐ Basic Grapple (Major; Melee 1; One creature) Universal — Grapple, **Simple**  
+5 vs Str; Hit: 5 damage. The target is immobilized until the end of your next turn.
- ☐ Basic Shove (Major; Melee 1; One creature) Universal — Weapon, **Simple**  
+7 vs. Str; Hit: 5 damage and the target is pushed 1 square.
- ☐ Mental Assault (Major; Ranged 7; One creature) Universal — Vocal, **Simple**  
+7 vs Awa; Hit: 1d10+2 damage to mental.
- ☐ Social Pressure (Major; Ranged 11; One creature) Universal — Vocal, **Simple**  
+11 vs Sav; Hit: 1d10+6 damage to social.

## Timed Actions

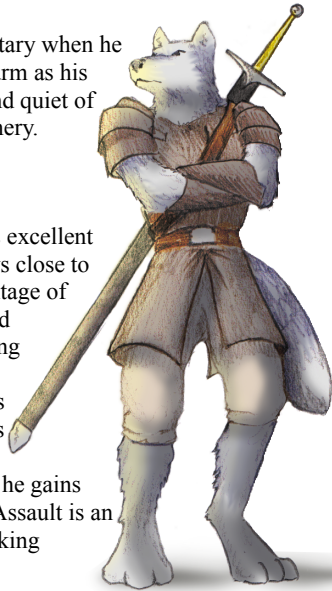
Some powers use multiple actions of the same type to use. Synchronized Assault is a timed action. You save up actions from turn to turn in order to perform it. As soon as you use *any* action (including quick or free actions) you lose all saved actions.

A full x2 can be done as a full action saved up the first turn, then a full action at the beginning of the next turn. You may use an action point to reduce it to a single full action.

## Important Rules - Healing (Keyword)

If you hit a foe with Encouraging Strike, you can use it to heal an ally.

Whenever you use an action granted by an action point to use a power that heals a target, you heal wounds instead of scratches, and the excess healing (if any) is then applied to the target's scratches. If you use an action point to reduce a healing action to a single action, you also gain this benefit.



Tallon			Social Striker
Medium Unnatural Humanoid (Wolfkin)			XPV 140
Senses: Darkvision, Magic: +5; Perception: +4			Social Rank 5
Physical	Mental	Social	Initiative: +8
Str Def: 22	Gen Def: 15	Cha Def: 20	Speed: 6
Dex Def: 19	Awa Def: 12	Sav Def: 16	Action Point: 1
Physical Wounds:	Mental Wounds:	Social Wounds:	Scratches:
/18	/12	/20	/10
<input type="checkbox"/> Wolfkin Tactics (Move; Personal Stance) Racial — Stance, Stable Effect: Once per turn, when an ally hits a foe adjacent to you with a melee attack, if you are wielding a weapon, you may deal 6 damage to that foe.			
<input type="checkbox"/> Crushing Distraction (Major; Melee 1; One creature) Martial — Weapon, Leadership, <b>Simple</b> +11 vs Dex; Hit: 1d10+7 damage. An ally adjacent to the target may shift 1 square.			
<input type="checkbox"/> Wolfkin Lunge (Major; Melee 1; You may shift one square before the attack; One creature) Racial — Weapon, <b>Simple</b> +11 vs Dex; Hit: 1d10+3 damage.			
<input type="checkbox"/> Encouraging Strike (Move; Melee 1; One creature) Martial — Weapon, Healing +6 vs Dex; Hit: 4 damage. An ally adjacent to the foe heals 6 physical scratches.			
• Feinting Glint (Minor; Melee 1; One creature) Martial — Leadership +6 vs Gen; Hit: An ally adjacent to the target may shift one square.			
• Overwhelm (Minor; Melee 1; A creature you have advantage against) Martial — Weapon +6 vs Cha; Hit: The target has a -3 penalty to defenses (save ends with a -6 penalty).			
<input checked="" type="checkbox"/> Synchronized Assault (Fullx2; Adjacent area 11; You may move up to 1 square before this action; Each ally in range) Martial — Vocal, Leadership Effect: Target may make a Simple attack as a free action.			
Martial — Heavy Basic Melee Proficiency; Heavy Military Melee Proficiency Stats: Agility 2, Endurance 1, Mental 2, Physical 5, Power 5, Social 6, 5'9" Weight: 170 Skills: Athletics +11, Crafting +3, Customs +8, Diplomacy +7, Entertain +11, Faith +7, Fortitude +6, Handy +4, Leadership +15, Magic +5, Nature +6, Nimble +7, Perception +4, Precision +7, Science +7, Shrewd +8, Tactics +7, Trickery +8; Languages: Common, Canine			
Equipment: Greatsword, Exceptional Leather (dexterity defense), Scabbard - 2handed, simple clothing, backpack, 5 simple rations, 2 GP, 7 SP, 9 CP			

## Important Rules - Advantage

Advantage is a situational benefit. When you have advantage on a target, you gain a +2 (your Mental) bonus to accuracy against that target or use skill checks against that target. There are several ways to gain advantage on a target.

- If you are flanking a target, you gain advantage on that target. Flanking means the target is directly between you and an ally and you are both adjacent to the target. If you are more than one square from a target, you are not flanking that target.
- Stunned or prone creatures grant advantage to adjacent foes.
- When you successfully surprise a foe that is unaware of you, you gain advantage against that foe until the end of your turn.

## DELLA, HALFLING DRUID

Della lives in the woods near Derriston. Her faithful wolf companion is always by her side. Della is somewhat reclusive, unusual for a halfling, feeling more comfortable around animals than other humanoids.

*Do not read aloud:* Della was aware of a demonic threat in the wilds when she was hired, but did not know the source. She hopes that this expedition will quell the rising demon threat. Della's flavor word is **soft**.

### Favored Strategy

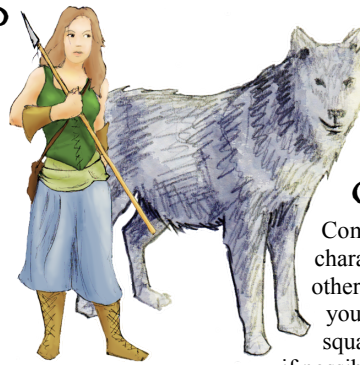
Della is at her best when she can keep her wolf between herself and her foes. Toxic Undergrowth lets her deal additional damage to a single foe each turn without having to roll an attack. She uses a standard action to command or heal the wolf and her move and minor for Nettle Volley and Icicle. If stuck in melee, she uses Basic Melee attack and Buffeting Wind.

Della Summerleaf			
Small Natural Humanoid (Halfling)		Level 1 Agile Leader	
Senses: Normal Vision, Magic: +7; Perception: +14		XPV 140	
Physical		Social	
Str Def: 17		Cha Def: 17	
Dex Def: 19		Sav Def: 15	
Mental		Initiative: +9	
Gen Def: 19		Speed: 6	
Awa Def: 19		Action Point: 1	
Physical Wounds:	Mental Wounds:	Social Wounds:	Scratches:
/10	/15	/13	/13

- ☐ Toxic Undergrowth (Major; Melee 2) Divine — Nature, Plant, Stance  
Effect: Whenever an enemy ends its turn within melee 2 of you, as a free action you may deal ongoing 3 poison damage to that creature. *(This counts as an attack.)*
- ☐ Basic Melee, Short Spear (Major; Melee 1; One creature) General — Weapon, **Simple**  
+11 vs Dex; Hit: 1d10+4 damage.
- ☐ Wall of Cold (Major; Ranged 6, Line 6; Each creature) Divine — Nature, Cold, **Simple**  
+7 vs Dex; Hit: 1d10+2 cold damage.
- ☐ Command Basic Companion (Major; Ranged 9; One creature) General — Vocal  
Effect: Your wolf takes a full action.
- ☐ Recuperate (Major; Ranged 5; You or one ally) Divine — Healing  
Effect: The target is healed 1d8+1 physical scratches.
- ☐ Nettle Volley (Move; Ranged 6; One creature) Divine — Nature, Plant  
+7 vs Str; Hit: The target is weakened (save ends).
  - Icicle (Minor; Ranged 6; One creature) Divine — Nature, Cold  
+7 vs Dex; Hit: 3 cold damage.
  - Buffeting Wind (Minor; Melee 1; One creature) Divine — Nature, Wind  
+7 vs Str; Hit: Slide the target 2 squares.
- Divine — Druid Weapon and Armor Proficiency; Familiar Rituals +11 (Find Familiar); Companion — Natural (Wolf)  
Stats: Agility 3, Endurance 1, Mental 6, Physical 2, Power 5, Social 4, 3'5" Weight: 75.7  
Skills: Athletics +7 Crafting +7 Customs +9 Diplomacy +5 Entertain +9 Faith +5 Fortitude +3 Handy +9 Leadership +9 Magic +7 Nature +10 Nimble +5 Perception +14 Precision +7 Science +11 Shrewd +7 Tactics +11 Trickery +7; Languages: Common, Halfling
- Equipment: Short spear (exceptional damage), leather, full wineskin, bedroll, backpack, simple boots, simple clothing, 5 simple rations, 18 gp, 7 sp

These are Della's universal attacks. She can make Basic Melee and Basic Ranged attacks using Cold, Plant, and Wind.

- ☐ Basic Melee (Major; Melee 1; One creature) Universal — Weapon, **Simple**  
+5 vs. Dex; Hit: 1d10+2 damage.
- ☐ Basic Ranged (Major; Ranged 2+; One creature) Universal — Weapon, **Simple**  
+5 vs. Dex; Hit: 1d10 damage.
- ☐ Basic Grapple (Major; Melee 1; One creature) Universal — Grapple, **Simple**  
+2 vs Str; Hit: 5 damage. The target is immobilized until the end of your next turn.
- ☐ Basic Shove (Major; Melee 1; One creature) Universal — Weapon, **Simple**  
+5 vs. Str; Hit: 5 damage and the target is pushed 1 square.
- ☐ Mental Assault (Major; Ranged 6; One creature) Universal — Vocal, **Simple**  
+11 vs Awa; Hit: 1d10+6 damage to mental.
- ☐ Social Pressure (Major; Ranged 4; One creature) Universal — Vocal, **Simple**  
+9 vs Sav; Hit: 1d10+4 damage to social.



### Weakened

A weakened creature deals half damage (determine damage normally and divide by two, rounding up). That creature's Athletics skill is reduced in effectiveness by half.

### Companions

Companions are special allies of your character. Unless commanded to do otherwise, your wolf familiar will follow you, endeavoring to stay within three squares of you, avoiding perceived danger if possible.

You may command your wolf familiar by using a standard action. Each time you command the wolf, it will get a full turn (a standard, move and minor action). The familiar will follow you without needing any command.

If your wolf is defeated, you take 18 mental damage from the anguish.

If you are defeated, the wolf is immediately socially defeated. If the wolf is not threatened further, it will remain at your side until threatened or convinced to do otherwise. If attacked, it will only fight back if the odds are heavily in its favor (45xp of foes remaining or less).

Wolf Familiar			
Medium Natural Mammal (Wolf)		Basic Leader	
Senses: Darkvision, Magic: +4/9; Perception: +6/11		XPV 90	
Physical		Social	
Str Def: 20		Cha Def: 19	
Dex Def: 18		Sav Def: 16	
Mental		Initiative: +8	
Gen Def: 14		Speed: 6	
Awa Def: 12		Action Point: 1	
Physical Wounds:	Mental Wounds:	Social Wounds:	Scratches:
/10	/15	/13	/13
<input type="checkbox"/> Command Form (Move; Personal Stance) Martial — Weapon, Agile, Stance Effect: Whenever an adjacent foe is hit by an ally's attack, you may shift one square as a free action. Whenever you hit an adjacent foe, an ally adjacent to you may move one square as a free action.			
<input type="checkbox"/> Disengaging Strike (Major; Melee 1; One creature) Martial — Weapon +10 vs Dex; Hit: 1d10+3 damage. An ally adjacent to the foe may make an immediate save against one ongoing effect with a 5 bonus.			
<input type="checkbox"/> Sure Strike (Major; Melee 1; One creature) Martial — Weapon, <b>Simple</b> +14 vs Dex; Hit: 5 damage, and an ally adjacent to you or the target may shift one square.			
<input type="checkbox"/> Encouraging Strike (Move; Melee 1; One creature) Martial — Weapon +5 vs Dex; Hit: 4 damage. An ally adjacent to the foe heals 5 physical scratches <i>(only if this attack hits)</i> .			
• Feinting Glint (Minor; Melee 1; One creature) Martial +5 vs Gen; Hit: An ally adjacent to the target may shift one square.			
Unarmed — Unarmed Strike; Armor of the Soul; Prescient Defenses Stats: Agility 3, Endurance 1, Mental 1, Physical 3, Power 5, Social 5, Length: 4'6" Weight: 73 Skills: Athletics +8 Crafting +2 Customs +8 Diplomacy +6 Entertain +10 Faith +6 Fortitude +4 Handy +4 Leadership +14 Magic +4 Nature +6 Nimble +6 Perception +6 Precision +6 Science +6 Shrewd +8 Tactics +6 Trickery +8; Languages: Canine			

### Rituals

Rituals are less-than-reliable abilities. When you attempt a ritual, you must make a ritual casting check in order to succeed. The roll is your ritual bonus vs. a DT that is specific to that ritual. If you succeed, the ritual occurs.

Della has one ritual that she can perform to find a new wolf if her wolf falls in battle. The ritual takes 2 hours and is a +11 vs. a DT of 20. She must go to a wooded area to perform this ritual.

# GILLS, DRAGONKIN FROSTMAGE

Gills learned many of his elemental skills from his father, an aquatic dragon from the northlands. Once he was of mature age, his father abandoned him, as dragons are rather solitary creatures.

*Do not read aloud:* Gills does not know who his mother is. It is a question he always wondered about, but his father's subsequent abandonment does not give him hope of finding an answer.

His smaller wings make it difficult for him to fly, but he can glide through the air if he has room to maneuver. Gills' flavor word is **cold** or **frost**.

**Gills** **Level 1 Ranged Striker**  
**Large Unnatural Humanoid (½ Dragonkin); 2 x 2 sq.** **XPV 140**

Senses: Infravision, Magic: +16; Perception: +6

Social Rank 5

Physical	Mental	Social	Initiative: +6
Str Def: 15	Gen Def: 16	Cha Def: 16	Speed: 6; Glide: 6
Dex Def: 12	Awa Def: 14	Sav Def: 14	Action Point: 1

Physical Wounds:	Mental Wounds:	Social Wounds:	Scratches:
/10	/15	/13	/13

- **x3 Fog Shroud** (Minorx3; Melee 2 Stance) Elemental — Water, Weather, Stance  
 Effect: You and allies in the area gain a +3 concealment bonus to defenses.
  - ☐ **Icelance** (Major; Ranged 5; One creature) Elemental — Water, Cold, **Simple**  
 +12 vs Dex; Hit: 1d6+1 cold damage.
  - ☐ **Frigid Chill** (Major; Ranged 5, Area 3; Each creature) Elemental — Water, Cold  
 +7 vs Str; Hit: 3 cold damage, and target is slowed until the end of your next turn.
  - ☐ **Chilling Blast** (Move; Adjacent area 3; Each creature) Elemental — Water, Cold  
 +12 vs Str; Hit: The target is pushed 3 squares.
  - **Frosted Feet** (Minor; Ranged 5; One creature) Elemental — Water, Cold  
 +7 vs Str; Hit: At the end of each of your turns, slide the target 1 square (save ends with a -5 penalty).
  - ☒ **Pillars of Ice** (Full; Adjacent line 5; Each creature) Elemental — Water, Cold  
 +10 vs Str; Hit: The target is dazed until the end of your next turn. On a critical hit, deal 1d6 cold damage to the target.
- Dragonkin — Glide; Water — Water's Frost; Water Rituals +17 (Soothing Mist, see below)  
 Stats: Agility 1, Endurance 5, Mental 5, Physical 2, Power 3, Social 5, 8'2" Weight: 568  
 Skills: Athletics +5 Crafting +10 Customs +6 Diplomacy +10 Entertain +8 Faith +10  
 Fortitude +9 Handy +6 Leadership +8 Magic +16 Nature +6 Nimble +5 Perception +6  
 Precision +3 Science +8 Shrewd +6 Tactics +8 Trickery +6; Languages: Common, Dragon  
 Equipment: backpack, wood bowl, spoon, diary, pen, ink, knife, 8 rations, bedroll, 72 gp

These are Gills' universal attacks. He can make Basic Melee and Basic Ranged attacks using Cold and Water.

- ☐ **Basic Melee** (Major; Melee 1; One creature) Universal — Weapon, **Simple**  
 +7 vs Dex; Hit: 1d6+2 damage.
- ☐ **Basic Ranged** (Major; Ranged 2+; One creature) Universal — Weapon, **Simple**  
 +7 vs Dex; Hit: 1d6 damage.
- ☐ **Basic Grapple** (Major; Melee 1; One creature) Universal — Grapple, **Simple**  
 +4 vs Str; Hit: 3 damage. The target is immobilized until the end of your next turn.
- ☐ **Basic Shove** (Major; Melee 1; One creature) Universal — Weapon, **Simple**  
 +7 vs. Str; Hit: 3 damage and the target is pushed 5 squares.
- ☐ **Mental Assault** (Major; Ranged 5; One creature) Universal — Vocal, **Simple**  
 +8 vs Awa; Hit: 1d6+5 damage to mental.
- ☐ **Social Pressure** (Major; Ranged 5; One creature) Universal — Vocal, **Simple**  
 +8 vs Sav; Hit: 1d6+5 damage to social.

## Timed Actions

Some powers use multiple actions of the same type. Fog Shroud is a timed action. You save up actions from turn to turn in order to perform it. As soon as you use *any* action (including quick or free actions) you lose all saved actions.

A minor x3 can be done as a minor action saved up the first turn, then a move and minor action at the beginning of the next turn, or a move and

minor saved the first turn, and a minor at the beginning of the next turn. You may use an action point to reduce it to a single minor action.



## Favored Strategy

Gills works best at medium range, trying to stay out of melee with his foes, but keeping allies within his Fog Shroud. Icelance is his best ranged damage, but he is best at controlling foes and aiding allies. He uses Frigid Chill and Frosted Feet to keep foes out of melee and Chilling Blast to knock back foes that get close. He uses Pillars of Ice if he can lock down a few creatures with it. If his allies get in trouble, he can heal several at once with his Soothing Mist ritual.

## Glide

Your wings let you glide through the air.

Flight allows you to soar through the air with no support but atmosphere. When you make a glide move, you move your glide speed (6) in squares in a straight line. You cannot move less than 5 squares unless you land. Once you land after a glide, you must continue moving 5 squares in that direction during your next turn or fall prone.

When gliding, you can only move up or down one square per 4 squares of glide movement. You cannot use non-flying moves or shifts while gliding. Flying requires a minor action each turn as a sustain action (see below). You may land as a free action if you are your height (8 feet, 2 inches) or less from the ground.

## Sustaining

Each turn that you Glide, if you are damaged you must make a Fortitude check against a DT equal to the amount of damage you have dealt to you, once for each aspect you are damaged in. If you fail this check, you begin falling. (*If you have less than 11 damage, you automatically succeed.*)

## Large (Size)

Some dragonkin (like Gills) are large creatures. Large creatures gain a -10 penalty to Nimble checks for overcoming narrow spaces. Large creatures have a +5 bonus to Athletics checks for surpassing rough terrain.

You also take up a larger space than your medium and small friends. You take up 2x2 squares instead of a single square. Instead of moving from square to square, you usually move from vertex to vertex (at the center of 2x2 squares).

You may squeeze yourself into a single square as a minor action in order to fit through smaller spaces, but you are slowed. This counts as a stance. Doing so moves you into one of the squares you currently are in. Returning to normal is a minor action and moves you to one of the vertexes of the square you are currently in.

## Stacking Bonuses

Named bonuses of the same name from multiple sources do not stack. All unnamed bonuses are considered basic bonuses, and thus do not stack. However, the bonus from Gills' Fog Shroud is a concealment bonus, and will stack with the unnamed bonus from Vilpa's Whirling Shards.

## Rituals

Rituals are less-than-reliable abilities. When you attempt a ritual, you must make a ritual casting check in order to succeed. The roll is your ritual bonus vs. a DT that is specific to that ritual. If you succeed, the ritual occurs. You have the Soothing Mist ritual.

- ☐ **Soothing Mist** (Move; Ranged 5, Area 3; Each creature) Elemental — Water, Healing  
 +17 vs 23; Effect: The target heals 5 scratches.

# ILLANIA, ELVEN TRANSMUTER

Illania trained at the Tower of the Mages and was the head of her class. She is a driven individual, exemplified by her success in the prestigious Tower of the Mages. Illania can come off as impulsive and arrogant, believing that her training makes her the most qualified to make the right decisions. She's come out to the wild frontier to put her skills to the test in real life situations.

*Do not read aloud:* Unbeknownst to her teachers, Illania had several covert sessions with a relatively stable Chaos Mage, since they trained in the lower sections of the same Tower. As a result, her tactics in combat are as reckless as she is socially, but are often startlingly effective. Her social rank might suffer if her admiring teachers learned that she spent time learning *anything* from a Chaos Mage, so she is careful to keep that closely to herself. Illania's flavor word is **my, me or I**.

## Favored Strategy

Illania rushes into combat, using her Explosive Skin to repel attackers while using Atrophy to weaken the assaults of foes that threaten her. She whittles foes down with Flame Shifts, Basic Melee using fire or lightning, Lightning Grasp, and Spine Growth. Lightning Form is a great opener if she can get several foes with it at once.

Illania Fel'arian		Level 1 Agile Melee Striker	
Medium Natural Humanoid (High Elf)		XPV 140	
Senses: Infravision, Magic: +15; Perception: +7		Social Rank 5	
Physical	Mental	Social	Initiative: +7
Str Def: 19	Gen Def: 18	Cha Def: 14	Speed: 6
Dex Def: 16	Awa Def: 15	Sav Def: 11	Action Point: 1
Physical Wounds:	Mental Wounds:	Social Wounds:	Scratches:
/10	/15	/13	/13
<b>• x2 Explosive Skin (Minorx2; Personal Stance) Arcane — Transmutation, Stance</b> Effect: Whenever an adjacent creature hits you with a melee attack, you may make the following attack as a free action. (You still take damage from the triggering attack.) — (Free; Melee 1; The creature that triggered this attack) Arcane — Transmutation +10 vs Str; Hit: 1 damage, target is pushed 5 squares.			
<input type="checkbox"/> <b>Atrophy (Major; Melee 1; One creature) Arcane — Transmutation, Simple</b> +11 vs Str; Hit: 5 damage and the target is weakened (save ends).			
<input type="checkbox"/> <b>Lightning Grasp (Move; Melee 1; One creature) Arcane — Transmutation, Lightning</b> +11 vs Dex; Hit: 5 lightning damage.			
<b>• Spine Growth (Minor; Melee 2; Each enemy) Arcane — Transmutation</b> +6 vs Dex; Hit: 2 damage.			
<input checked="" type="checkbox"/> <b>Flame Shift (Full; Adjacent line 5; Each creature) Arcane — Fire, Transmutation</b> +11 vs Dex; Hit: 1d10+3 fire damage. Effect: You shift to any square adjacent to far end of the line. Until the end of your next turn, any creature that ends its turn in the line takes 5 fire damage.			
<input checked="" type="checkbox"/> <b>x2 Lightning Form (Fullx2; Adjacent chain 5; Each creature) Arcane — Lightning, Transmutation</b> +11 vs Dex; Hit: 1d10+3 lightning damage. The target is dazed (save ends). Effect: You flying shift to a square adjacent to the chain's end.			
Arcane — Athame Rituals +16 (Whispered Sound); Arcane Shield; Arcane Grounding Stats: Agility 2, Endurance 5, Mental 5, Physical 3, Power 5, Social 1, 5'10" Weight: 145 Skills: Athletics +8 Crafting +11 Customs +3 Diplomacy +6 Entertain +8 Faith +6 Fortitude +8 Handy +7 Leadership +6 Magic +15 Nature +7 Nimble +5 Perception +7 Precision +5 Science +12 Shrewd +3 Tactics +10 Trickery +3; Languages: Common, Elven Equipment: athame (exceptional damage), backpack, simple boots, simple clothing, large belt pouch, bedroll, iron flagon, simple rations, bedroll, full wineskin, 12 gp, 2 sp, 9 cp			

These are Illania's universal attacks. She can make Basic Melee and Basic Ranged attacks using Fire and Lightning.

☐ **Basic Melee (Major; Melee 1; One creature) Universal — Weapon, Simple**

+8 vs Dex; Hit: 1d10+3 damage.

☐ **Basic Ranged (Major; Ranged 3+; One creature) Universal — Weapon, Simple**

+8 vs Dex; Hit: 1d10 damage.

☐ **Basic Grapple (Major; Melee 1; One creature) Universal — Grapple, Simple**

+3 vs Str; Hit: 5 damage. The target is immobilized until the end of your next turn.

☐ **Basic Shove (Major; Melee 1; One creature) Universal — Weapon, Simple**

+8 vs Str; Hit: 5 damage and the target is pushed 5 squares.

☐ **Mental Assault (Major; Ranged 5; One creature) Universal — Vocal, Simple**

+10 vs Awa; Hit: 1d10+5 damage to mental.

☐ **Social Pressure (Major; Ranged 1; One creature) Universal — Vocal, Simple**

+6 vs Sav; Hit: 1d10+1 damage to social.

## Timed Actions

Some powers use multiple actions of the same type. Lightning Form and Explosive Skin are timed actions. You save up actions from turn to turn in order to perform it. As soon as you use *any* action (including quick or free actions) you lose all saved actions.

A full x2 can be done as a full action saved up the first turn, then a full action at the beginning of the next turn. You may use an action point to reduce it to a single full action. A minor x2 can be done as a minor action saved up the first turn then a minor action at the beginning of the next, or by using a move and minor action on the same turn. Alternately you can use an action point to do it as a single minor action.

## Dazed

You can use Lightning Form to daze creatures.

When you are dazed, you only have one standard action per turn and a free and quick action. You lose your move and minor action. You may use an action point to get an additional standard action, however.

## Flying

You can use Lightning Form to fly a short distance.

Flight allows you to soar through the air with no support but atmosphere. You may fly up or down as well as you can horizontally. At the end of the move if you are not on solid ground, you will begin falling.

## Weakened

A weakened creature deals half damage (determine damage normally and divide by two, rounding up). That creature's Athletics skill is reduced in effectiveness by half.

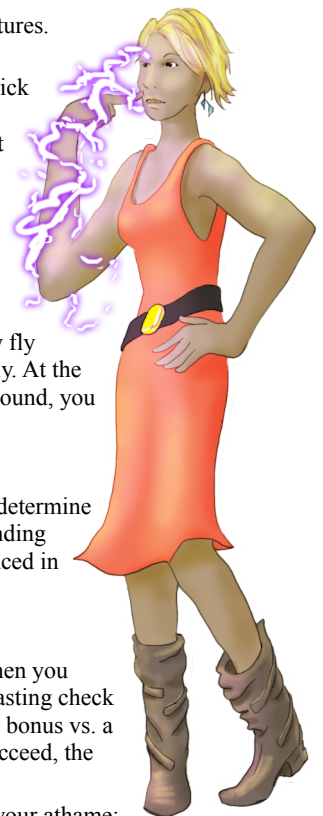
## Rituals

Rituals are less-than-reliable abilities. When you attempt a ritual, you must make a ritual casting check in order to succeed. The roll is your ritual bonus vs. a DT that is specific to that ritual. If you succeed, the ritual occurs.

You have a ritual you can perform using your athame:

☐ **Whispered Sound (Move; Ranged 10; One creature you can see) Arcane, Elemental — Air**

+16 vs 22; Effect: You make a quip to the target. The Perception DT for anyone other than the target to hear the quip is equal to your ritual casting roll.



# JEBBEDO, GNOMISH ARTIFICER

Jebbedo Snyblunk is a gnome in mechanized battle armor of his own design. He rides around in his armor pretty much constantly, though he can cause it to fold into a small self-powered wagon when he wishes to appear less ostentatious (which is rarely).

*Do not read aloud:* Jebbedo is from the prosperous city of Seth, where his parents were also financially well-off. As an only child, Jebbedo was free to indulge his creativity. His inquisitiveness toward the latest mechanical contrivances occasionally resulted in him getting in trouble, as a result of being caught in places where he was not supposed to be (the inside of Seth's newly-constructed bank vault being a prominent example). However, these experiences added considerably to his knowledge. Jebbedo was gently but firmly encouraged to leave the city when he came of age. He did so willingly, although not without bringing his most advanced construction with him. Jebbedo's flavor word is **blasted** or **blast**.

## Favored Strategy

Jebbedo works well mixing it up in melee with his area control effects and his ability to shift around at will. Anytime there may be combat, Jebbedo should be using his Mechanized Propulsion. He wants to get foes immobilized with Vise Grip, then to dump Arcing Voltage, Gush of Fire, and Arcing Jolt on his hapless foes. Brainmelt takes out major threats.

## Jebbedo Snyblunk (Jeb) Level 1 Agile Controller XPV 140

Senses: Infravision, Magic: +7; Perception: +11

Social Rank 5

Physical  
Str Def: 14  
Dex Def: 21

Mental  
Gen Def: 17  
Awa Def: 22

Social  
Cha Def: 12  
Sav Def: 15

Initiative: +11  
Speed: 5  
Action Point: 1

Physical Wounds:	Mental Wounds:	Social Wounds:	Wounds:
/10	/15	/13	/13

☐ Mechanized Propulsion (Major; Personal Stance) Arcane — Artifice, Automaton, Stance  
Effect: You have physical damage reduction 1 and gain a +3 bonus to Athletics checks. You may shift 3 squares as a move action.

☐ Arcing Voltage (Major; Adjacent line 2; Each creature) Arcane — Artifice, Lightning  
+14 vs Dex; Hit: 1d6+4 lightning damage.

☐ Vise Grip (Major; Adjacent line 2; Each creature) Arcane — Artifice, Automaton  
+14 vs Str; Hit: 1 damage, target is immobilized (save ends).

☐ Gush of Fire (Move; Adjacent area 4; Each creature) Arcane — Artifice, Fire  
+8 vs Dex; Hit: 2 fire damage.

☐ Arcing Jolt (Minor; Adjacent line 2; Each creature) Arcane — Artifice, Lightning  
+8 vs Dex; Hit: 1 lightning damage. On a critical, the target is dazed (save ends).

☒ x2 Brainmelt (Fullx2; Melee 1; One creature) Arcane — Artifice, Fire  
+20 vs Str; Hit: 1 ongoing fire damage, target is stunned (save ends both with a -5 penalty).

Arcane — Staff Rituals +13 (Updraft, see below)

Artifice — Unstable Devices: Whenever you roll a miss with a natural 1 using an Artifice attack, you may spend a free action on your next turn to reroll the attack with a +5 bonus to accuracy against the same target.

Stats: Agility 6, Endurance 2, Mental 5, Physical 4, Power 3, Social 1, 2'9" Weight: 39.9

Skills: Athletics +7 Crafting +7 Customs +7 Diplomacy +3 Entertain +6 Faith +3

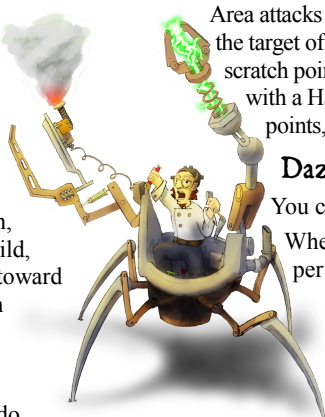
Fortitude +6 Handy +17 Leadership +4 Magic +7 Nature +11 Nimble +10 Perception +11

Precision +10 Science +12 Shrewd +7 Tactics +8 Trickery +7; Languages: Common, Gnomish

Equipment: Staff (exceptional accuracy), automaton armor, backpack, simple boots, simple clothing, bedroll, cup, 5 simple rations, full wineskin, bedroll, 16 gp, 5 sp, 9 cp

## Jebbedo's Battle Armor

The battle armor is a mechanized device of his own creation. Only he can ride in it while it is in battle mode (the Mechanized Propulsion stance). In wagon mode, any small creature can ride in it, riding it in wagon mode is equivalent to Alert Stance and grants no other benefits. Items in the wagon are stored in special compartments when the suit transforms into battle mode.



Area attacks that hit you also affect the armor, and the armor can be the target of attacks. The armor has Jebbedo's physical defenses, 13 scratch points, and DR 5. If it is defeated, he can repair it in an hour with a Handy DT 28 check. If he fails the check by more than 5 points, the device is destroyed.

## Dazed

You can use Arcing Jolt to daze creatures.

When you are dazed, you only have one standard action per turn and a free and quick action. You lose your move and minor action. You may use an action point to get an additional standard action, however.

## Stun

You can use Brainmelt to stun creatures.

When you are stunned, you only have one move action per turn and grant advantage to all adjacent enemies. You cannot take free actions or quick actions and you lose your standard and minor action. You may use an action point to get a standard action, however.

## Timed Actions

Some powers use multiple actions of the same type. Brainmelt is a timed action. You save up actions from turn to turn in order to perform it. As soon as you use *any* action (including quick or free actions) you lose all saved actions.

A full x2 can be done as a full action saved up the first turn, then a full action at the beginning of the next turn. You may use an action point to reduce it to a single full action.

These are Jeb's universal attacks. He can make Basic Melee and Basic Ranged attacks using Fire and Lightning.

☐ Basic Melee (Major; Melee 1; One creature) Universal — Weapon, **Simple**  
+10 vs Dex; Hit: 1d6+4 damage.

☐ Basic Ranged (Major; Ranged 4+; One creature) Universal — Weapon, **Simple**  
+10 vs Dex; Hit: 1d6 damage.

☐ Basic Grapple (Major; Melee 1; One creature) Universal — Grapple, **Simple**  
+4 vs Str; Hit: 3 damage. The target is immobilized until the end of your next turn.

☐ Basic Shove (Major; Melee 1; One creature) Universal — Weapon, **Simple**  
+10 vs Str; Hit: 3 damage and the target is pushed 2 squares.

☐ Mental Assault (Major; Ranged 5; One creature) Universal — Vocal, **Simple**  
+8 vs Awa; Hit: 1d6+5 damage to mental.

☐ Social Pressure (Major; Ranged 1; One creature) Universal — Vocal, **Simple**  
+4 vs Sav; Hit: 1d6+1 damage to social.

## Damage Reduction (DR)

You have Physical DR 1 from your mechanized battle armor while you are in the Mechanized Propulsion stance.

DR reduces the damage dealt to you from attacks. DR will not reduce the damage to less than 1 plus the number of dice used for damage in that attack. For example, 1d10 damage cannot be reduced to less than 2.

DR also hinders healing in the same manner. When you are healed, you heal one less point (to a minimum of 1 healing plus the number of dice used for healing).

## Rituals

Rituals are less-than-reliable abilities. When you attempt a ritual, you must make a ritual casting check in order to succeed. The roll is your ritual bonus vs. a DT that is specific to that ritual. If you succeed, the ritual occurs. You have the Updraft ritual, which you perform with your staff:

☐ Updraft (Major; Personal) Arcane — Air, Wind, Stance

+13 vs 15; Effect: You launch up into the air a number of feet equal to the amount you made this check by. You drift downward 5 feet per round and may move 5 feet forward once at any time. The stance ends as soon as you touch solid ground.

# LYCATIUS, KNIGHT PROTECTOR

Lycatius is a devout follower of Eldar the All Creator. Having completed his pilgrimage to Eldar's Footstool, a plateau in the frozen northlands, he was headed towards Falandor to receive his posting assignment. On the way, he rested in Derriston's inn, where he was hired to make this delivery in Skevin, which happens to be on the way to Falandor.

Lycatius's flavor word is **Eldar** or **Eldar's**.

## Favored Strategy

Lycatius does best when fighting side by side with allies. He deals consistent single target damage, dual wielding his claymore and warhammer using whichever is better suited for the fight. He uses his warhammer to perform Calculated Strike, which lets him pick any number of benefits if he can hit with it. He can use Intercession to save an ally that is in trouble, and Divine Rejuvenation to turn the tide of the battle.

Lycatius Medium Natural Humanoid (Human)			Level 1 Leader XPV 140	
Senses: Normal Vision, Magic: +7; Perception: +5				
Physical		Mental		Social
Str Def: 21	Gen Def: 17	Cha Def: 17		Initiative: +5
Dex Def: 18	Awa Def: 13	Sav Def: 13		Speed: 5
				Action Points: 2
Wounds: /15 DR 3	Wounds: /10	Wounds: /15	Wounds: /13 Physical DR 3	
<input type="checkbox"/> Basic Melee, Claymore (Major; Melee 1; One creature) General — Weapon, <b>Simple</b> +7 vs Dex; Hit: 1d10+7 damage.				
<input type="checkbox"/> Basic Melee, Warhammer (Major; Melee 1; One creature) General — Weapon, <b>Simple</b> +10 vs Dex; Hit: 1d10+5 piercing 2 damage.				
<input checked="" type="checkbox"/> Calculated Strike (Move; Melee 1; One creature) Martial — Weapon +7 vs Str (Warhammer)/+4 vs Str (Claymore); Hit: Choose one: — 4 piercing 2 damage — Slide the target 2 squares — The target has a -2 penalty to defenses or accuracy until the end of your next turn — You heal yourself 3 scratches of any one type ( <i>you must hit with the attack to heal</i> )				
<input checked="" type="checkbox"/> Stalwart Swipe (Minor; Melee 1; One creature) Martial — Stable, Weapon +6 vs Dex; Hit: 4 damage.				
<input checked="" type="checkbox"/> Intercession (Full; Melee 1; You must be wielding a heavy blade; Before the attack, swap places with an ally within 3 squares; One creature) Divine — Weapon, Smiting +7 vs Dex (Claymore); Hit: 1d10+4 damage, target is knocked prone.				
<input checked="" type="checkbox"/> x2 Divine Rejuvenation (Fullx2; Ranged 4, Area 7; You and each ally in the area) Divine — Healing, Leadership Effect: You are healed 4 physical scratches ( <i>you don't need to be in the area</i> ). Each other target is healed 1d8+3 physical scratches. Divine — Heavy Basic Melee Proficiency; Medium Armor Proficiency; Martial — Heavy Armor Proficiency; Heavy Military Melee Proficiency General — Increase Social Rank: 4 social ranks Stats: Agility 1, Endurance 3, Mental 4, Physical 4, Power 5, Social 4, 6'4" Weight: 297 Skills: Athletics +4 Crafting +7 Customs +5 Diplomacy +9 Entertain +9 Faith +7 Fortitude +4 Handy +5 Leadership +12 Magic +7 Nature +5 Nimble +0 Perception +5 Precision +0 Science +9 Shrewd +5 Tactics +9 Trickery +5; Languages: Common Equipment: Claymore (exceptional damage), half plate, warhammer (exceptional accuracy), fancy boots, heavy cape, chalk (5), 1-handed scabbard, 2-handed scabbard, 2 small belt pouches, backpack, bedroll, 8 candles, 6 days of simple rations, 100 feet of rope, 50 feet of thread, flint and steel, frying pan, medium bottle, hammer, hooded lantern, iron flagon, knife, large belt pouch, medium tent, 4 pitons, simple boots, simple clothes, spoon, 6 vials of oil, 2 waterskins, wooden bowl, chisel, 2 acid vials, exceptional large belt pouch for vial holding, fancy clothing, 2 pp, 18 gp, 9 sp, 5 cp				

These are Lycatius's universal attacks.

☐ Basic Melee (Major; Melee 1; One creature) Universal — Weapon, **Simple**  
+7 vs Dex; Hit: 1d10+4 damage.

☐ Basic Ranged (Major; Ranged 4+; One creature) Universal — Weapon, **Simple**  
+7 vs Dex; Hit: 1d10 damage.

☐ Basic Grapple (Major; Melee 1; One creature) Universal — Grapple, **Simple**  
+4 vs Str; Hit: 5 damage. The target is immobilized until the end of your next turn.

☐ Basic Shove (Major; Melee 1; One creature) Universal — Weapon, **Simple**  
+7 vs. Str; Hit: 5 damage and the target is pushed 3 squares.

☐ Mental Assault (Major; Ranged 4; One creature) Universal — Vocal, **Simple**  
+9 vs Awa; Hit: 1d10+4 damage to mental.

☐ Social Pressure (Major; Ranged 4; One creature) Universal — Vocal, **Simple**  
+9 vs Sav; Hit: 1d10+4 damage to social.

## Dual Wielding

Lycatius uses a claymore one-handed and a warhammer. He can use either one to make his attacks, the claymore dealing more damage per die of damage, while the warhammer is more accurate. Because Calculated Strike cannot do die damage, his claymore's damage bonus is useless, so he uses the warhammer to get a better accuracy bonus.

## Damage Reduction (DR)

Lycatius has Physical DR 3 from his armor.

DR reduces the damage dealt to you by attacks. DR will not reduce the damage to less than 1 plus the number of dice used for damage in that attack. For example, 1d10 damage cannot be reduced to less than 2.

DR also hinders healing in the same manner. When you are healed, you heal three less points (to a minimum of 1 healing plus the number of dice used for healing).

## Piercing

Lycatius's warhammer deals piercing damage.

Piercing allows you to deal damage to a creature that has damage reduction as if they did not have that damage reduction. Piercing only pierces damage reduction up to a maximum of the piercing value.

## Social Rank

Lycatius has a high social rank of 9 (compared to the other player characters who have 5s). This gave him more starting money to purchase more expensive equipment, and gives him an edge when making Suggestions, as others react to him more positively.

## Swap

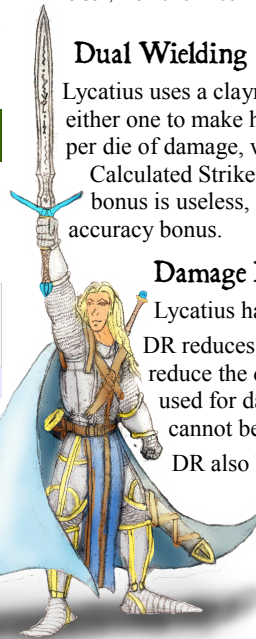
Intercession allows you to swap places with an ally.

When you swap places with an ally, draw an imaginary box around you and your ally. You shift as close as possible to your ally's corner while your ally shifts as close as possible to your corner. If you do not fit in the area the ally was in, you just shift as close as possible.

## Timed Actions

Some powers use multiple actions of the same type. Divine Rejuvenation is a timed action. You save up actions from turn to turn in order to perform it. As soon as you use *any* action (including quick or free actions) you lose all saved actions.

A full x2 can be done as a full action saved up the first turn, then a full action at the beginning of the next turn. You may use an action point to reduce it to a single full action.



# TANANDA, CATKIN SKIRMISHER

The younger sister of Paka, a priestess in the nearby town of Derriston. She did not, however, take a calling yet. While visiting her sister, she heard of this particular venture and thought she'd try her hand at assisting with the delivery.

*Do not read aloud:* In the city of Jyalk, Tananda caused some amount of consternation when she was born. Her parents, along with her sister, are Halflings, while she was born a fae-touched Catkin. The local priestess assured the family that while fae-touched are not common, sometimes a patron fae will bestow its visage on a child even before it is born.

Once Tananda was old enough, she was sent to the southern temple. The monk in charge perceived great things for her and offered her personal tutelage, despite the fact that her patron fae is still unknown.

Like her sister Paka, Tananda does not have any divine powers, but her training nevertheless granted her extraordinary skills, and gave her the self-assurance she needed.

Tananda's flavor word is **mrow** or **meow**.



effect with subsequent attacks using Tactical Maneuvers. She can only use Tactical Maneuvers with Martial powers, though, so Basic Melee, Unarmed Strike will not work with it. If she or an ally gets badly hurt, she can always use Tranquil Meditation to heal herself and a nearby ally.

Remember, you only get one free action per turn to use with Tactical Maneuvers. Also remember that Cruel Gash can be done as a move action as well as a minor action, so can be used more than once (yes, a target can have several Gashes dealing ongoing damage).

## Timed Actions

Some powers use multiple actions of the same type. Tranquil Meditation is a timed action. You save up actions from turn to turn in order to perform it. As soon as you use *any* action (including quick or free actions) you lose all saved actions.

A move x2 can be done as a move action saved up the first turn, then a move action at the beginning of the next turn, or as a move and a standard action during a single turn. You may use an action point to reduce it to a single move action. Remember that when you use an action point with Tranquil Meditation, it heals wounds first, then scratches.

## Stun

You can use Paralyzing Blow to stun creatures.

When you are stunned, you only have one move action per turn and grant advantage to all adjacent enemies. You cannot take free actions or quick actions, and you lose your standard and minor action. You may use an action point to get a standard action, however.

## Potions

Tananda's two potions of healing are useful for quickly stabilizing a dying ally. They take a minor action to draw and administer (to herself or an adjacent ally). For healing allies that are not dying, her Tranquil Meditation is a better choice.

### Tananda Level 1 Agile Controller XPV 140

Senses: Infravision, Magic: +8; Perception: +15

Social Rank 5

#### Physical

Str Def: 15

Dex Def: 21

#### Mental

Gen Def: 17

Awa Def: 20

#### Social

Cha Def: 14

Sav Def: 16

Initiative: +11

Speed: 5

Action Point: 1

Physical Wounds:	Mental Wounds:	Social Wounds:	Scratches:
/10	/15	/13	/13

#### • Tactical Maneuvers (Minor; Personal Stance) Martial — Weapon, Stance

Effect: Whenever you hit a stunned or dazed creature with a Martial melee attack, as a free action you may deal 3 damage to that foe and slide the target 1 square.

#### □ Basic Melee, Unarmed Strike (Major; Melee 1; One creature) General — Weapon, Simple

+12 vs Dex; Hit: 1d6+2 damage.

#### □ Paralyzing Blow (Major; Melee 1; One creature) Martial — Weapon

+7 vs Str; Hit: The target is stunned (save ends).

#### □ Lunging Palm (Move; Melee 1; You may shift one square before or after the attack; One creature) Martial — Weapon

+12 vs Str; Hit: Push the target one square.

#### • Cruel Gash (Minor; Melee 1; One creature) Martial — Weapon

+10 vs Dex; Hit: The target takes ongoing 1 damage (save ends).

#### □ x2 Tranquil Meditation (Movex2; Personal) Martial — Tranquil, Healing

Effect: You are healed 1d6 physical or mental scratches. One adjacent ally heals 3 scratches of that type. You gain a +1 bonus to accuracy with Martial attacks until the end of your next turn.

Swift — Dual Weapon Artist; Unarmed — Armor of the Soul; Prescient Defenses; Unarmed Strike

Stats: Agility 5, Endurance 2, Mental 6, Physical 2, Power 3, Social 3, 3'2" Weight: 39.9

Skills: Athletics +5 Crafting +8 Customs +8 Diplomacy +8 Entertain +6 Faith +5

Fortitude +4 Handy +11 Leadership +6 Magic +8 Nature +11 Nimble +7 Perception +15

Precision +9 Science +9 Shrewd +10 Tactics +9 Trickery +8; Languages: Common, Cat

Equipment: Fancy clothing, backpack, fancy boots, flint and steel, 2 yards of fine cloth, bowl, spoon, 5 fancy rations, bedroll, 2 weak potions of healing (see below), 20 gp, 8 sp

## Favored Strategy

Tananda works best in close melee with her foes. Her damage powers are weak, but her control powers are very strong. She can use Paralyzing Blow to temporarily disable troublesome foes, then capitalize on the stun

### • Potion of Healing, Weak 28gp Potion

*This potion mends your wounds.*

#### Consumable ♦ Divine — Potion, Healing Minor Action

**Effect:** You are healed 1d2+1 physical wounds. If you are physically defeated, you become stabilized. You may make a save at +1 against one ongoing effect.

These are Tananda's universal attacks.

#### □ Basic Melee (Major; Melee 1; One creature) Universal — Weapon, Simple

+7 vs Dex; Hit: 1d6+2 damage.

#### □ Basic Ranged (Major; Ranged 4+; One creature) Universal — Weapon, Simple

+7 vs Dex; Hit: 1d6 damage.

#### □ Basic Grapple (Major; Melee 1; One creature) Universal — Grapple, Simple

+2 vs Str; Hit: 3 damage. The target is immobilized until the end of your next turn.

#### □ Basic Shove (Major; Melee 1; One creature) Universal — Weapon, Simple

+7 vs. Str; Hit: 3 damage and the target is pushed 2 squares.

#### □ Mental Assault (Major; Ranged 6; One creature) Universal — Vocal, Simple

+9 vs Awa; Hit: 1d6+6 damage to mental.

#### □ Social Pressure (Major; Ranged 3; One creature) Universal — Vocal, Simple

+6 vs Sav; Hit: 1d6+3 damage to social

# THORSTON, DWARVEN WARRIOR

Thorston hails from the western city of Velous, at the cliffs on the edge of the Great Desert. He was trained to be a city guardsman there, but has since ventured to the east to find his fortune. He doesn't say why.

*Do not read aloud:* Thorston is reluctant to reveal that only after all of his training toward securing a place in the city guard, the master of the guard, Gorton, had a deep dislike of dwarves in general. Gorton was very shrewd about it, and as yet has done nothing that would hold up against a magistrate. After several calculated insults and barely avoiding a few “regrettable accidents” during his brief membership, Thorston decided to seek his living elsewhere. Thorston's flavor word is **axe**.

## Favored Strategy

Thorston is a high damage character who can stand in the front lines for extended periods and dish out extreme damage. Once he gets foes pinned in melee, he can use Stand Your Ground to absorb massive damage and keep enemies from moving him about.

Basic Melee, Battleaxe and two Chops is a great combo for taking down a single target, while Circle of Destruction is a much more accurate way of taking down several smaller targets. While facing a major threat, Storm of Strikes will not only whittle down the target, but it also has a good chance of disabling the foe as well as dealing lots of damage.

Thorston Stonechin			
Level 1 Tough Melee Striker			
Medium Natural Humanoid (Mountain Dwarf)			
XPV 140			
Senses: Darkvision, Magic: +6; Perception: +4			
Social Rank 5			
Physical	Mental	Social	Initiative: +7
Str Def: 22	Gen Def: 15	Cha Def: 16	Speed: 5
Dex Def: 18	Awa Def: 12	Sav Def: 13	Action Point: 1
Physical Wounds: /17	Mental Wounds: /15	Social Wounds: /13	Scratches: /13
DR 1			Physical DR 1
<input type="checkbox"/> Stand Your Ground (Move; Personal Stance) Racial — Stable, Stance Effect: You are immobilized. Whenever you would be slid, pulled, or pushed, reduce that movement by 2. You gain physical damage reduction 6 for the first attack that hits you while in this stance. Subsequent hits are unaffected until you restart the stance.			
<input type="checkbox"/> Basic Melee, Battleaxe (Major; Melee 1; One creature) General — Weapon, <b>Simple</b> +10 vs Dex; Hit: 1d12+7 damage.			
<input type="checkbox"/> Basic Ranged, Handaxe (Major; Ranged 5+; One creature) General — Weapon, <b>Simple</b> +10 vs Dex; Hit: 1d12+1 damage.			
<input type="checkbox"/> Undercut (Major; Melee 1; One creature) Martial — Weapon, <b>Simple</b> +10 vs Str; Hit: 5 damage, target is knocked prone. • Chop (Minor; Melee 1; One creature) Martial — Weapon +6 vs Dex; Hit: 5 damage.			
<input checked="" type="checkbox"/> Circle of Destruction (Full; Melee 1; Each enemy) Martial — Weapon +14 vs Dex; Hit: 1d12+6 damage.			
<input checked="" type="checkbox"/> <b>x2</b> Storm of Strikes (Fullx2; Melee 1; You must be in a Stable stance; One creature, five attacks) Martial — Weapon, Stable +10 vs Dex; Hit: 1d12+3 damage. Effect: If four or more attacks hit, the target is slowed until the end of your next turn. If all five attacks hit, the target is stunned until the end of your next turn.			
Dwarf — Unimpeded; Martial — Heavy Basic Melee Proficiency; Heavy Military Melee Proficiency; Light Basic Melee Proficiency; Medium Armor Proficiency Stats: Agility 3, Endurance 5, Mental 1, Physical 4, Power 6, Social 2, 4'2" Weight: 175.1 Skills: Athletics +11 Crafting +8 Customs +5 Diplomacy +7 Entertain +8 Faith +7 Fortitude +13 Handy +4 Leadership +8 Magic +6 Nature +4 Nimble +6 Perception +4 Precision +6 Science +7 Shrewd +5 Tactics +7 Trickery +5; Languages: Common, Dwarven Equipment: Battleaxe, scale mail, handaxe, backpack, simple boots, 5 simple rations, iron flagon, worn bedroll, 2 sp			

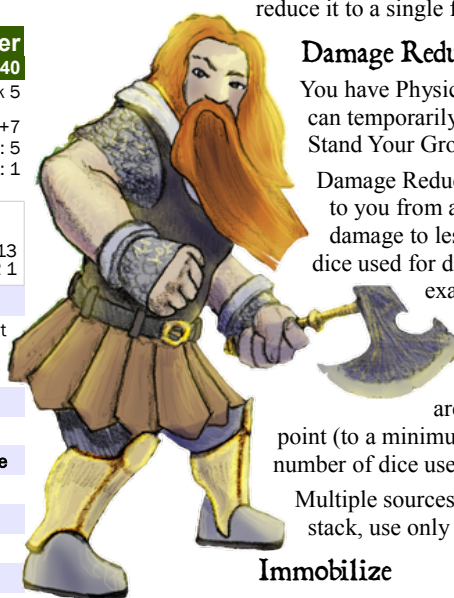
These are Thorston's universal attacks.

- ☐ Basic Melee (Major; Melee 1; One creature) Universal — Weapon, **Simple**  
+9 vs Dex; Hit: 1d12+4 damage.
- ☐ Basic Ranged (Major; Ranged 4+; One creature) Universal — Weapon, **Simple**  
+10 vs Dex; Hit: 1d12 damage.
- ☐ Basic Grapple (Major; Melee 1; One creature) Universal — Grapple, **Simple**  
+4 vs Str; Hit: 6 damage. The target is immobilized until the end of your next turn.
- ☐ Basic Shove (Major; Melee 1; One creature) Universal — Weapon, **Simple**  
+10 vs Str; Hit: 6 damage and the target is pushed 5 squares.
- ☐ Mental Assault (Major; Ranged 1; One creature) Universal — Vocal, **Simple**  
+7 vs Awa; Hit: 1d12+1 damage to mental.
- ☐ Social Pressure (Major; Ranged 2; One creature) Universal — Vocal, **Simple**  
+8 vs Sav; Hit: 1d12+2 damage to social.

## Timed Actions

Some powers use multiple actions of the same type. Storm of Strikes is a timed action. You save up actions from turn to turn in order to perform it. As soon as you use *any* action (including quick or free actions) you lose all saved actions.

A full x2 can be done as a full action saved up the first turn, then a full action at the beginning of the next turn. You may use an action point to reduce it to a single full action.



## Damage Reduction (DR)

You have Physical DR 1 from your armor and can temporarily increase it to 6 by using the Stand Your Ground stance.

Damage Reduction reduces the damage dealt to you from attacks. DR will not reduce the damage to less than 1 plus the number of dice used for damage in that attack. For example, 1d10 damage cannot be reduced to less than 2.

DR also hinders healing in the same manner. When you are healed, you heal one less point (to a minimum of 1 healing plus the number of dice used for healing).

Multiple sources of DR in an aspect do not stack, use only the highest value.

## Immobilize

You are immobilized while in the Stand Your Ground stance.

When you are immobilized, you cannot move, shift or get up from prone (if you are prone). You can be slid, pulled, pushed, teleported, or be teleported.

## Prone

You can use Undercut to knock creatures prone.

While prone, non-adjacent creatures have a -2 to hit you and you have a -2 to attacks. You grant advantage to adjacent foes. You can get up from prone as a simple move action unless you are immobilized. Your speed is reduced to 2. Getting up from prone does not provoke attacks from adjacent foes.

When you are knocked prone, your current stance ends.

## Stun

You can use Storm of Strikes to stun creatures.

When you are stunned, you only have one move action per turn and grant advantage to all adjacent enemies. You cannot take free actions or quick actions, and you lose your standard and minor action. You may use an action point to get a standard action, however.

# VILPA, HUMAN STONESHAPER

Vilpa is a practitioner of the way of earth, a skill she learned while spending several years in the mines of Vortex.

*Do not read aloud:* Vilpa developed many of her talents by hanging around, and eventually being accepted, by the Stonefoot clan of dwarves that does a great deal of the mining in Vortex.

In time, she became such a trusted and welcomed presence. Because of her innate grasp of the qualities of earth and mining, she was taught the secrets of how to manipulate Earth on the elemental level and eventually was made part of the clan, a very unusual feat for a human.

As customary in dwarven culture, once her skills surpassed all others in the clan, she was encouraged to seek adventure and glory for her clan, and to make a mark on history. When she heard of the demon problem in Skevin, she knew this would be her chance. Vilpa's flavor word is **stone**.

## Vilpa Stonefoot Level 1 Melee Defender

Medium Natural Humanoid (Human)

XPV 140

Senses: Normal Vision, Magic: +8; Perception: +3

Social Rank 5

### Physical

Str Def: 17

Dex Def: 19

### Mental

Gen Def: 14

Awa Def: 11

### Social

Cha Def: 15

Sav Def: 12

Initiative: +6

Speed: 6

Action Points: 2

Physical Wounds:	Mental Wounds:	Social Wounds:	Scratches:
/10	/15	/13	/13

- ☐ Mineral Blades (Major; Melee 3; Each enemy) Elemental — Earth, Stone  
+13 vs Dex; Hit: 4 damage.
- ☐ Whirling Shards (Major; Melee 1; Each enemy) Elemental — Earth, Stone  
+8 vs Dex; Hit: 1d8+1 damage.  
Effect: You and your allies in the area gain a +3 bonus to defenses until the end of your next turn.
- ☐ Crack the Earth (Major; Adjacent line 6; Each creature) Elemental — Earth, Stone, **Simple**  
+8 vs Str; Hit: 3 damage, target is knocked prone.
- ☐ Earth Smash (Major; Melee 2; Each enemy) Elemental — Earth, Stone  
+13 vs Str; Hit: The target is pulled 1 square and slowed until the end of your next turn.
- ☐ Surge of Stalagmites (Move; Adjacent line 6; Each creature) Elemental — Earth, Stone  
+8 vs Dex; Hit: 4 damage.
- ☐ Earth Ripple (Move; Ranged 6, Area 5; Each creature) Elemental — Earth, Stone  
+13 vs Str; Effect: The target is pulled 3 squares to you.
- ☒ **x2** Trapped in Stone (Major; Melee 1; One creature) Elemental — Earth, Stone  
+13 vs Str; Hit: 3 damage. Target is knocked prone. Target is immobilized (save ends).  
Earth — Earth Rituals +17 (Granite Carapace); Elemental — Light Armor Proficiency  
Stats: Agility 1, Endurance 6, Mental 2, Physical 5, Power 4, Social 3, 5'8" Weight: 165.8  
Skills: Athletics +9 Crafting +8 Customs +4 Diplomacy +9 Entertain +7 Faith +9  
Fortitude +16 Handy +3 Leadership +7 Magic +8 Nature +3 Nimble +6 Perception +3  
Precision +6 Science +6 Shrewd +4 Tactics +6 Trickery +4; Languages: Common  
Equipment: Light cloak (exceptional defense), backpack, simple boots, simple clothing, large belt pouch, bedroll, iron flagon, simple rations, full wineskin, 30 gp, 2 sp, 9 cp

These are Vilpa's universal attacks. She can make Basic Melee and Basic Ranged attacks using Earth and Stone.

- ☐ Basic Melee (Major; Melee 1; One creature) Universal — Weapon, **Simple**  
+11 vs Dex; Hit: 1d8+5 damage.
- ☐ Basic Ranged (Major; Ranged 4+; One creature) Universal — Weapon, **Simple**  
+11 vs Dex; Hit: 1d8 damage.
- ☐ Basic Grapple (Major; Melee 1; One creature) Universal — Grapple, **Simple**  
+5 vs Str; Hit: 4 damage. The target is immobilized until the end of your next turn.
- ☐ Basic Shove (Major; Melee 1; One creature) Universal — Weapon, **Simple**  
+11 vs Str; Hit: 4 damage and the target is pushed 6 squares.
- ☐ Mental Assault (Major; Ranged 2; One creature) Universal — Vocal, **Simple**  
+6 vs Awa; Hit: 1d8+2 damage to mental.
- ☐ Social Pressure (Major; Ranged 3; One creature) Universal — Vocal, **Simple**  
+3 vs Sav; Hit: 1d8+3 damage to social.

## Favored Strategy

Once Vilpa gets into melee, she should start her Granite Carapace stance in order to maximize her hit point pool. If she becomes wounded and has no one to heal her, she can always end the stance in order to regain her full speed and skill usage.



Vilpa can use Earth Ripple and Earth Smash to get her enemies close to her, then use Surge of Stalagmites and Mineral Blades to thrash them all. Whirling Shards is a good one to mix in when allies are nearby or she just needs some extra defense. Crack the Earth will keep a wily foe from getting away. Trapped in Stone can disable a foe handily.

Don't forget to use her Basic Melee attack for pure damage to a single target.

## Timed Actions

Some powers use multiple actions of the same type. Trapped in Stone is a timed action. You save up actions from turn to turn in order to perform it. As soon as you use *any* action (including quick or free actions) you lose all saved actions.

A standard x2 can be done as a standard action saved up the first turn, then a standard action at the beginning of the next turn. You may use an action point to reduce it to a single standard action.

## Prone

You can use Crack the Earth and Trapped in Stone to knock creatures prone.

While prone, non-adjacent creatures have a -2 to hit you and you have a -2 to attacks. You grant advantage to adjacent foes. You can get up from prone as a simple move action unless you are immobilized. Your speed is reduced to 2. Getting up from prone does not provoke attacks from adjacent foes.

When you are knocked prone, your current stance ends.

## Rituals

Rituals are less-than-reliable abilities. When you attempt a ritual, you must make a ritual casting check in order to succeed. The roll is your ritual bonus vs. a DT that is specific to that ritual. If you succeed, the ritual occurs. You have the Granite Carapace ritual.

- ☐ Granite Carapace (Move; Personal Stance; Sustain Minor • ) Elemental — Earth, Stone  
+17 vs 24; Effect: You gain 12 temporary physical hit points and you are slowed.

## Temporary Hit Points

Granite Carapace grants you temporary hit points.

Temporary hit points increase the size of your scratch pool. These do not affect the amount of damage you have taken, even when they go away.

## Sustain

Granite Carapace has Sustain Minor. This means on subsequent turns after you start the stance, you must use a minor action to sustain it or the stance will end at the end of that turn.

Whenever you attempt to sustain Granite Carapace, as part of that sustain action you must make a Fortitude check against a DT equal to the amount of damage you have (scratches and wounds), once for each aspect you are damaged in. If you fail this check, you cannot sustain that power and it ends at the end of the next round.