

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.



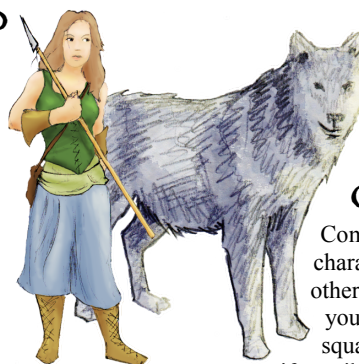
DELLA, HALFLING DRUID

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.



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).

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

<input type="checkbox"/> 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. <i>(This counts as an attack.)</i>
<input type="checkbox"/> Basic Melee, Short Spear (Major; Melee 1; One creature) General — Weapon, Simple
+11 vs Dex; Hit: 1d10+4 damage.
<input type="checkbox"/> Wall of Cold (Major; Ranged 6, Line 6; Each creature) Divine — Nature, Cold, Simple
+7 vs Dex; Hit: 1d10+2 cold damage.
<input type="checkbox"/> Command Basic Companion (Major; Ranged 9; One creature) General — Vocal
Effect: Your wolf takes a full action.
<input type="checkbox"/> Recuperate (Major; Ranged 5; You or one ally) Divine — Healing
Effect: The target is healed 1d8+1 physical scratches.
<input type="checkbox"/> 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.

<input type="checkbox"/> Basic Melee (Major; Melee 1; One creature) Universal — Weapon, Simple
+5 vs. Dex; Hit: 1d10+2 damage.
<input type="checkbox"/> Basic Ranged (Major; Ranged 2+; One creature) Universal — Weapon, Simple
+5 vs. Dex; Hit: 1d10 damage.
<input type="checkbox"/> 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.
<input type="checkbox"/> Basic Shove (Major; Melee 1; One creature) Universal — Weapon, Simple
+5 vs. Str; Hit: 5 damage and the target is pushed 1 square.
<input type="checkbox"/> Mental Assault (Major; Ranged 6; One creature) Universal — Vocal, Simple
+11 vs Awa; Hit: 1d10+6 damage to mental.
<input type="checkbox"/> Social Pressure (Major; Ranged 4; One creature) Universal — Vocal, Simple
+9 vs Sav; Hit: 1d10+4 damage to social.

Wolf Familiar			
Medium Natural Mammal (Wolf)			Basic Leader
XPV 90			
Senses: Darkvision, Magic: +4/9; Perception: +6/11			
Social Rank: 4			
Physical	Mental	Social	Initiative: +8
Str Def: 20	Gen Def: 14	Cha Def: 19	Speed: 6
Dex Def: 18	Awa Def: 12	Sav Def: 16	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, Simple			
+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
• x2 Explosive Skin (Minorx2; Personal Stance) Arcane — Transmutation, Stance 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"/> Atrophy (Major; Melee 1; One creature) Arcane — Transmutation, Simple +11 vs Str; Hit: 5 damage and the target is weakened (save ends).			
<input type="checkbox"/> Lightning Grasp (Move; Melee 1; One creature) Arcane — Transmutation, Lightning +11 vs Dex; Hit: 5 lightning damage.			
• Spine Growth (Minor; Melee 2; Each enemy) Arcane — Transmutation +6 vs Dex; Hit: 2 damage.			
<input checked="" type="checkbox"/> Flame Shift (Full; Adjacent line 5; Each creature) Arcane — Fire, Transmutation +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"/> x2 Lightning Form (Fullx2; Adjacent chain 5; Each creature) Arcane — Lightning, Transmutation +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.

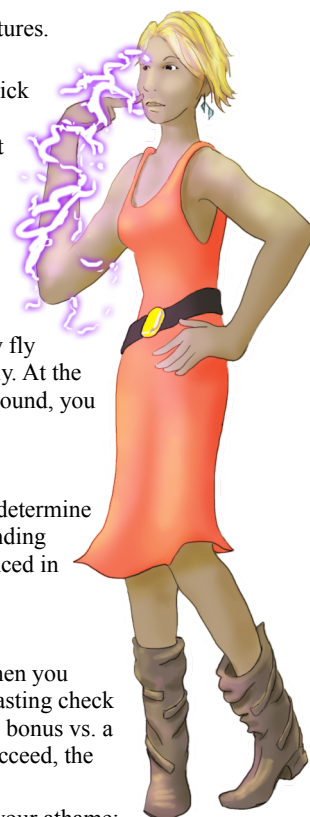
Rituals

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

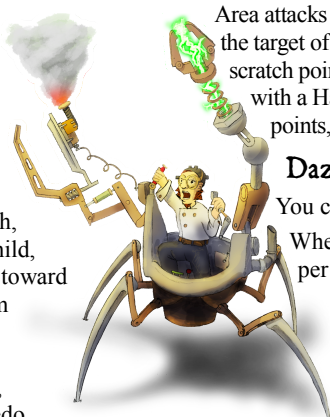
Fortitude +6 Handy +17 Leadership +4 Magic +7 Nature +11 Nimble +10 Perception +11

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, Simple +7 vs Dex; Hit: 1d10+7 damage.				
<input type="checkbox"/> Basic Melee, Warhammer (Major; Melee 1; One creature) General — Weapon, Simple +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

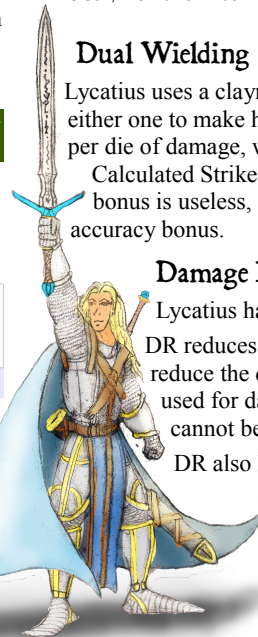
Intercession allows you to swap places with an ally.

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:	Mental Wounds:	Social Wounds:	Scratches:	
/17	/15	/13	/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, Simple				
+10 vs Dex; Hit: 1d12+7 damage.				
<input type="checkbox"/> Basic Ranged, Handaxe (Major; Ranged 5+; One creature) General — Weapon, Simple				
+10 vs Dex; Hit: 1d12+1 damage.				
<input type="checkbox"/> Undercut (Major; Melee 1; One creature) Martial — Weapon, Simple				
+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"/> x2 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				

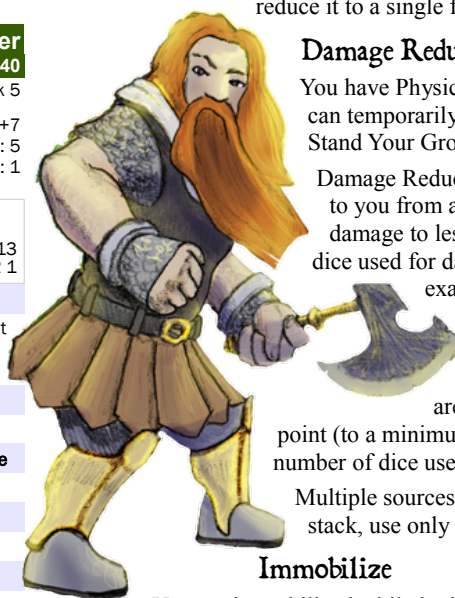
These are Thorston's universal attacks.

- ☐ 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	Mental	Social	Initiative: +6
Str Def: 17	Gen Def: 14	Cha Def: 15	Speed: 6
Dex Def: 19	Awa Def: 11	Sav Def: 12	Action Points: 2

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

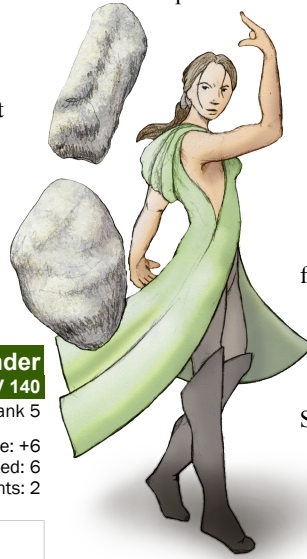
- ☐ Mineral Blades (Major; Melee 3; Each enemy) Elemental — Earth, Stone
+13 vs Dex; Hit: 4 damage.
- ☐ Whirling Shards (Major; Melee 1; Each enemy) Elemental — Earth, Stone
+8 vs Dex; Hit: 1d8+1 damage.
Effect: You and your allies in the area gain a +3 bonus to defenses until the end of your next turn.
- ☐ 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.