

Name
Waddy Deftwaddle
a.k.a. "Black-Feather"

Culture and Folk
Durulz



Level & Class
Monk lvl 2

God/Cult
Order of the Floating Feather

	STR	CON	DEX	INT	WIS	CHA
Score	16	13	19	10	17	12
Mod	+3	+1	+4	+0	+3	+1
Id20	+5	+3	+6	+2	+5	+3
			Init			

Defences

AC	16
PD	16
MD	14

Health

Hit Points	32/
Recoveries	8 /
Recovery Die	2d8+I

One Unique Thing
You are the only black Durulz in the world. The elders in the monastery told of profecies that you never really wanted to believe.

Icons
High Druid 1-4
Shadow Prince 5-6

Backgrounds
Monastic Life +5
Orchardist +3

Combat

Roll Initiative: 1d20+[DEX]

Basic Attacks

Melee: 1d20+[DEX] vs. AC. **Range:** 1d20+[DEX] vs. AC.
Hit: PUNCH+[STR Mod] damage Hit: WEAPON+[DEX Mod] dama
Miss: [lv] damage Miss: -

Racial Feature

Squak - Free Action. Once per Battle
Before you roll an attack, OR before a creature rolls to attack you, declare that you're using Squak!. If the attack roll hits, it misses instead, and vice versa.

Class Feature

JAB, PUNCH, and KICK
JAB attacks deal [lv]d6 damage
PUNCH attacks deal [lv]d8 damage
KICK attacks deal [lv]d10 damage

Forms

You must use **Opening > Flow > Finish** moves in that order.
But you can always start over with a new Opening.

Ki

Regain Ki with full Rest
Spend Ki to:
- Adjust your attack's natural result by 1
- Activate Ki Powers

6
Ki Points (feat)

Two-Weapon Fighting

Whenever you roll a Natural 2 on your attack roll, you get to reroll the attack.



Gear

Monk robes, quarter staff, beggar's bowl

Incremental Advances

- | | |
|-------------------------------------|----------------------------------|
| <input type="radio"/> Ability Score | <input type="radio"/> Feat |
| <input type="radio"/> Talent | <input type="radio"/> Hit Points |
| <input type="radio"/> Magic Item | <input type="radio"/> Skills |
| <input type="radio"/> Power/Spell | <input type="radio"/> Icon |

Name

Waddy Deftwaddle

Culture and Folk

Durulz



Level & Class

Monk lvl 2

God/Cult

Order of the Floating Feather

Talents

Flurry - Melee Attack, At-Will, Quick Action
(once per round), when Escalation is 2+ (feat)

Target: One Enemy

Attack: 1d20+[DEX] vs. AC

Hit: JAB + [STR Mod]

Miss: -

Ki Power (A Thousand Palms): You must be engaged with 2 or more enemies. After making a Flurry Attack, spend 1 Ki Point to make another Flurry Attack against a target you have not attacked yet this turn.

Diamond Focus

You gain a +2 Bonus to Saves while you are not staggered.

In addition, you can go one round without using a monk attack form and still keep your place in the Attack Form progression.

Ki Power (Diamond Soul): When you are dazed, weakened, or stunned, you can spend 1 Ki Point to make an immediate normal save (11+).

Spinning Willow Style

When a ranged attack or close-quarter attack that targets AC hits you, you can roll a normal save (11+) to take only half damage from the Attack.

Ki Power (The Willow Bends): You can spend 1 Ki Point to turn a failed Spinning Willow Save into a success.

Forms

Dutiful Guardian

Opening Attack (One Must be Free) - Melee Attack, At-Will

Target: One Enemy

Attack: 1d20+[DEX] vs. AC

Hit: JAB + [STR Mod] damage, and one ally engaged with the target may pop free from it.

Miss: [lvl] damage

Flow Attack (Duck Shakes Feathers) - Melee Attack

Target: One Enemy

Attack: 1d20+[DEX] vs. AC

Hit: PUNCH + [STR Mod] damage, and you choose one of the following benefits: take a move action as a free action; OR you gain a +4 bonus to PD until the start of your next turn.

Miss: Half damage

Finishing Attack (Temple Guardian Stands True) - Melee Attack

Target: One Enemy

Attack: 1d20+[DEX] vs. AC

Hit: KICK + [STR Mod] damage

Natural Even Hit: As Hit, plus you can rally as a free action unless you have already rallied this battle.

Natural Even Miss: Half damage

Natural Odd Miss: [lvl] damage

Dance of the Crane

Opening Attack (Seeking Water) - Melee Attack, At-Will

Target: One Enemy

Attack: 1d20+[DEX] vs. AC

Hit: JAB + [STR Mod] damage, and you pop free from the target.

Miss: [lvl] damage

Flow Attack (Paying the Bill) - Melee Attack

Target: One Enemy

Attack: 1d20+[DEX] vs. AC

Hit: PUNCH + [STR Mod] damage

Natural Even Hit: As Hit, plus each enemy engaged with you takes 1d6 damage (2d6 at 5th lvl; 4d6 at 8th lvl).

Natural Even Miss: Half damage

Natural Odd Miss: [lvl] damage

Finishing Attack (Raking Claws) - Melee Attack

Target: Up to two enemies

Attack: 1d20+[DEX] vs. AC

Hit: KICK + [STR Mod] damage

Natural Even Miss: Half damage

Natural Odd Miss: [lvl] damage

Name _____

Culture and Folk _____

Elsa Spiritwalker

Dwarf



Level & Class _____

Barbarian lvl 2

God/Cult _____

Daka Fal - Judge of the Deed

	STR	CON	DEX	INT	WIS	CHA
Score	19	17	14	10	13	12
Mod	+4	+3	+2	+0	+1	+1
Id20	+6	+5	+4	+2	+3	+3
			Init			

Defences

AC	16
PD	16
MD	13

Health

Hit Points	40/
Recoveries	9/
Recovery Die	2d12+3

One Unique Thing

The Spirits of your ancestors talk to you. Sometimes they can reveal secrets about the world and your destiny.

Icons

High Druid	1-2	<input type="radio"/>
Dwarf King	3-4	<input type="radio"/>
Orc Lord	5-6	<input type="radio"/>

Backgrounds

Surface Born Nomad	+5
Avenger	+3

Combat

Roll Initiative: Roll 1d20+[DEX]

Basic Attacks

Melee: 1d20+[STR]+1 vs. AC. **Range:** 1d20+[DEX] vs. AC.
 Hit: [lvl]d10+[STR Mod]+1 dmg Hit: [lvl]d6+[DEX Mod] damage
 Miss: 1 damage Miss: -

Racial Power

That's your best Shot? - Free Action, Once per Battle
 After you have been hit by an enemy attack, you can heal using a recovery. If the escalation die is less than 2, you only get half the usual healing from the recovery.

Class Feature

Barbarian Rage - Quick Action, Once per Day, Recharge 16+
 Until end of battle, while Raging, roll 2d20 to hit with your barbarian melee and thrown weapon attacks instead of 1d20, Use the higher roll for the attack. If you roll a natural 11+ with both dice and your highest roll is a hit, the attack is a critical hit!
 Additionally; Whenever the escalation die is 4+, as a quick action, you can start raging for free (it doesn't count against your normal usage). This rage lasts until the end of the battle, as normal. (**feat**)



Gear

Light Armour, 2H Great Axe, Throwing Axes

Incremental Advances

<input type="radio"/> Ability Score	<input type="radio"/> Feat
<input type="radio"/> Talent	<input type="radio"/> Hit Points
<input type="radio"/> Magic Item	<input type="radio"/> Skills
<input type="radio"/> Power/Spell	<input type="radio"/> Icon

Name

Elsa Spiritwalker

Culture and Folk

Dwarf



Level & Class

Barbarian lvl 1

God/Cult

Daka Fal - Judge of the Deed

Magic Items

Axe of Greater Striking +1: While escalation die is 3+ you deal +1d8 damage whenever you hit with this weapon.

Quirk: Favors iron and steel, seeing little value in gold or gems.

Sash of falling leaves: +1 Recovery

○ Once per battle or Scene, Free Action, close-quarter spell

Cast wizard utility spell *feather fall* as a 1st level spell.

Quirk: Recklessly takes dares

Talents

○ **Barbaric Cleave** - Melee Attack, Free Action, Once per Battle

Make another Barbaric Melee Attack after you have dropped a non-mook (or last mook in a Mob) foe to 0 hp with a Barbaric Melee attack.

Slayer: When you attack a staggered enemy you were not engaged with at the start of your turn, you gain +2 bonus to hit (**feat**), and deal an extra +1d6 damage per level to that enemy if you hit.

Strongheart: Your recovery dice are d12s instead of d10s.

Name _____

Culture and Folk _____

Emma "Twiggy" Miller

Human



Level & Class _____

God/Cult _____

Fighter lvl 2

	STR	CON	DEX	INT	WIS	CHA
Score	19	17	14	12	10	13
Mod	+4	+3	+2	+1	+0	+1
Id20	+6	+5	+4	+3	+2	+3
			Init			

Defences

AC	20
PD	15
MD	13

Health

Hit Points	44/
Recoveries	9 /
Recovery Die	2d10+3

One Unique Thing

You have dreamt of battle almost every night in your life. A big bloody affair raging on in the valley. Once you found a broken shield out in the field that you recognized from your dreams.

Icons

- The Emperor 1-4
- The Lich King 5-6

Backgrounds

- Miller's Daughter +3
- Vakefort Sergeant +5

Combat

Roll Initiative: Roll 2d20 and pick one +[DEX]

Basic Attacks

Melee: 1d20+[STR]+1 vs. AC. **Range:** 1d20+[DEX] vs. AC.
 Hit: [lvl]d8+[STR Mod]+1 damage Hit: [lvl]d8+[DEX Mod] damage
 Miss: 1 damage Miss: -

Class features

Extra Tough - You start with 9 Recoveries

Threatening - Whenever an enemy attempts to disengage from you, it takes a penalty to its check equal to your [DEX Mod] or [CON Mod], whichever is higher.

The penalty does not apply if you are stunned, grabbed, or incapable of making an Opportunity Attack.

Talents

Comeback Strike - Free Action, Once per Battle
 After your first Fighter Attack during your turn misses, make another attack (**feat**).

Heavy Warrior - Free Action, Once per Battle
 While wearing heavy armor, when you are hit by an attack taht targets AC, you can take half damage from that attack instead.

Power Attack - Free Action, Once per Battle
 Before you roll an attack, you can declare you are using Power Attack to deal additional damage ([lvl]d4), hit or miss (**feat**).

Gear

Heavy Armor, Shield, Longsword, Long Bow



Incremental Advances

- Ability Score
- Talent
- Magic Item
- Power/Spell
- Feat
- Hit Points
- Skills
- Icon

Name _____

Culture and Folk _____

Emma "Twiggy" Miller

Human

Level & Class _____

God/Cult _____

Fighter lvl 2



Maneuvers

Carve an Opening - Flexible melee attack

Triggering Roll: Any natural odd roll

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

Defensive Fighting - Flexible melee attack

Triggering Roll: Natural 16+; if you fight with a shield, also any natural even roll.

Effect: Gain +2 bonus to AC and PD until the end of your next turn (**feat**).

Shield Bash - Flexible melee attack

Special: You must be using a shield

Triggering Roll: Any natural even roll

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

Precision Attack - Flexible melee attack

Triggering Roll: Hit with natural 16+

Effect: You gain a bonus to the damage roll equal to your [DEX Mod].

At 5th level, the damage bonus increases to double your Dexterity modifier; at 8th level the damage bonus increases to triple it.

Magic Items

Longsword of Vanity +1:

When you hit with this weapon, deal +1d6 damage to that enemy if you are the only one engaged with it (champion: +2d6; epic: +4d6).

Quirk: Tells their name (their real one) to everyone.

Name _____

Culture and Folk _____

Gillian "Shorty" Puddles

Halfling



Level & Class _____

God/Cult _____

Necromancer lvl 2

	STR	CON	DEX	INT	WIS	CHA
Score	12	10	17	17	13	17
Mod	+1	+0	+3	+3	+1	+3
Id20	+3	+2	+5	+5	+3	+5
			Init			

Defences

AC	13*
PD	14
MD	16

Health

Hit Points	24/
Recoveries	8 /
Recovery Die	2d6+0

One Unique Thing

Wanted by the Imperial Crypt Keepers guild for deserting, but you had to go. The crow told you so.

Icons

Lich King 1-4
 The Emperor 5-6

Backgrounds

Happy Childhood +3
 Crypt Keeper +5

Combat

Roll Initiative: Roll 1d20+[DEX]

Basic Attacks

Melee: 1d20+[STR] vs. AC. **Range:** 1d20+[DEX] vs. AC.
 Hit: [lv]d4+[STR Mod] damage Hit: [lv]d4+[DEX Mod] damage
 Miss: - Miss: -

Racial Powers

Evasive - Once per Battle
 Force an enemy that hits you with an attack, to reroll the attack with a -2 Penalty.
 * **Small:** Halflings have a +2 AC bonus against opportunity attacks.

Class Features

Arcane Implements: You can use Wands and Staffs to augment your spellcasting.
Ritual Magic: You can cast Ritual versions of your spells.
Summoning: Your summoning spells use standard rules (13TW p11)
 Your summoned creatures can add the escalation die to their attacks (**feat**).
Wasting Away: You are frail, gaunt, parched, skinny, sickly, wasted or maybe even partially dead. You must subtract your [CON Mod] from all spell attacks if it is possible.
 Additionally: You don't die until you fail 5 Death Saves.



Gear

Dark Robes, Staff, Dagger, some nice bones and funerary urns.

Incremental Advances

- Ability Score
- Talent
- Magic Item
- Power/Spell
- Feat
- Hit Points
- Skills
- Icon

Name

Gillian "Shorty" Puddles

Culture and Folk

Halfling

Level & Class

Necromancer

lvl 2

God/Cult



Talents

Dead Wizard - You know dark versions of the standard wizard cantrips. Ragned Spell, Standard Action (13A p147)

- Alarm
- Arcane Mark
- Ghost Sound
- Knock
- Dark Light
- Mage Hand
- Prestidigation
- Spark

Redeemer - Undead you summon release a Holy Energy Burst when they drop to 0hp, dealing damage to all enemies engaged with them.

- Mooks deal [CHA Mod] holy damage.
- Non-Mooks deal [CHA Mod] x 1d4 holy damage.

The first time each battle an undead creature you have summoned attacks, it gains an attack bonus equal to your [CHA Mod] **(feat)**

Sorta Dead - In a lot of ways you are already dead. You don't eat or sleep or breathe. Youc an't drown, though magical gas or liquid may still affect you. When a spell or effect targets or applies to Undead you can choose to count yourself undead for that effect.

The first time you die each level, roll a normal save, adding your [CHA Mod]. If you succeed, you heal using a free recovery instead of dying.

Magic Items

Staff of Blackened Bones +I: Implement

When you cast spells using this staff that deal negative energy damage or that targets undead creatures, and your roll equals to the escalation die, you score a critical hit against the target, even if the roll would normally miss.

Quirk: Hears the whispers of the restless dead. Probably best that you can't (often) understand them.

O Mantle of Idivisibility +IPD: Once per day

The metal threads in this cloak make it hard to cut. A critical hit against you becomes a regular hit, or a regular hit becomes a miss.

Quirk: Certain of own immortality (as long as you have the cloak).



Name

Culture and Folk

Gillian "Shorty" Puddles

Halfling

Level & Class

God/Cult

Necromancer

lvl 2



Spells

Chant of Endings - Ranged Spell, At-Will

Target: The nearby enemy with the fewest hit points. You don't need line-of-sight.

Attack: 1d20+[INT]+1 vs. MD

Hit: 1d10+[INT Mod]+1 negative energy damage

Miss: -

○ Channel Life - Ranged Spell, Once per Battle

Attack Target: One *random* nearby creature other than the healing target.

Healing Target: One nearby ally

Attack: 1d20+[INT]+1 vs. MD

Hit vs. Enemy: 2d6+[INT Mod]+1 negative energy damage and the healing target can heal using a recovery.

Hit vs. Ally: 5 negative energy damage, and the healing target can heal using a recovery.

Miss: The Spell is not expended.

○ Summon Undead - Ranged Spell, Daily

Effect: You summon a mob of 1d3 + 1 crumbling skeleton mooks, as per the normal rules (13TW p11). These skeletons fight for you until the end of the battle or until they drop to 0hp, whichever comes first.

Crumbling Skeleton

1st level mook [undead]

Initiative: +6

Vulnerability: holy

Sword +6 vs. AC—3 damage

Resist weapons 16+: When a weapon attack targets this creature, the attacker must roll a natural 16+ on the attack roll or it only deals half

AC 16

PD 14 HP 6 (mook)

MD 10

Mook: Kill one crumbling skeleton mook for every 6 damage you deal to the mob.

Spells

○ Zombie Form - Ranged Spell, Daily

Special: You can only cast this spell outside of battle; it requires 2d4 rounds to cast.

Target: You or one willing nearby ally

Effect: The target gains 30 temporary hit points that last until the end of the next battle. Until the end of the next battle, the target takes a -5 penalty to Charisma and Dexterity skill checks (no penalty to attacks), to disengage checks, and to initiative rolls.

○ Unholy Blast - Ranged Spell, Daily

Target: One nearby enemy

Attack: 1d20+[INT]+1 vs. PD

Hit: 4d6+[INT Mod]+1 negative energy damage.

First Miss: Half damage, and make the attack again against an enemy you haven't already targeted with *unholy blast* this turn.

Second Miss: Half damage, or full damage if the escalation die is 1+ and you choose to decrease it by 1.



Name _____

Culture and Folk _____

Minerva

Human



Level & Class _____

God/Cult _____

Ranger lvl 2

Mother Nature

	STR	CON	DEX	INT	WIS	CHA
Score	13	14	19	10	17	12
Mod	+1	+2	+4	+0	+3	+1
Id20	+3	+4	+6	+2	+5	+3
			Init			

Defences

AC	19
PD	15
MD	13

Health

Hit Points	36/
Recoveries	8 /
Recovery Die	2d8+2

One Unique Thing

You bore witness to the last elves as they left Vakvale for good. You are the only one who knows why they left. And you have not told a soul.

Icons

- High Druid 1-4
- The Elf Queen 5-6

Backgrounds

- Master of the Hunt +5
- Elf Friend +3

Combat

Roll Initiative: Roll 1d20+[DEX].

Basic Attacks

Melee: 1d20+[DEX] vs. AC. **Range:** 1d20+[DEX]+1 vs. AC.
 Hit: [lvl]d6+[STR Mod] damage Hit: [lvl]d8+[DEX Mod]+1 damage
 Miss: [lvl] damage Miss: [lvl] damage

Talents

Double Ranged Attack - When you attack with a ranged weapon that does not require an action to reload, your default option is to make a double ranged attack. Your weapon damage die drops one notch (from d8s to d6s). If your first attack is a natural even roll (hit or miss), you can make a second attack as a free action. Your second attack gains +2 attack bonus if it is against a different target (**feat**).

Lethal Hunter - Free Action, Once per Battle
 Choose an enemy. The crit range of your attacks against this enemy expands by 3 for the rest of the battle (**feat**). A mob of mooks counts as a single enemy.

Ranger Ex Cathedral - Gain a Cleric Daily spell
 Bless - Ranged Spell, Once per Day
Cast for power: One nearby ally gains a +2 attack bonus until the end of the battle.
Cast for broad effect: Choose up to three nearby creatures (including you); each target gains +1 attack bonus until the end of battle.
 Heal - Close-Quarter Spell, Quick Action, Once per Battle (**feat**)
Target: You or one ally next to you.
Effect: Target can heal using a recovery.

Gear

Ribbioned Longbow, Shortsword, leather armour



Incremental Advances

- Ability Score
- Talent
- Magic Item
- Power/Spell
- Feat
- Hit Points
- Skills
- Icon

Name

Culture and Folk

Minerva

Human

Level & Class

God/Cult

Ranger

lvl 2

Mother Nature



Magic Items

Boots of the Roaring Pines: Gain +2 bonus to disengage check and other checks involving fancy footwork.

Double the default bonus (+2) and also apply it to checks to navigate difficult terrain. As well as saves against being stuck.

Quirk: Eager to charge into battle, into caves, into caverns... just a lot of running everywhere.

Beribboned Longbow +1 (recharge 6+): Count an odd attack roll as an even roll, or vice-versa; however, the value of the roll doesn't change.

Quirk: Decorates your weapons and equipment.

Racial Feature

○ **Suprising** - Once per Battle

Subtract one from the natural result of one of your own d20 rolls.

Name _____

Culture and Folk _____

Eric Clearbrook

Human



Level & Class _____

God/Cult _____

Paladin lvl 2

Lord of Light

	STR	CON	DEX	INT	WIS	CHA
Score	19	17	12	10	13	14
Mod	+4	+3	+1	+0	+1	+2
1d20	+6	+5	+3	+2	+3	+4
			Init			

Defences

AC	21
PD	15
MD	15

Health

Hit Points	48/
Recoveries	8 /
Recovery Die	2d10+3

Strong Recovery: reroll one die each recovery (feat)

One Unique Thing

Foundling - No one knows who Eric's mom and dad were. As a newborn he was found in the forest a short distance into Vakevale... where no humans live...

Icons

The Emperor	1-4	<input type="radio"/>
Great Gold Wyrn	5-6	<input type="radio"/>

Backgrounds

Stable Boy	+3
Vakefort Captain	+5

Combat

Roll Initiative: Roll 2d20 and pick one, + [DEX]

Basic Attacks

Melee: 1d20+[STR]+1 vs. AC. **Range:** 1d20+[DEX] vs. AC.
 Hit: [lv]d8+[STR Mod]+1 damage Hit: [lv]d8+[DEX Mod] damage
 Miss: [lv] damage Miss: -

Class Feature

Smite Evil - Free Action, Once per Battle +[CHA mod] / da
 Before you make a paladin melee attack roll, declare that you're using Smite Evil to add +1d12 to the damage, you have +4 attack bonus (feat) AND deal half damage on a miss.

Talents

Bastion

You gain +1 AC.
 Additionally: Once per Battle, when a nearby ally is hit by an attack, you can choose to suffer half of the damage to help them out.

Divine Domain: War

Once per turn, when you make a melee attack against an enemy, hit or miss, your allies gain a +1 attack bonus against that enemy until the start of your next turn.

Invocation of War: Quick Action, Once per Day
 Increase the Escalation Die by 1.

Lay on Hands - Quick Action, Twice per Day

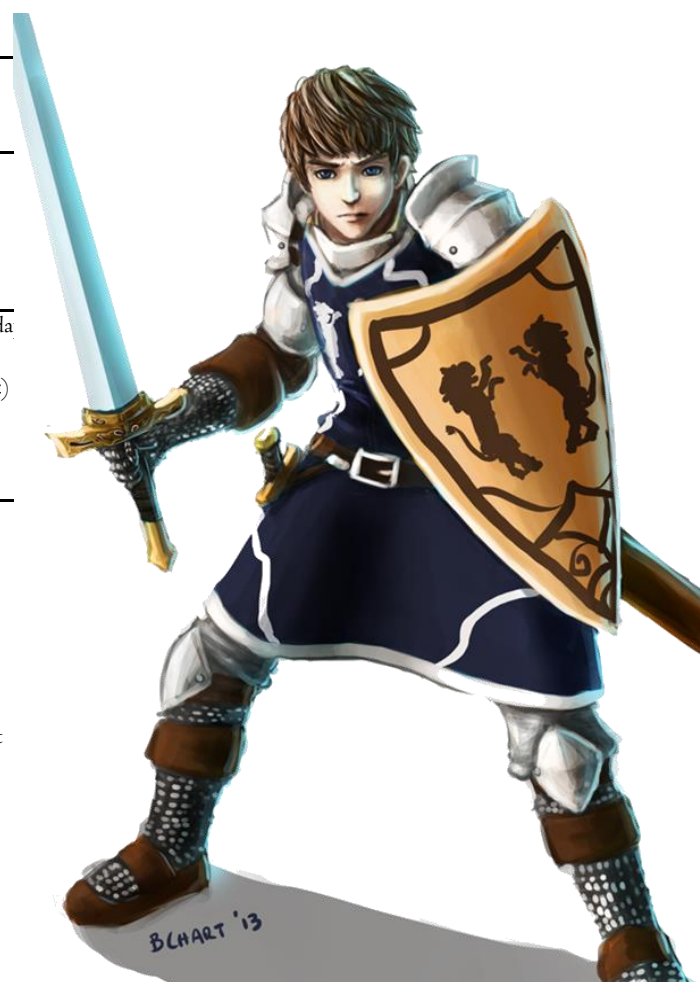
You can heal yourself or an ally next to you that you touch. You spend the recovery while the recipient heals as if they had spent it +[CHA Mod]x2 (feat)

Gear

Heavy armor, Shield of Resilience, The Sunsteel (Longsword)

Incremental Advances

<input type="radio"/> Ability Score	<input type="radio"/> Feat
<input type="radio"/> Talent	<input type="radio"/> Hit Points
<input type="radio"/> Magic Item	<input type="radio"/> Skills
<input type="radio"/> Power/Spell	<input type="radio"/> Icon



Name

Culture and Folk

Eric Clearbrook

Human

Level & Class

God/Cult

Paladin

lvl 2

Lord of Light



Magic Items

Shield of Resilience: Increase your maximum hit points with +4.
(Recharge 11+) When you make a basic melee attack, heal using a recovery.

Quirk: Eats odd vegetarian diet and advocates it loudly.

The Sunsteel: Longsword +1

When your attack roll is equal to or less than the Escalation Die, you deal half damage on a miss (full damage against Demons and Devils).

Quirk: Must be seen to be the bravest.

Name Olle Bäver Culture and Folk Human



Level & Class Cleric lvl 2 God/Cult Lords of Light

	STR	CON	DEX	INT	WIS	CHA
Score	17	12	10	13	19	14
Mod	+3	+1	+0	+1	+4	+2
1d20	+5	+3	+2	+3	+6	+4
			Init			

Defences

AC	18
PD	14
MD	15

Health

Hit Points	32/
Recoveries	8 /
Recovery Die	2d8+1

One Unique Thing
 The Stars don't act right over this valley. Years ago you were guided here by the Light to find out why. You have seen the signs but the answer still eludes you.

Icons
High Priestess 1-4
The Emperor 5-6

Backgrounds
Son of a Preacher Man +5
Axis Uni Alumni +3

Combat

Roll Initiative: Roll 2d20 and pick one +[DEX]

Basic Attacks

Melee: 1d20+[STR] vs. AC. **Range:** 1d20+[DEX] vs. AC.
 Hit: [lvl]d6+[STR Mod] damage Hit: [lvl]d6+[DEX Mod] damage
 Miss: [lvl] damage Miss: -

Class Features

Heal - Close-Quarter Spell, Quick Action, Twice per Battle
Target: You or one ally nearby (**feat**)
Effect: Target can heal using a recovery +([lvl]x2).

Ritual Magic - Clerics can use their spells as Rituals (13A p192)



Gear
 Heavy Armour, Shield, Mace, Holy Symbol

Incremental Advances

<input type="radio"/> Ability Score	<input type="radio"/> Feat
<input type="radio"/> Talent	<input type="radio"/> Hit Points
<input type="radio"/> Magic Item	<input type="radio"/> Skills
<input type="radio"/> Power/Spell	<input type="radio"/> Icon

Name

Olle Bäver

Culture and Folk

Human



Level & Class

Cleric

lvl 2

God/Cult

Lords of Light

Talents

Domain of Healing - When you cast a spell that lets you or an ally heal using a recovery, the target additionally heals your $+[\text{lvl}]\times 2$

○ **Invocation of Healing** - Quick Action, Once per Day

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

○ **Domain of Protection** - Once per Battle

You can affect two additional allies when you cast a spell for broad effect. Whenever you target one or more allies with a spell, one ally of your choice can roll a save against a save ends effect. (**feat**)

○ **Invocation of Healing** - Quick Action, Once per Day

This battle, critical hit against you and your nearby allies deal normal damage instead of critical damage.

Domain of Light - Every Attack you make deals holy damage instead of other types of damage unless you choose otherwise.

○ **Invocation of Light** - Quick Action, Once per Day

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

Items

Holy Symbol of Gathered Power [+I] - Once per Day, Implement

When you use this symbol during a quick rest, you regain an expended daily adventurer-level spell.

Quirk: You have a one-track mind.

Spells

○ **Turn Undead** - Close-Quarter Spell, Once per Day

Target: 1d4 nearby undead creatures, each with 55 hp or fewer.

Attack: $[\text{WIS}] + [\text{CHA Mod}] + 1$ vs. MD

Hit: The target is dazed until end of your next turn.

Hit by 4+: 1d10+1 x $[\text{lvl}]$ holy damage, and the target is dazed until end of your next turn.

Hit by 8+: Holy damage equal to half the target's maximum hit points, and the target is dazed (save ends).

Hit by 12+ or Natural 20: The target is destroyed.

You can expend your daily use of Turn Undead to gain an additional use of Heal in one Battle (**feat**).

Javelin of Light - Ranged Spell, At-Will

Target: One nearby enemy

Attack: 1d20+ $[\text{WIS}] + 1$ vs. PD

Hit: 1d6+ $[\text{WIS Mod}] + 1$ holy damage.

Miss: $[\text{lvl}]$ damage

○ **Shield of Faith** - Ranged Spell, Quick Action, Once per Day

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

Cast for power: One nearby ally gains a +2 bonus to AC this battle.

Cast for broad effect: Choose up to three nearby creatures (including you); each target gains a +1 bonus to AC this battle.

○ **Cure Wounds** - Ranged Spell, Quick Action, Once per Day

Effect: You or a nearby ally can heal using a free recovery. $+[\text{lvl}]\times 2$

○ **Spirit of the Righteous** - Ranged Spell, Once per Battle

Target: One nearby enemy

Attack: 1d20+ $[\text{WIS}] + 1$ vs. MD

Hit: $+d6 + [\text{WIS Mod}] + 1$ holy damage, and your nearby ally with the fewest hit points gains a +4 bonus to AC until the end of your next turn.

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