

Name / Race



LV30 TANK/WARRIOR

| Primary Attributes | | Secondary Attributes | |
|--------------------|----|----------------------|-----------|
| STR | +4 | Defense | 15 |
| DEX | +2 | Magic Defense | 12 |
| VIT | +5 | Vigilance | 11 |
| INT | +0 | Speed | 5 squares |
| MND | +1 | | |

MP
MAX 5
5

Recover 2 MP at the end of the [Adventurer Step].

HP
MAX 35
35

Barrier

ITEMS

Profile


Traits & Other Effects

Combo Trait

After resolving the effects of an ability with **Combo**, you may use one of the specified abilities at any point during your turn. You may move before doing so, and may choose a new target when using this additional ability.

Enmity Enfeeblement

Enemies that you have **Enmity** on incur a -5 penalty on all ability checks that do not target you. **Enmity** is removed at the end of the enemy's next turn, or when you are **Knocked Out**.




Limit Break: Land Waker Limit Break, Physical

Trigger: Immediately before one or more allied adventurers take damage

Base Effect: Makes you the sole target of all damage inflicted by the effect that triggered **Land Waker** and halves the damage you take (rounded up). If an ability triggered **Land Waker**, the character that used that ability suffers damage equal to the amount of HP you lost.

Primary Abilities



Warrior Combo (Heavy Swing + Maim) Primary, Physical


Target: Single **Range:** 1 square

Check: STR (d20 + 4) **CR:** Target's **Defense**

Base Effect: Deals 2 damage and inflicts **Enmity** on the target.

Combo: **Storm's Path**

Direct Hit: Deals an additional 1d6 damage.




Storm's Path Primary, Physical

Target: Single **Range:** 1 square

Check: STR (d20 + 4) **CR:** Target's **Defense**

Base Effect: Deals 2 damage and inflicts **Enmity** on the target. Restores 2 HP.

Direct Hit: Deals an additional 1d6 damage.



Overpower Primary, Physical


Target: All enemies within range

Range: A 5x5 area centered on this character

Check: STR (d20 + 4) **CR:** Target's **Defense**

Base Effect: Inflicts **Enmity** on all targets.

Direct Hit: Deals 2 damage to all targets.



Tomahawk Primary, Physical

Target: Single **Range:** 5 squares


Check: STR (d20 + 4) **CR:** Target's **Defense**

Base Effect: Deals 2 damage and inflicts **Enmity** on the target.

Direct Hit: Deals an additional 1d6 damage.

Enmity (Enfeeblement): Enemies that you have **Enmity** on incur a -5 penalty on all ability checks that do not target you. **Enmity** is removed at the end of the enemy's next turn or when you are **Knocked Out**.


Secondary Abilities



Rampart Secondary

Base Effect: Reduces the damage you take from all abilities by 2 until the start of your next turn.

Limitation: Once per phase




Low Blow Secondary, Physical

Target: Single **Range:** 1 square

Base Effect: **Stuns** the target until the end of this turn. Any characters **Stunned** by this ability cannot be **Stunned** again during this encounter.

Stun (Enfeeblement): A **Stunned** character cannot act during their turn or use *instant* abilities, and all markers for which they are the creator are removed. Characters receive one advantage die when making ability checks targeting a **Stunned** character.



Berserk Secondary


Base Effect: Your abilities deal an additional 2 damage until the end of this turn.

Limitation: Three times per phase

The blank fields on the left of your character sheet can be used to keep track of helpful information, such as your current HP and MP. Certain abilities have one or more blank check boxes on the top right of the ability description. These indicate that an ability has a limited number of uses, and they can be marked to keep track of their remaining uses.

Instant Abilities

Instant abilities cannot be used when surprised. A character cannot use multiple *instant* abilities on a given turn.



Reprisal Instant


Trigger: Immediately before an ability used by an enemy within 2 squares is resolved

Target: All enemies within range

Range: A 5x5 area centered on this character

Base Effect: Reduces the damage dealt by the abilities of all targets by 2 until the end of this round.

Limitation: Once per phase




Provoke Instant

Trigger: When an enemy begins their turn

Target: The enemy that triggered this ability **Range:** 10 squares

Base Effect: Inflicts **Enmity** on the target.

Limitation: Once per phase




Interject Instant

Trigger: When an adjacent enemy uses an *invoked* ability, or is using an *invoked* ability to generate a marker

Target: The enemy that triggered this ability **Range:** 1 square

Base Effect: Interrupts the *invoked* ability that triggered this ability, negating it completely.

Limitation: Once per phase




Thrill of Battle Instant

Trigger: Immediately before you take damage

Base Effect: Restores 1d6 + 2 HP and grants a barrier equaling the amount of HP restored that exceeds your **Max HP**.

Limitation: Once per phase

Name / Race



LV30 HEALER/WHITE MAGE

| Primary Attributes | | Secondary Attributes | |
|--------------------|----|----------------------|-----------|
| STR | +1 | Defense | 11 |
| DEX | +1 | Magic Defense | 14 |
| VIT | +2 | Vigilance | 15 |
| INT | +3 | Speed | 5 squares |
| MND | +5 | | |


MP
MAX 5
5

Recover 2 MP at the end of the [Adventurer Step].

HP
MAX 24
24

Barrier

ITEMS




Profile

Traits & Other Effects

Transcendent Enhancement

While a character is under the effect of **Transcendent**, they are immune to damage and enfeeblements inflicted by enemy abilities, traits, and encounter mechanics. **Transcendent** is removed at the start of the character's turn, or when the character uses an ability.

Many restorative abilities, such as **Cure** and **Cure II**, list **Special (d20)** in their check field. These abilities require an ability check to determine if you score a critical or if a **proc** effect is triggered. The ability's base effect will always be resolved regardless of the outcome of the ability check.




Limit Break: Pulse of Life Limit Break, Magic

Trigger: Any time **Target:** All allied adventurers within range **Range:** The entire encounter map*

Base Effect: Removes all enfeeblements from all targets and fully restores their HP and MP. **Pulse of Life** can remove **Knocked Out**, **Weakness**, and **Brink of Death**. *This ability also targets characters not present on the encounter map. When doing so, place them in an empty square within 5 squares of you after resolving the ability's effects.

Primary Abilities




Stone II Primary, Magic, Earth-Aspected, Invoked

Cost: 1 MP **Target:** Single **Range:** 10 squares

Check: MND (d20 + 5) **CR:** Target's **Magic Defense**

Base Effect: Deals 2 damage to the target.

Direct Hit: Deals an additional 1d6 damage.




Cure II Primary, Magic, Invoked

Cost: 2 MP **Target:** Single **Range:** 10 squares

Check: Special (d20, Critical)

Base Effect: Restores 2d6 + 7 HP to the target.




Medica Primary, Magic, Invoked

Cost: 2 MP **Target:** All allies within range

Range: A 5 x 5 area centered on this character

Check: Special (d20, Critical)

Base Effect: Restores 1d6 + 3 HP to all targets.




Repose Primary, Magic, Invoked

Cost: 2 MP **Target:** Single **Range:** 10 squares

Check: MND (d20 + 5) **CR:** Target's **Magic Defense**

Base Effect: The target incurs a -2 penalty on all checks. This effect lasts until the target takes damage or the phase ends.

Direct Hit: Removes all markers generated by the target.



Raise Primary, Magic, Invoked

Cost: 3 MP **Target:** 1 **Knocked Out** character

Range: 5 squares*

Check: Special (d20, Critical)

Base Effect: Removes the **Knocked Out** enfeeblement from the target, then restores 1d6 + 3 HP, grants **Transcendent**, and afflicts them with **Weakness**. *This ability can also target a character outside the encounter map. When doing so, move the character to an empty square within range after resolving the ability's effects.

Weakness: A **Weakened** character incurs a -2 penalty on all checks. The **Weakened** enfeeblement does not wear off at the end of a phase, and can only be removed by completing a rest action, or by effects which specifically remove it.

Secondary Abilities




Aero Secondary, Magic, Wind-Aspected

Cost: 1 MP **Target:** Single **Range:** 10 squares

Base Effect: Inflicts a **DOT (3)** on the target.

DOT (Enfeeblement): An enemy afflicted with a **DOT** takes the damage specified at the end of each round's [Enemy Step].




Cure Secondary, Magic, Invoked

Cost: 1 MP **Target:** Single **Range:** 10 squares

Check: Special (d20, Critical)


Base Effect: Restores 1d6 + 1 HP to the target.



Esuna Secondary, Magic, Invoked

Cost: 1 MP **Target:** Single **Range:** 10 squares


Base Effect: Removes a single enfeeblement of the target's choosing. Some enfeeblements, such as **Knocked Out** or **Weakness**, cannot be removed by this effect.



Lucid Dreaming Secondary

Base Effect: Recover an additional 1 MP at the end of this round's [Adventurer Step]. If no MP is recovered, this has no effect.

Limitation: Once per phase



Presence of Mind Secondary


Base Effect: Immediately use one of your *magic* abilities.

Limitation: Once per phase

The blank fields on the left of your character sheet can be used to keep track of helpful information, such as your current HP and MP. Certain abilities have one or more blank check boxes on the top right of the ability description. These indicate that an ability has a limited number of uses, and they can be marked to keep track of their remaining uses.

Instant Abilities

Instant abilities cannot be used when surprised. A character cannot use multiple instant abilities on a given turn.



Swiftcast Instant

Trigger: When any character finishes their turn

Base Effect: Immediately use one of your *magic* abilities.

Limitation: Once per phase

Name / Race



LV30 DPS/DRAGON

| Primary Attributes | | Secondary Attributes | |
|--------------------|----|----------------------|-----------|
| STR | +5 | Defense | 14 |
| DEX | +3 | Magic Defense | 11 |
| VIT | +2 | Vigilance | 11 |
| INT | +1 | Speed | 5 squares |
| MND | +1 | | |

MP
MAX 5
5

Recover 2 MP at the end of the [Adventurer Step].

HP
MAX 26
26


Barrier

ITEMS

Profile

Traits & Other Effects

| | |
|---|-------------|
| Combo | Trait |
| After resolving the effects of an ability with Combo , you may use one of the specified abilities at any point during your turn. You may move before doing so, and may choose a new target when using this additional ability. | |
| Power Surge | Enhancement |
| While under the effect of Power Surge , your abilities deal an additional 2 damage. Power Surge is removed when you are Knocked Out . | |
| Drain | Enhancement |
| While under the effect of Drain , your abilities restore 2 HP each time they deal damage. | |




Limit Break: Dragonsong Dive Limit Break, Physical

Trigger: Any time Target: Single Range: 5 squares

Base Effect: Deals 6d6 damage to the target, then move to an empty square adjacent to the target if one is available. This ability can be used to evade enemy attacks.

Primary Abilities




True Thrust Primary, Physical

Target: Single Range: 1 square

Check: STR (d20 + 5) CR: Target's Defense

Base Effect: Deals 3 damage to the target. **Combo: Dragon Combo or Disembowel**

Direct Hit: Deals an additional 2d6 damage.




Dragon Combo (Vorpal Thrust + Full Thrust) Primary, Physical

Target: Single Range: 1 square

Check: STR (d20 + 5) CR: Target's Defense

Base Effect: Deals 3 damage to the target.

Direct Hit: Deals an additional 2d6 damage.




Disembowel Primary, Physical

Target: Single Range: 1 square

Check: STR (d20 + 5) CR: Target's Defense

Base Effect: Deals 3 damage to the target and grants **Power Surge**.

Direct Hit: Deals an additional 1d6 damage.




Piercing Talon Primary, Physical

Target: Single Range: 5 squares

Check: STR (d20 + 5) CR: Target's Defense

Base Effect: Deals 3 damage to the target.

Direct Hit: Deals an additional 2d6 damage.



Jump Primary, Physical

Target: Single Range: 5 squares


Check: STR (d20 + 5) CR: Target's Defense

Base Effect: Deals 2d6 + 3 damage to the target.

Direct Hit: Deals an additional 2d6 damage.

Limitation: Once per phase


Secondary Abilities



Life Surge Secondary

Base Effect: Grants **Drain** until the end of this turn and one advantage die on your next ability check.


Limitation: Once per phase



Lance Charge Secondary

Base Effect: Your abilities deal an additional 2 damage until the end of this turn.


Limitation: Twice per phase



Bloodbath Secondary

Base Effect: Grants **Drain** until the end of this turn.

Limitation: Once per phase



Leg Sweep Secondary, Physical

Target: Single Range: 1 square

Base Effect: **Stuns** the target until the end of this turn. Any characters **Stunned** by this ability cannot be **Stunned** again during this encounter.


Limitation: Once per phase

The blank fields on the left of your character sheet can be used to keep track of helpful information, such as your current HP and MP.

Certain abilities have one or more blank check boxes on the top right of the ability description. These indicate that an ability has a limited number of uses, and they can be marked to keep track of their remaining uses.

Instant Abilities

Instant abilities cannot be used when surprised. A character cannot use multiple instant abilities on a given turn.




Feint Instant, Physical

Trigger: Immediately before an ability used by an enemy is resolved

Target: The enemy that triggered this ability Range: 2 squares

Base Effect: Reduces the damage dealt by the abilities of the enemy that triggered this ability by 2 until the end of this turn.

Limitation: Once per phase



Second Wind Instant


Trigger: When any character finishes their turn

Base Effect: Restores 1d6 + 2 HP.

Limitation: Once per phase

Stun (Enfeeblement): A **Stunned** character cannot act during their turn or use *instant* abilities, and all markers for which they are the creator are removed. Characters receive one advantage die when making ability checks targeting a **Stunned** character.

Name / Race



LV30 DPS/BLACK MAGE

Primary Attributes

STR +0
DEX +2
VIT +1
INT +5
MND +4

Secondary Attributes

Defense 11
Magic Defense 15
Vigilance 14
Speed 5 squares

MP MAX 5 Recover 2 MP at the end of the [Adventurer Step].

HP MAX 21

ITEMS



Profile

Barrier

Traits & Other Effects

Consecutive Invocation

Trait

On your turn, after resolving the effects of an ability that enables this trait, you may forgo all standard movement until the end of your turn to use an additional *invoked primary* ability. You may choose a new target when using this additional ability. **Consecutive Invocation** can only be used once per turn, and does not prevent you from using focus to perform an additional secondary action.

Umbral Ice

Enhancement

While under the effect of **Umbral Ice**, recover an additional 2 MP at the end of the [Adventurer Step]. **Umbral Ice** is removed when you are **Knocked Out**, or, if the effect is not renewed, at the end of your next turn. Being granted **Astral Fire** removes this effect as well.

Astral Fire

Enhancement

While under the effect of **Astral Fire**, your *fire-aspected* abilities deal an additional 1d6 damage and you do not recover MP at the end of the [Adventurer Step]. **Astral Fire** is removed when you are **Knocked Out**, or, if the effect is not renewed, at the end of your next turn. Being granted **Umbral Ice** removes this effect as well.

Thaumaturgic Shock

Trait

You cannot use a *thunder spell* ability such as **Thunder** or **Thunder II** to inflict a **DOT** on a character already suffering from a **DOT** inflicted by one of your *thunder spell* abilities.



Limit Break: Meteor

Limit Break, Magic, Fire-Aspected

Trigger: Any time Target: All enemies within range Range: A 5x5 area within 10 squares of this character

Base Effect: Deals 4d6 damage to all targets. While under the effect of **Astral Fire**, **Meteor** deals an additional 1d6 damage.

Primary Abilities



Blizzard

Primary, Magic, Ice-Aspected, Invoked

Cost: 1 MP Target: Single Range: 10 squares

Check: INT (d20 + 5) CR: Target's **Magic Defense**

Base Effect: Deals 3 damage to the target, grants **Umbral Ice**, and enables **Consecutive Invocation**.

Direct Hit: Deals an additional 1d6 damage.



Blizzard II

Primary, Magic, Ice-Aspected, Invoked

Cost: 2 MP Target: All enemies within range

Range: A 5x5 area within 10 squares of this character

Check: INT (d20 + 5) CR: Target's **Magic Defense**

Base Effect: Deals 3 damage to all targets and grants **Umbral Ice**.

Direct Hit: Deals an additional 1d6 damage.



Fire

Primary, Magic, Fire-Aspected, Invoked

Cost: 2 MP Target: Single Range: 10 squares

Check: INT (d20 + 5) CR: Target's **Magic Defense**

Base Effect: Deals 3 damage to the target, grants **Astral Fire**, and enables **Consecutive Invocation**.

Direct Hit: Deals an additional 1d6 damage.



Fire II

Primary, Magic, Fire-Aspected, Invoked

Cost: 3 MP Target: All enemies within range

Range: A 5x5 area within 10 squares of this character

Check: INT (d20 + 5) CR: Target's **Magic Defense**

Base Effect: Deals 3 damage to all targets and grants **Astral Fire**.

Direct Hit: Deals an additional 1d6 damage.

If an ability grants you **Umbral Ice** while under the effect of **Astral Fire**, **Astral Fire** is removed and **Umbral Ice** immediately takes effect. The reverse also applies.



Thunder

Primary, Magic, Lightning-Aspected,

Thunder Spell, Invoked

Cost: 1 MP Target: Single Range: 10 squares

Base Effect: Deals 3 damage and inflicts a **DOT (3)** on the target.

Enables **Consecutive Invocation**. Whenever the **DOT (3)s** inflicted by this ability deal damage, roll a single d20. On a 19 or 20, the following **proc** effect triggers.

Thundercloud: The next *lightning-aspected* ability you use this phase costs 0 MP and deals an additional 6 damage.

DOT (Enfeeblement): An enemy afflicted with a **DOT** takes the damage specified at the end of each round's [Enemy Step].



Thunder II

Primary, Magic, Lightning-Aspected,

Thunder Spell, Invoked

Cost: 2 MP Target: All enemies within range

Range: A 5x5 area within 10 squares of this character

Base Effect: Inflicts a **DOT (3)** on all targets. Whenever the **DOT (3)s** inflicted by this ability deal damage, roll a single d20. On a 19 or 20, the following **proc** effect triggers.

Thundercloud: The next *lightning-aspected* ability you use this phase costs 0 MP and deals an additional 6 damage.



Sleep

Primary, Magic, Invoked

Cost: 2 MP Target: All enemies within range

Range: A 5x5 area within 10 squares of this character

Check: INT (d20 + 5) CR: Target's **Magic Defense**

Base Effect: All targets incur a -2 penalty on all checks. This effect lasts until the targets take damage or the phase ends.

Direct Hit: Removes all markers generated by all targets.

Secondary Abilities



Scathe

Secondary, Magic

Cost: 1 MP Target: Single Range: 10 squares

Base Effect: Deals 3 damage to the target.



Transpose

Secondary

Base Effect: Removes **Umbral Ice** and grants **Astral Fire**, or removes **Astral Fire** and grants **Umbral Ice**. **Transpose** can only be used once per turn.



Lucid Dreaming

Secondary

Base Effect: Recover an additional 1 MP at the end of this round's [Adventurer Step]. If no MP is recovered, this has no effect.

Limitation: Once per phase



Manafont

Secondary

Base Effect: Restores 2 MP.

Limitation: Once per phase



Manaward

Secondary

Base Effect: Grants a barrier of 2 HP.

Limitation: Once per phase

Instant Abilities

Instant abilities cannot be used when surprised. A character cannot use multiple instant abilities on a given turn.



Swiftcast

Instant

Trigger: When any character finishes their turn

Base Effect: Immediately use one of your *magic* abilities.

Limitation: Once per phase



Addle

Instant, Magic

Trigger: Immediately before an ability used by an enemy is resolved

Target: The enemy that triggered this ability Range: 5 squares

Base Effect: Reduces the damage dealt by the abilities of the enemy that triggered this ability by 2 until the end of this turn.

Limitation: Once per phase