

A

ASSASSIN

D

LEVEL

M

HP

S

ACTIVE SKILL

SURPRISE ATTACK

CREEPING OUT OF THE SHADOWS, YOU INFLICT A BLOW BEFORE YOUR TARGET IS EVEN AWARE OF YOUR PRESENCE.

 +  | 

PASSIVE SKILL


KNIFE SKILLS

WHILE YOU MAY NOT ALWAYS STRIKE THE DEATH BLOW, YOU NEVER MISS. IF YOU ROLL 1-3 ON A D20 ATTACK, USE YOUR SPEED LEVEL INSTEAD OF YOUR ATTACK LEVEL TO CALCULATE YOUR EFFECTIVE ATTACK DURING AN ENGAGEMENT.

BLOODIED STATE

DODGE

YOU ARE ABLE TO DODGE AN ENEMY ATTACK. CHOOSE TO USE YOUR SPEED LEVEL IN PLACE OF YOUR DEFENCE LEVEL WHEN BEING ATTACKED.



A

BARBARIAN

D

LEVEL

M


HP

S

ACTIVE SKILL

SHIELD BASH

YOU CHARGE INTO BATTLE AND BREAK THROUGH YOUR TARGET'S DEFENCES WITH A BRUTAL ATTACK.

 +  | 

PASSIVE SKILL

ODIN'S FAVOR

YOUR QUICKNESS ALLOWS YOU TO ESCAPE THE BRUNT OF SOME ATTACKS. IF YOU ROLL 1-3 ON A D20 ATTACK, USE YOUR SPEED LEVEL INSTEAD OF YOUR DEFENCE LEVEL TO CALCULATE YOUR EFFECTIVE DEFENCE WHEN ATTACKED.

BLOODIED STATE

PARRY

BLOCK AN ONCOMING PHYSICAL ATTACK WITH YOUR WEAPON. CHOOSE TO USE YOUR ATTACK LEVEL IN PLACE OF YOUR DEFENCE LEVEL WHEN BEING ATTACKED.



ACTIVE SKILL

REGENERATE

TAKE A MOMENT TO CHANNEL YOUR FURY INTO SOMETHING MORE CONSTRUCTIVE.

$$HP = \text{D20} + M$$

PASSIVE SKILL

DOUBLE STRIKE

IF YOUR FIRST AXE STIKE MISSES, YOU TAKE ANOTHER. IF YOU ROLL A 1-3 ON YOUR ATTACKING ROLL, ROLL AGAIN.

BLOODIED STATE

PARRY

BLOCK AN ONCOMING PHYSICAL ATTACK WITH YOUR WEAPON. CHOOSE TO USE YOUR ATTACK LEVEL IN PLACE OF YOUR DEFENCE LEVEL WHEN BEING ATTACKED.



ACTIVE SKILL

HEALING TOUCH

YOU SUMMON THE DEVINE FORCES TO HEAL ONE FRIEND.

$$HP = \text{D20} + M$$

PASSIVE SKILL

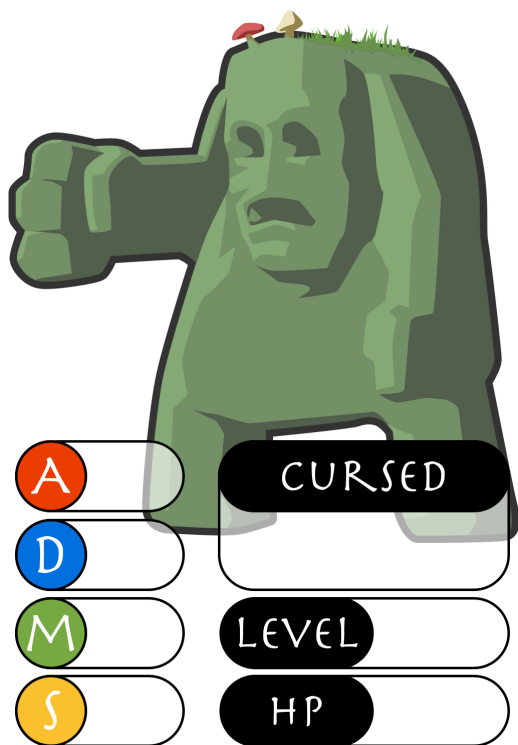
WIND SLASH

STRIKE AN ENEMY WITH ELEMENTAL FORCE. IF YOU ROLL 1-3 ON A D20 ATTACK, USE YOUR MAGIC LEVEL INSTEAD OF YOUR ATTACK LEVEL TO CALCULATE YOUR EFFECTIVE ATTACK DURING AN ENGAGEMENT.

BLOODIED STATE

IRON SKIN

YOUR HIGH DEFENCE LEVEL PROTECTS YOU AGAINST SOME MAGIC. CHOOSE TO USE YOUR DEFENCE LEVEL IN PLACE OF YOUR MAGIC LEVEL WHEN BEING ATTACKED BY MAGIC.



ACTIVE SKILL

POSSESSION THE WEAK MINDED ARE YOURS TO CONTROL UNTIL THE END OF THEIR NEXT TURN.



PASSIVE SKILL

OUT OF PHASE

YOU CANNOT BE TARGETED BY AN ENEMY UNTIL YOU HAVE INFLICTED DAMAGE UPON THEM.

BLOODIED STATE

MAGIC SHIELD

USE MAGIC TO BLOCK AN ENEMY PHYSICAL STRIKE. CHOOSE TO USE YOUR MAGIC LEVEL IN PLACE OF YOUR DEFENCE LEVEL WHEN BEING ATTACKED.



ACTIVE SKILL

FIREBALL A POWERFUL MAGI, YOU CAN SUMMON ELEMENTAL FIRE TO CONSUME ONE ENEMY.



PASSIVE SKILL

AREA HEAL

THE GLOWING RUNE UNDER YOUR FEET HEALS YOUR COLLEAGUES. AT THE BEGINNING OF EACH OF YOUR TURNS, ALL PARTY MEMBERS, INCLUDING YOURSELF, GAIN 1 HEALTH.

BLOODIED STATE

MAGIC SHIELD

USE MAGIC TO BLOCK AN ENEMY PHYSICAL STRIKE. CHOOSE TO USE YOUR MAGIC LEVEL IN PLACE OF YOUR DEFENCE LEVEL WHEN BEING ATTACKED.



A

D

M

S

DWARF



LEVEL

HP

ACTIVE SKILL

INTERCEPTION DEFENSE

STALWART AND TRUE, YOU ARE ALWAYS WILLING TO TAKE A BEATING TO SAVE A FRIEND. BEFORE AN ENEMY ATTACK, YOU MAY LUNGE IN FRONT OF A COMPANION TO SHIELD THEM FROM ENEMY DAMAGE. YOU WILL TAKE ANY DAMAGE THAT WAS INTENDED FOR THAT TARGET.

 + D |  + A

PASSIVE SKILL

TAUNT

ANY ENEMY YOU INFLICT DAMAGE TO WILL REMAIN ENGAGED IN COMBAT WITH YOU INDEFINITELY UNTIL DEFEATED OR OTHER ACTIONS ALTER THEIR BEHAVIOR.

BLOODIED STATE

IRON SKIN

YOUR HIGH DEFENCE LEVEL PROTECTS YOU AGAINST SOME MAGIC. CHOOSE TO USE YOUR DEFENCE LEVEL IN PLACE OF YOUR MAGIC LEVEL WHEN BEING ATTACKED BY MAGIC.



A

D

M

S

HALF-GIANT

LEVEL

HP

ACTIVE SKILL

SHOULDER CHARGE

THROWING YOUR WEIGHT AROUND REALLY INFLECTS SOME DAMAGE TO A SELECTED TARGET.

2  + D |  + D

PASSIVE SKILL

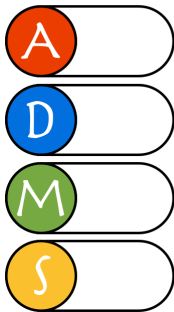
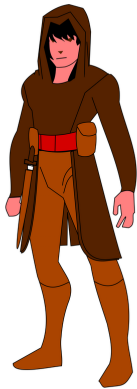
INTIMIDATION

YOUR HULKING PRESENCE IS TERRIFYING AND CAPTIVATING. THE FIRST ENEMY TO ACT MUST ATTACK YOU RATHER THAN ANY OF YOUR PARTY MEMBERS.

BLOODIED STATE

IRON SKIN

YOUR HIGH DEFENCE LEVEL PROTECTS YOU AGAINST SOME MAGIC. CHOOSE TO USE YOUR DEFENCE LEVEL IN PLACE OF YOUR MAGIC LEVEL WHEN BEING ATTACKED BY MAGIC.



HALFLING

LEVEL

HP

ACTIVE SKILL

QUICK ATTACK

UNDERESTIMATED BASED ON YOUR SIZE, YOU CATCH YOUR OPPONENT OFFGUARD. YOUR AGILITY ALLOWS YOU TO BYPASS AN ENEMY'S DEFENCES.



PASSIVE SKILL

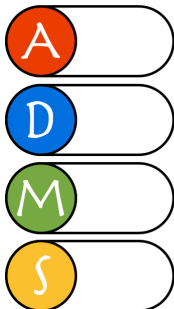
AGILITY

YOUR QUICKNESS ALLOWS YOU TO ESCAPE THE BRUNT OF SOME ATTACKS. IF YOU ROLL 1-3 ON A D20 DEFENCE, USE YOUR SPEED LEVEL INSTEAD OF YOUR DEFENCE LEVEL TO CALCULATE YOUR EFFECTIVE DEFENCE FROM BEING ATTACKED.

BLOODIED STATE

DODGE

YOU ARE ABLE TO DODGE AN ENEMY ATTACK. CHOOSE TO USE YOUR SPEED LEVEL IN PLACE OF YOUR DEFENCE LEVEL WHEN BEING ATTACKED.



KNIGHT

LEVEL

HP

ACTIVE SKILL

DOUBLE TEAM

CHOOSE A TEAM MATE TO ATTACK AN ENEMY WITH YOU.



PASSIVE SKILL


COUNTER ATTACK

IF YOUR ENEMIES ATTACK IS LESS THAN YOUR DEFENSE, THEY TAKE DAMAGE EQUAL TO THE DIFFERENCE.

BLOODIED STATE

IRON SKIN

YOUR HIGH DEFENCE LEVEL PROTECTS YOU AGAINST SOME MAGIC. CHOOSE TO USE YOUR DEFENCE LEVEL IN PLACE OF YOUR MAGIC LEVEL WHEN BEING ATTACKED BY MAGIC.



A

D

M

S

ROGUE

LEVEL

HP

ACTIVE SKILL

FROST ARROW

ONE ARROW STRIKES WITH ELEMENTAL COLD, FREEZING AN ENEMY UNTIL THE END OF THEIR NEXT TURN. DURING THIS TIME, THEY ARE UNABLE TO ATTACK AND UNABLE TO ROLL FOR DEFENCE. THIS ATTACK DOES NO DAMAGE.

$$M \geq M$$

PASSIVE SKILL

OUT OF RANGE

YOU CANNOT BE TARGETED BY AN ENEMY UNTIL YOU HAVE INFLICTED DAMAGE UPON THEM.

BLOODIED STATE

DODGE

YOU ARE ABLE TO DODGE AN ENEMY ATTACK. CHOOSE TO USE YOUR SPEED LEVEL IN PLACE OF YOUR DEFENCE LEVEL WHEN BEING ATTACKED.



A

D

M

S

SORCERESS

LEVEL

HP

ACTIVE SKILL

LIGHTNING BOLT

LIGHTNING BOLTS SHOOT FROM YOUR FINGERTIPS, FORKING TO HIT MULTIPLE ENEMIES. CHOOSE UP TO TWO TARGETS.

$$\text{D20} + M \mid (\text{D20} + M) \times 2$$

PASSIVE SKILL

SAFE DISTANCE

YOU CANNOT BE TARGETED BY AN ENEMY UNTIL YOU HAVE INFLICTED DAMAGE UPON THEM.

BLOODIED STATE

MAGIC SHIELD

USE MAGIC TO BLOCK AN ENEMY PHYSICAL STRIKE. CHOOSE TO USE YOUR MAGIC LEVEL IN PLACE OF YOUR DEFENCE LEVEL WHEN BEING ATTACKED.