




WIZARD

Name: _____ Solan Andul
Race: _____ High Elf
Title: _____ Honored Apprentice
of the Luminous Spire
Role: _____ Support / Healing
Play style: _____ Shielding and Healing
with Spell Scroll utility

NAME: Solan Andul		TITLE: Honored Apprentice (T2)				LEVEL: 4		
RACE: High Elf		CLASS: Wizard				GENDER: Male		
MODIFIERS		HIT/CAST	CRIT MISS/FAIL	CRIT HIT/CAST	OTHER	AGE: 645		
MELEE-All		+1	5%	4% 97+	Damage	HEIGHT: 5'-10'		
RANGED-All		+2	5%	4% 97+	Damage	WEIGHT: 140 lbs.		
SPIRIT-All		+9	5%	6% 95+	Damage	SIZE MODIFIER		
SPIRIT-Light/Sun		+9	5%	12% 89+	Damage	Medium	0	
						STATS	+/-	
						MOVEMENT	4	
SPIRIT SPEC		Fortification	-5% Crit Fail for Fortification powers, see Sec. Skills			STRENGTH	8	
						AGILITY	11	
PRIMARY LOAD OUT	MAIN HAND	Quarter Staff of Shining Splendor (1d4+1d6 dam, Stun 16%, Ward-off, 2H) (once per battle can use staff to activate Shining Splendor, see Spirit Powers)					STAMINA	8
	OFF HAND						INTELLECT	17
SECOND LOAD OUT	MAIN HAND	Side Sword of Improved Light Power (1d12 dam, Parry 15%, +spell power in mods)					WISDOM	11
	OFF HAND						AVOIDANCE	10
BELT SLOTS		Light Healing Potion (1d10 HP)		Minor Spirit Potion (+10)		PERCEPTION	12	
Traveler's Belt		Scroll of True Sight		Scroll of Conjure: Sundog		RESOLVE	11	
6 slots		Scroll of Blurred Vision		Scroll of Dawn Strike		INITIATIVE	12	
MONEY POUCH (GP.SP)		5					CHARM	12
ARMOR & ITEMS (by slot)	LEGS	Quilted Trousers			2	DEFENSE		
	TORSO	Quilted Shirt			2	AC	26	
	SHOULDERS	Sun Charged Quilted Mantle			2	ARMOR	16	
	FEET	Quilted Boots			2	DODGE	10	
	HANDS	Sun Charged Quilted Gloves			2	NOISY	0	
	ARMS	Quilted Bracers			2	STIFF	0	
	HEAD	Quilted Cap			2	DOUBLE	0	
	BACK	Quilted Cape			2	TRIPLE	0	
	NECK					RESISTANCES	+/-	
	TRINKET	Mask				ARCANE	34	
OTHER					ELEMENTAL	16		
BACK PACK		Sleeping Roll	x			NATURAL	24	
Standard		Large Wineskin (5 serv.)	x			HOLY	22	
10 Slot Pack						DEMONIC	27	
MAX CAPACITY						MENTAL	28	
8 slots						INIT. SCORE 12+1d12		
HP (MAX:46)								
HONOR (MAX:20)								
Current: 10								
At the start of each turn, if passing an Honor Test, may stack a code of your choice (must be conscious and in control of mental faculties)								
SPIRIT (MAX:31)								
MAX TIER: 2								
EXPERIENCE: 160								
REPUTATION	COMMON: 11 THE LUMINOUS SPIRE: 14 SOLASTARIS REFUGE: 15							


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[illegible]

Solan Andul

Honor (Primary) Skills - Oaths, Virtues, and Codes

Active	Skill Name	Discipline	Polarity	School	Required Honor	Use	Duration	Range	Description
OATHS (Effects Wizard and any friendly within 0.5" per current honor)									
<input type="checkbox"/>	Service	None	Order	Oath	14	passive	battle	0.5"/honor radius	+2HP per level of caster
<input type="checkbox"/>	Excellence	None	Order	Oath	13	passive	battle	0.5"/honor radius	once per round may re-roll any miss (including a critical) but must abide by second roll
<input type="checkbox"/>	Protection	None	Order	Oath	12	passive	battle	0.5"/honor radius	grants +1 AC/level of caster to all friendlies w/in oath radius but reduces the casters AC by the same amount, any un-engaged enemy inside the oath radius must attack the caster if they are the closest target unless passing a Resolve test
<input type="checkbox"/>	Purity	None	Order	Oath	11	passive	battle	0.5"/honor radius	all resistances increased by 1 per level of caster
<input type="checkbox"/>	Valor	None	Order	Oath	10	passive	battle	0.5"/honor radius	Gain +0.5 damage/level when facing an enemy group or single opponent that has a higher Threat Rating than the party (where the parties Threat rating is equal to the combined level of all PCs +Threat Rating of any pets/minions), gain +0.5 damage/level
<input type="checkbox"/>	Voracity	None	Order	Oath	9	passive	battle	0.5"/honor radius	• recalculate the Threat Rating of both groups each time someone is knocked unconscious or killed +1 melee damage from level 1-5, +2 melee damage from level 6-10, +3 melee damage from level 11-20
<input type="checkbox"/>	Vitality	None	Order	Oath	8	passive	battle	0.5"/honor radius	+1 Vigor/round OR +1 Spirit/round OR +1 Fury/round, increases to +2 at level 6-10, +3 at level 11-20
<input type="checkbox"/>	Authority	None	Order	Oath	7	passive	battle	0.5"/honor radius	gain +1 /5 levels to Initiative Score when determining turn order and may re-roll failed Resolve tests (not including Focus reduction rolls)
<input type="checkbox"/>	Perseverance	None	Order	Oath	6	passive	battle	0.5"/honor radius	+1 hit per level for all types of damage
<input type="checkbox"/>	Purpose	None	Order	Oath	5	passive	battle	0.5"/honor radius	choose one enemy at start of battle, until that enemy is destroyed/incapacitated gain +1 movement
VIRTUES (self-cast only)									
<input type="checkbox"/>	Sacrifice	None	Order	Virtue	14	passive	battle	self	if a blow would put a friendly below 0, may move out of turn (up to 2x maximum movement on foot) to intercept and take the damage onto self • costs entire next turn • if this puts caster below 0, all enemies w/on 1"/lvl are stunned for two rounds
<input type="checkbox"/>	Patience	None	Order	Virtue	13	passive	battle	self	if no offensive instants or actions are taken for one round (including as a result of CC) on the next round caster has +1 damage/level and +1 hit/level
<input type="checkbox"/>	Resilience	None	Order	Virtue	12	passive	battle	self	negates all types of physical damage (at 0.5/level) does not stack with any other form of damage negation or absorption
<input type="checkbox"/>	Wisdom	None	Order	Virtue	11	passive	battle	self	choose one resistance before the battle begins, increase that resistance by 3 per level of caster
<input type="checkbox"/>	Courage	None	Order	Virtue	10	passive	battle	self	Gain +2HP/level and +3 Resolve whenever the combined Threat Rating of enemies within 3" is greater your level
<input type="checkbox"/>	Faithfulness	None	Order	Virtue	9	passive	battle	self	reduces difficulty of faith based abilities by 1 for level 1-10, 2 for level 10+ (can't reduce below 1) and increases all faith based healing effects used on you by 20%
<input type="checkbox"/>	Battle	None	Order	Virtue	8	passive	battle	self	+3 Initiative Score • while the virtue is active any 'strike', 'shot', or unarmed attack has +0.5 dam/level • if you did not attack with your main hand on the previous round may attack twice with your main hand, however the second attack cannot be a special ability/skill of any kind
<input type="checkbox"/>	Justice	None	Order	Virtue	7	passive	battle	self	while active, grants two mutually exclusive instant abilities against any humanoid target w/in 10" that attacked someone in your party (or a non-combatant) • Justice Demanded: an instant that treats the target as Taunted if failing a Resolve test • Justice Served: an instant that grants +0.5 hit/level on your next attack, and if hitting automatically stacks an honor code
<input type="checkbox"/>	Honor	None	Order	Virtue	6	passive	battle	self	+1 to hit per level for all types of damage and +5 Advantage on Honor tests when rolling to stack a Code • may also use an Instant to auto-stack a Code
<input type="checkbox"/>	Strength	None	Order	Virtue	5	passive	battle	self	+1 physical damage and +0.5 Advantage/level for Strength Stat rolls
SPIRITUAL TRUTHS (CODE) - Must consume Code Stacks to activate									
Rank1	Origin Strike	Spiritual Truths	Balance	Code	1	action	immediate	melee	Treat as a Melee "Strike" spirit power • also consumes 3 spirit per stack • weapon damage plus +1d6 per stack, where damage is based in the type of spirit power target is most susceptible to • if target is a Spirit-based beings/creatures (i.e. Elementals, Dragons, Realm Dweller, etc...) add an additional +1 damage per stack
Rank2	Threads of Creation	Spiritual Truths	Balance	Code	1	instant	immediate	10"	Restores 10 HP per stack to a single target of the 1st, 2nd, or 3rd Creation • cannot critically hit or miss
Rank1	Spiritual Rejuvenation	Spiritual Truths	Balance	Code	1	instant	immediate	10"	Restores 10 Spirit per stack to a single target of the 1st, 2nd, or 3rd Creation • cannot critically hit or miss

Known		SPIRIT POWERS (Primary Skills)				All Fortification Powers Cost 1 less Spirit due to Rank1 Fortification Spec. (cannot drop powers below 1 Spirit)						
Spell Name	Tier	Discipline	Domain	School of Magic	School of Powers	Spirit Cost	Use	Range	Description	Archetype	Archetype Details	
COMMON ARCANE POWERS												
✓	Arcane Cantrip	0	None	Arcane	Common	None	2	action	15	Mage & Wizard only: 1d4+1 arcane damage	Burst	no direct projectile therefore no LOS required and no dodge allowed, however caster must still have some reason to know that a target exists
✓	Detect Magic	0	None	Arcane	Common	None	1	instant	15	detects/identifies all Spirit buffs/effects/enhancements (Spirit-based) on a given target, temporarily glow according to school (for up to 1 hour) • the more specific the target the more specific the results will be	Reveal	reveals hidden mysteries of the spirit world, allowing the caster and/or allies to exploit this knowledge
✓	Memorize Power	0	None	Arcane	Common	None	1/Tier	non-combat	self	commit a power to memory from a Spirit Book, this power is limited to being cast once per rest or once per half rest if caster has level 2 Scholar secondary skill	Modify	modifies the basic properties of something for useful purposes
✓	Damage Shield	1	Fortification	Arcane	Common	Mana	2 +2/Tier	instant	10	creates a 1d8 physical damage shield, +2/Tier • no additional effects when shield breaks	Shield	single target • self-cast or on individual party members • blocks out damage • can critically hit, making shields twice as strong • remains until end of battle or until shield gives out • attacks with extra effects (i.e. silence or stun) do not inflict their effects if the damage does not penetrate the shield • the attack which destroys the shield inflicts an effect back on the attacker that can be resisted without modifiers
✓	Magical Convergence	1	Fortification	Arcane	Common	Mana	3	instant	self	while buff is active, consume 1 spirit/+1 cast, damage,or healing (max10) • distribute modifier at will if there are multiple targets • consume to have your next power auto cast (no casting roll required)	Empower	self cast only buff • positive effects that remain in play for up to one hour unless dispelled • some Empower spells may be consumed at will as an instant for the affected target on their own turn • consuming a Empower immediately ends its effects, but causes an immediate additional effect • if an Empower is consumed it cannot be recast on that target for 1 hour
LIGHT POWERS (see Illumination Passive Skill)												
✓	Luminous Shot	2	Destruction	Arcane	Light	Light	6	action	32	1d12 dam, +2 damage for each full 3" it travels (max +2/Tier) if fired in presence of light sources (absorbs light energy as it travels)	Shot	magical projectile based power that may not have solid physical form • counts as a 'shot' • requires LOS • cannot cast on targets in base contact with the caster • target can add dodge to resistance • often scalable
✓	Healing Light	2	Fortification	Arcane	Light	Light	2/Tier	action	20	heals target for 1d6+1 HP per Tier • can choose to double the cost to heal all targets in a 1" radius for 1d6+1 HP per Tier • all targets are immune to Focus loss for 1 round • triggers Illumination	Healing	single target powers with direct healing capabilities • LoS required • cannot be cast from HP • add +spell damage bonuses as +healing • critical cast results in double the healing value • if cast more than once per day out of combat double the spirit cost
✓	Light Shield	2	Fortification	Arcane	Light	Light	8	instant	14	creates a 1d12+10 arcane damage shield that negates all Light effects • the attack which destroys the shield blinds the attacker for 1 rnd • triggers Illumination	Shield	single target • self-cast or on individual party members • blocks out damage • can critically hit, making shields twice as strong • remains until end of battle or until shield gives out • attacks with extra effects (i.e. silence or stun) do not inflict their effects if the damage does not penetrate the shield • the attack which destroys the shield inflicts an effect back on the attacker that can be resisted without modifiers
✓	True Sight	1	Fortification	Arcane	Light	Light	3/Tier	instant	6	grants +10hit/Tier with ranged weapons & 'shots', consuming the buff causes the targets eyes to shine with a bright golden light (triggers Illumination) and grants the following LoS effects for up to 1 hour • +2 Advantage per Tier of caster for spotting hidden enemies • sees the true form of any type of illusion • automatically sees through any form of invisibility • perceives the true form of any shape shifting creature	Boon	single target buff • no LOS required, but caster must be able to picture the target in their mind • positive effects that remain in play for up to one hour unless dispelled • some Boons may be consumed at will as an instant for the affected target on their own turn • consuming a Boon immediately ends its effects, but causes an immediate additional effect • if a Boon is consumed it cannot be recast on that target for 1 hour
✓	Blurred Vision	1	Alteration	Arcane	Light	Light	7	instant	16	target subtracts d20 from their to hit roll for melee/ranged and from casting roll with LoS powers • suffer -1 disadvantage on all perception test • consuming the hex causes the target to suffer from Blindness for 1 rnd or 1 minute	Hex	single target anti-buff • no LOS required, but caster must be able to picture the target in their mind • negative effect that remains in play for up to one hour unless dispelled or consumed • consuming a hex can be triggered at will as an instant for the affected target on their own turn • the caster may force the Hex to be consumed as an out-of-turn instant in subsequent rounds, however this requires a successful casting roll against the target • consuming a Hex immediately ends its effects, but causes additional consequences • if a Hex is consumed it cannot be recast on that target for 1 hour action OR can be used as an instant for double the Spirit cost
✓	Expel Darkness	2	Alteration	Arcane	Light	Light	0.5/lvl against	instant or action	20	dispel 1 dark magic effect • use resistance equal to level*3 of the caster of the effect • can also be used to remove all natural shadows or darkness in a 1" per Tier radius around the target for a short time (2 rounds in combat) • can also be used to dispel/shatter 1 dark based enchant/crafting • triggers Illumination	Dispel	
STAFF (1x per battle)	Shining Splendor	2	Devastation	Arcane	Light	Light	10	action	3	2d6 damage • all targets that PASS a Perception test within the radius have their Initiative Score reduced by 10 for their next turn • triggers Illumination	Nova	radiates outwards from the caster on all sides, up to a radius defined by Range • use a single casting roll with no Dodge allowed • does not affect that caster themselves
SCROLL (single use)	Solar Flare	2	Devastation	Arcane	Light	Solar	3 per Tier	action	Cone Template	inflicts 1d6 damage +1d8 per Volatile (Solar Mass) stack on the caster prior to casting Solar Flare • total number of damage dice limited to the Tier of the power • invert cone template (wide end positioned next to caster)	Cone	Effects a three dimensional area in a cone originating from the casters location that is 8" long and 3" wide at the end (or using wargaming Cone Template), partially covered targets can add dodge to resistance roll, roll a single hit roll
SCROLL (single use)	Solar Flare	2	Devastation	Arcane	Light	Solar	3 per Tier	action	Cone Template	inflicts 1d6 damage +1d8 per Volatile (Solar Mass) stack on the caster prior to casting Solar Flare • total number of damage dice limited to the Tier of the power • invert cone template (wide end positioned next to caster)	Cone	Effects a three dimensional area in a cone originating from the casters location that is 8" long and 3" wide at the end (or using wargaming Cone Template), partially covered targets can add dodge to resistance roll, roll a single hit roll
SCROLL (single use)	Conjure Sundog	1	Conjuration	Arcane	Light	Solar	(3x Creatures Threat Rating) per Tier	1 full round or 1 minute	6	Summons 1 Sundog per Tier (see CoC: Sundog)	Minion	Conjures/summons an active combat Minion(s) under the casters control • requires 1 minute of uninterrupted casting time outside of combat • if cast during combat requires 1 full round of uninterrupted casting time with Minion appearing at the start of the casters next turn • can only be cast once per hour, even if Minion was dismissed or destroyed • conjured Minion appears within range of the caster and moves as they dictate • the Minion uses the casters Initiative Score and will always attempt to protect the caster while control is maintained • conjured Minions disappear after 1 hour, if dismissed by the caster (which counts as an instant), or if the Minion's HP drop below 0 • control is lost if the caster is knocked unconscious, sleeps or otherwise loses control of their mental faculties and the Minion either disappears or becomes hostile • if the caster unwillingly loses control the Minion acts on is own Initiative Score and is worth XP if destroyed a melee attack that counts as a 'strike' • adds spirit based damage and effects onto a main hand melee attack • use the same d100 hit roll for both the physical portion vs AC and the spirit portion vs Resistance, but assigning separate modifiers to each (including critical hit) • if the physical portion of the attack fails to hit then unless otherwise stated the spirit portion ALSO fails • however if the spirit portion fails to hit but the physical hit is successful, treat it essentially as a normal melee attack • using a Strike power prevents the use of any off hand attacks (even Focus based ones) • if a Strike is used while unarmed (non-Focus) it is assumed that a basic fist attack is made (i.e. a 1 damage physical attack)
SCROLL (single use)	Dawn Strike	2	Destruction	Arcane	Light	Solar	3	action	melee	+1d8dam • if Dawn Strike is parried, blocked or ward off but the attack would otherwise have hit, the target is blinded for 1 round	Strike	