



[illegible]

SPELL LIST AT-WILL SPELL Bonus: **Heal, Turn Undead.** # OF SPELLS



MORE FEATURES, POWERS, & SPELLS			
ACTION	NAME	TRIGGER/TARGET/EFFECT	PAGE #
Std	Assist	Give a nearby ally a +2 on an upcoming attack, save, or check during combat.	HH298
Move	Disengage	Roll <i>disengage check</i> (11+, +1 per each engaged foe beyond first). On success, move without drawing opportunity attacks. On fail, stay engaged.	HH294
Int	Intercept	While unengaged, move to engage enemy that is moving past you.	HH296
Std	Rally	Spend a recovery to heal. If used, quick action normal save (11+) to use again.	HH298

MISCELLANEOUS FEATURES & POWERS

Holy Light: concentrate to surround yourself with gentle radiance.

Ritual Magic.

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GEAR & NOTES				GOLD
ARMOR	ARMOR AC	+SHIELD	=BASE AC	
MELEE WEAPON	RANGED WEAPON			

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FEATS		FEATS	
FEATURE	TIER	FEATURE	TIER
	A		A
	A		A

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FEATURE	TIER	FEATURE	TIER
	A		A
	A		A

— INCREMENTAL ADVANCES —

△ GAIN NEXT LEVEL FEAT	△ +1 TO SKILL & INITIATIVE CHECKS
△ INCREASE MAX HP TO NEXT LEVEL	△ GAIN NEXT LEVEL TURN UNDEAD
△ +1 MAGICAL ITEM ATTUNEMENT	△ +1 TO PHYSICAL DEFENSE
△ GAIN NEXT LEVEL POWER OR SPELL	△ +1 TO MENTAL DEFENSE
△ +1 TO 3/4/5 ABILITY SCORES AT LEVEL 3/6/9	△ GAIN 2X/4X ABILITY MULTIPLIERS AT LEVEL 4/7

CLERIC BASE ARMOR			CLERIC WEAPON DAMAGE/ATTACK PENALTY					
ARMOR	BASE AC	ATK	WEAPON	1 HAND	2 HANDS	THROWN	BOW	CROSSBOW
POPE	10	+0	SMALL (DAGGERS, CLUBS, HAND CROSSBOWS)	d4/+0	d6/+0	d4/+0	—	d4/+0
LIGHT	11	+0	LIGHT/SIMPLE (MACES, SPEARS, HANDAXES, SLINGS, SHORTBOWS, LIGHT CROSSBOWS)	d6/+0	d8/+0	d6/+0	d6/-2	d6/+0
HEAVY	14	-4	HEAVY/MARTIAL (LONGSWORDS, WARHAMMERS, GREATSWORDS, LONGBOWS, HEAVY CROSSBOWS)	d8/-2	d10/-2	—	d8/-5	d8/-1
HEAVY  [STR≥15]	14	+0						
SHIELD	+1	+0						

 changes/refresh at new level
  changes at new level or with incremental advance
  refresh at new arc
  refresh at end of battle

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 refresh at end of battle

13TH AGE

CLERIC DIVINE DOMAINS

CATHEDRAL OF LIGHT

To choose this talent, you must have at least one positive or conflicted relationship point with the Priestess.

At the start of each arc, randomly choose two cleric domains you don't already have. You can use the powers and invocations of these domains until the end of the arc.

Adventurer Feat: You have the adventurer feat for one of the two new domains you have been gifted. You choose which one at the beginning of each arc.

Champion Feat: Requires adventurer feat. You have the adventurer feats for both of the new domains, and your choice of one of their champion feats.

RANDOM DOMAIN TABLE

d12	DOMAIN	d12	DOMAIN
1	FRIENDSHIP	7	PROTECTION
2	HEALING	8	STORM
3	JUSTICE	9	STRENGTH
4	KNOWLEDGE	10	SUN
5	LIFE	11	TRICKERY
6	PERFECTION	12	WAR

WAR OR LEADERSHIP

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

Adventurer Feat: The bonus now applies against all enemies you attack, even through spells with multiple targets.

Champion Feat: Allies that have at least one Skull gain a +2 bonus from this power instead of +1

War/Leadership Invocation

This battle, all weapon attacks by you and your allies have their crit ranges expanded by 1 (usually to 19+).

PERFECTION OR BEAUTY

Each battle, your first nearby ally to fumble by rolling a natural 1 with an attack can reroll and abide by the result. If the rerolled attack still misses, you take damage equal to double your level. *You can't use this in combination with Justice/ Vengeance's power.*

Champion Feat: Once per arc, reroll first 2 fumbles instead.

Perfection/Beauty Invocation

This battle, when the escalation die is 1+, all your nearby allies at full hit points gain +1 to all attacks and defenses.

FRIENDSHIP OR LOVE

You and all nearby allies gain a +2 to MD. When an effect like confusion would make you or one of your allies attack one of your true allies, the character about to attack can roll a normal save to avoid making the attack.

Champion Feat: Once per arc, you can use a free action to cancel a charmed, confusion, or shocked effect on yourself or one of your nearby allies. You can do this even if you wouldn't ordinarily be able to use any actions.

Friendship/Love Invocation

Invoke with a free action before the heroes roll initiative. Randomly pick two members of the whole adventuring party (including the cleric) to be *special allies* this battle.

- The initiative score for both this battle is the highest of the two. Each turn, they can choose who acts first, and who acts immediately after.
- When the second ally to act attacks an enemy the first ally also attacked that round, the enemy is vulnerable to their attacks.
- When the *special allies* heal using a recovery, they can spend a recovery from either ally.
- Each *special ally* has their crit range increased by 2 (usually 18+) vs enemies engaged with the other.

HEALING

When you cast a spell other than *heal* that lets you or an ally heal using a recovery, add your Wisdom modifier to the amount of healing (5th level: wis×2; 8th level: wis×4).

Healing Invocation

This battle, you gain an additional use of the *heal* spell.

Adventurer Feat: The first *heal* spell you cast after using this invocation allows the target to heal without spending a recovery.

Champion Feat: The invocation of healing gives you two additional uses of *heal* this battle instead of one.

LIFE OR DEATH

Each battle, the first time a nearby ally becomes staggered, they immediately heal hit points equal to 5 times your level.

Adventurer Feat: You and nearby allies gain +1 to death saves.

Champion Feat: Healing effect also applies to second ally who becomes staggered during a battle.

Epic Feat: Your first use of the *resurrection* spell is free.

Life/Death Invocation

One battle per arc, you and each of your allies can add the escalation die to a save. During that battle, you and your allies do not die at negative half of your hit point total, but when reaching negative hit point total instead.

JUSTICE OR VENGEANCE

Once per battle, when an enemy scores a critical hit against you or one of your nearby allies or drops you or one of your nearby allies to 0 hp or below, you gain an *attack-reroll blessing*. Immediately choose a nearby ally and give them the blessing as a free action; you can't hold on to it.

An ally with this blessing can use it to reroll an attack as a free action this battle. An ally can only have one such blessing on them at a time.

Adventurer Feat: You can now dispense the *attack-reroll blessing* up to twice a battle, though only once per turn.

Champion Feat: Replaces adventurer feat. As adventurer feat, but up to three times per battle.

Justice/Vengeance Invocation

This battle, add double your level to the normal miss damage of your attacks and the attacks of nearby allies.

KNOWLEDGE OR LORE

You gain 4 additional background points that must be used in relation to knowledge or lore. In addition, three times per arc you can reroll a skill check involving knowledge.

Epic Feat: You gain a positive relationship point each arc with a random icon, purely because the icon has realized you know something they need to know. This changes every arc and it might contradict your usual icon relationships.

Knowledge/Lore Invocation

Use this invocation as a quick action during your first round of a battle. You gain a quick glimpse of the battle's future (or alternatively, you have knowledge of the enemies' capabilities or weaknesses). Roll a d6. As a free action after the escalation die reaches the number rolled, you can let one ally reroll a single attack roll with a +2 bonus, thanks to your vision of this future.

Adventurer Feat: In the round after the reroll you've provided, the chosen character gets another standard action on their turn as a free action.

Champion Feat: Replaces adventurer feat. As above, and you now roll a d4 for the invocation.

PROTECTION OR COMMUNITY

Once per battle, you can affect two additional allies when you cast a spell for *broad effect*.

Champion Feat: Whenever you target one or more allies with a spell, one ally of your choice can roll a save against a temporary effect.

Protection/Community Invocation

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

STORM

Once per battle, as an interrupt action, deal thunder or lightning damage equal to 3 times your level to a nearby or engaged enemy that misses you with an attack (5th level: 4 times your level; 8th level: 5 times your level).

Adventurer Feat: Use this interrupt action as many times in the battle as you like when the escalation die is 2+.

Storm Invocation

This battle, you and your allies improve your crit range by 1 (usually 19+) with attacks against creatures that have taken thunder or lightning damage this battle.

STRENGTH

Can wield heavy/martial weapons without an attack penalty.

Adventurer Feat: Once per arc, as a free action when the escalation die is 3+, deal extra damage on a melee attack non-critical hit. Extra damage is a number of d8s equal to your Strength modifier or level, whichever is higher.

Champion Feat: Replaces adventurer feat. You now use d12s instead of d8s for the bonus damage dice.

Strength Invocation

This battle, you and your nearby allies deal triple damage on critical hits with melee attacks.

SUN OR ANTI-UNDEAD

When you wish, your melee and spell attacks can deal holy damage instead of the type of damage they normally deal. You cast *turn undead* at one level higher than your level.

Adventurer Feat: Gain +2 to all defenses against undead.

Champion Feat: Gain *resist damage* 16+ to fire, holy, and necro damage.

Sun/Anti-Undead Invocation

This battle, your spell and attack range increases: from nearby targets to far-away targets, and from engaged creatures or allies you are next to, to nearby ones.

TRICKERY/CUNNING/ILLUSION

Twice per arc, but only once per battle, when you are engaged with an enemy, use a quick action to roll a d20 as your *trick die*. As a free action before the start of your next turn, give your *trick die* to a nearby ally or enemy who is about to make an attack roll. The trick die result becomes the natural result of their roll, instead.

Adventurer Feat: Your *trick die* can be used for any d20 roll, not just an attack.

Trickery/Cunning/Illusion Invocation

This battle, attacks against you by enemies that moved to engage you during this turn miss on natural odd rolls.