

Apollo

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Race: **Naga** Class: **Bard/Wizard** Male Age: **97**
Becomes insubstantial when he sleeps

8 Strength -1

18 Intelligence +4

14 AC

10 Constitution 0

12 Wisdom +1

12 PD

10 Dexterity 0

18 Charisma +4

18 MD

Level 2 Initiative +1 Hits: 26 Staggered: 13

Recoveries: 2d8 • Advances:



Icon Relationships

The Three ??
Prince of Shadows +

Backgrounds

Studied under the great dragon mage Asparax 3
Singer of Flattering Songs 3
Wake Islands Swim and Slither 2
Relay Team Champion

Racial Features

Amphibious: Can move and fight in water as well as a flying creature can in open air. Hold breath for up to 10 minutes

Confounding: Once per battle, when I roll a natural 16+ with an attack, also daze the target until the end of your next turn

Class Features

Cantrips: Cast a number of cantrips equal to int each battle

Overworld Advantage: In the overworld, daily spells become recharge 16+

Ritual Magic: Cast spells as rituals

Talents

Jack of Spells (Bard): Choose one spell from another class (Cleric: Turn Undead)

Spellsinger (Bard): Extra bardic song or spell

High Arcana (Wizard): Can double prepare spells; gain *Counterspell*

Battle Chant (1) At-Will

Bardic Spell Nearby
Target: One Enemy **Attack:** +6 vs MD
Hit: d6 + 4 Thunder damage
Effect: Battle chant attack triggers flexible attacks

Melee Basic Attack At-Will

Standard Action Nearby
Target: One Creature **Attack:** +2 vs AC
Hit: 2d6 (shortsword) **Miss:** level damage

Ranged Basic Attack At-Will

Standard Action Nearby
Target: One Creature **Attack:** +2 vs AC
Hit: 2d6 (bow) **Miss:** level damage

Pull It Together Encounter

Flexible Attack Trigger: Natural 11+ melee
Effect: One nearby ally can heal using a recovery.

Move It! At Will

Flexible Attack Trigger: Natural even roll
Effect: An engaged ally can disengaged, or an unengaged ally can move as a free action

Cantrip (1) Encounter

Wizard spell Reference: Page 151
Options: Alarm, Arcane Mark, Ghost Sound, Knock, Light, Mage Hand, Mending, Prestidigitation, Spark

Song of Heroes (1) Recharge 11+

Bardic Song Nearby
Initial: Quick Action **Sustain:** Quick Action 11+
Opening & Sustained Effect: You and nearby allies gain a +1 attack bonus until the start of your next turn.
Final Verse: The effect ends immediately, but one ally of your choice gains a +2 bonus to their next attack.

Shield (1) Recharge 11+

Close-quarters wizard spell Free Action
Trigger: An attack hits your AC
Effect: Attacker must re-roll attack

Counter-magic (1) Encounter

Close-quarters wizard spell Free Action
Trigger: A nearby creature you can see casts a spell.
Target: The nearby creature casting a spell.
Attack: +6 vs. MD
Hit: The target's spell is canceled, and the caster loses the action they were using for the spell. If the spell had a limited use, that use is expended if your natural attack roll is even.

Color Spray (1) Cyclical

Close-quarters wizard spell Standard Action
Target: 1d4 nearby enemies in a group
Attack: +6 vs. MD
Hit: 2d8 psychic damage, and if the target has 10 hp or fewer after the damage, it is weakened until the end of your next turn.

Song of Spilt Blood (1) Daily

Bardic Song Nearby
Initial: Quick Action **Sustain:** Quick Action 6+
Opening & Sustained Effect: Attacks against you takes a penalty equal to the number of allies who have more hit points than you
Final Verse: The effect ends immediately; you or an ally can heal using a recovery

Utility (1) Daily

Wizard spell Reference: Page 147
Disguise Self Makes a disguise attempt one step easier (+5). Lasts 10 minutes
Feather Fall Gently fall to the ground (max 2 rnds)
Hold Portal Holds door for 10 minutes. Champion-tier creatures can batter it down (see rules)

Charm Person (1) Daily

Ranged wizard spell Standard Action
Target: One nearby creature with 40 hp or fewer not in combat
Attack: +6 vs. MD
Hit: The target believes you are their friend until you or your allies take hostile action against them

Acid Arrow (1) Daily

Ranged wizard spell Standard Action
Target: One nearby or far away creature
Attack: +6 vs. MD
Hit: 4d10 acid damage, and 5 ongoing acid damage.
Miss: 5 ongoing acid damage, and you regain the spell during your next quick rest

Turn Undead (1) Daily

Standard Action Nearby
Target: 1d4 nearby undead creatures, each with 55 hp or fewer
Attack: +7 vs MD
Hit: The target is dazed until end of your next turn.
Hit by 4+: 1d10 x your level 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.

Leather Surcoat

Tight-fitting tooled leather armor
Light armor improves AC, MD

Normal Armor

Misc Items

Silk rope, Climbing kit, lantern, chalk
Sketch book, charcoal, pencils
Pan pipes

Feats

Adventurer: Battle Chant (damage is d6 instead of d4)

Characters

David
Graham
Jac
Robin
Suzanne

Name
Apollo
Sam Chu
Griffon
Magnolia

High Elf Paladin
Naga Bard/Wizard
Fiendborn Abomination
Human Monk
Theurge