

MAGIC ITEMS



— MORE FEATURES, POWERS, & SPELLS —

PAGE #

USAGE

PER ARC 

During your turn: one each of **standard** > **move** > **quick**, and any number of **free** actions. Between your turns: one **interrupt** action.

❧ MISCELLANEOUS FEATURES & POWERS ❧

POTIONS & RUPES

FEATS

TIER



○

A = adventurer tier (lvl 1-4); C = champion tier (lvl 5-7); E = epic tier (lvl 8-10)

— SPELL LIST —



OF SPELLS

GEAR & NOTES

=BASE AC

RANGED WEAPON

GOLD _____

— INCREMENTAL ADVANCES —

△ +1 TO 3/4/5
ABILITY SCORES

△ GAIN 2X/4X ABILITY

— MULTIMETERS
AT LEVEL 4/7

△ CLASS FEATURE
(SOME CLASSES ONLY)

△ GAIN NEXT
LEVEL TALENT
(SOME CLASSES ONLY)

△ +1 TO MENTAL DEFENSE

 refresh at end of battle