

A - Caster - Shadowmancer, PL7

Strength 0, Stamina 2, Agility 4, Dexterity 2, Fighting 2, Intellect 4, Awareness 2, Presence 2

Advantages

Fascinate (Deception), Improved Aim, Improved Critical: Keen Shadow Edge, Ranged Attack 5, Ritualist

Skills

Acrobatics 1 (+5), Athletics 1 (+1), Deception 2 (+4), Expertise (AWE): Survival 2 (+4), Expertise: History 2 (+6), Expertise: Magic 4 (+8), Intimidation 2 (+4), Perception 4 (+6), Stealth 2 (+6)

Powers

Shadow Armor: Protection 4 (+4 Toughness; Sustained)

Shadow Strike: Damage 7 (DC 22; Increased Range: ranged, Indirect 4: any point, any direction, Precise, Split 3: 4 targets, Subtle: subtle)

Arctic Blast: Cloud Area Damage 5 (Alternate; DC 20; Cloud Area: 15 feet radius sphere, DC 15, Increased Range: ranged, Selective)

Arctic Night: Environment 5 (Alternate; Cold, Visibility (-5), Radius: 500 feet)

Night Hallucinations: Illusion 7 (Alternate; Affects: Two Sense Types - Sight and Sound, Area: 250 cft., DC 17; Illusion Area, Precise)

Night Veil: Cumulative Affliction 7 (Alternate; 1st degree: Impaired, 2nd degree: Disabled, 3rd degree: Unaware, Resisted by: Fortitude, DC 17; Cumulative, Increased Range: ranged; Limited: Sight)

Shadow Step: Teleport 1 (Alternate; 60 feet in a move action, carrying 50 lbs.; Medium: Shadows)

Offense

Initiative +4

Arctic Blast: Cloud Area Damage 5 (DC 20)

Grab, +2 (DC Spec 10)

Night Veil: Cumulative Affliction 7, +7 (DC Fort 17)

Shadow Strike: Damage 7, +7 (DC 22)

Throw, +7 (DC 15)

Unarmed, +2 (DC 15)

Complications

- Custom Complication -

- Custom Complication -

Languages

Native Language

Defense

Dodge 8, Parry 6, Fortitude 6, Toughness 6, Will 8

Power Points

Abilities 36 + Powers 32 + Advantages 9 + Skills 10 (20 ranks) + Defenses 18 = 105

Bruises

Dazed

Staggered

Incapacitated

A - Damage - Shadowdancer, PL7

Strength 2, Stamina 2, Agility 6, Dexterity 4, Fighting 6, Intellect 0, Awareness 2, Presence 4

Advantages

Accurate Attack, Assessment, Hide in Plain Sight, Improved Critical: Dark Lunge: Strength-based Damage 6, Improved Initiative, Redirect

Skills

Acrobatics 6 (+12), Athletics 4 (+6), Deception 4 (+8), Expertise: Magic 2 (+2), Insight 4 (+6), Intimidation 2 (+6), Investigation 2 (+2), Perception 4 (+6), Sleight of Hand 4 (+8), Stealth 6 (+12)

Powers

Blessed Sight: Senses 2 (Darkvision)

Shadow Cloak: Concealment 2 (Sense - Sight; Blending)

Shadow Step: Teleport 3 (250 feet in a move action, carrying 50 lbs.; Medium: Shadows)

Umbrax Seax (Easily Removable)

Dark Lunge: Strength-based Damage 6 (DC 23; Reach (melee): 5 ft., Subtle: subtle)

Shadow Rebound: Deflect 7 (Reflect; Reduced Range: close)

Offense

Initiative +10

Dark Lunge: Strength-based Damage 6, +6 (DC 23)

Grab, +6 (DC Spec 12)

Throw, +4 (DC 17)

Unarmed, +6 (DC 17)

Complications

- Custom Complication -

- Custom Complication -

Languages

Native Language

Defense

Dodge 6, Parry 8, Fortitude 6, Toughness 2, Will 8

Power Points

Abilities 52 + Powers 16 + Advantages 6 + Skills 19 (38 ranks) + Defenses 12 = 105

Bruises

Dazed

Staggered

Incapacitated

A - Support - Skald, PL7

Strength 0, Stamina 2, Agility 2, Dexterity 2, Fighting 4, Intellect 2, Awareness 4, Presence 4

Advantages

Accurate Attack, Assessment, Defensive Roll, Equipment 3, Leadership, Ritualist

Skills

Athletics 2 (+2), Close Combat: Knife 6 (+10), Deception 2 (+6), Expertise (PRE): Music 4 (+8), Expertise: History 2 (+4), Expertise: Magic 2 (+4), Insight 4 (+8), Persuasion 6 (+10), Ranged Combat: Bow 6 (+8), Treatment 4 (+6)

Powers

Healing Song: Burst Area Healing 5 (Burst Area: 30 feet radius sphere, DC 15, Selective)

Alluring Song: Burst Area Affliction 5 (Alternate; 1st degree: Entranced, 2nd degree: Stunned, 3rd degree: Unaware, Resisted by: Will, DC 15; Burst Area: 30 feet radius sphere, DC 15, Selective)

Dissonant Song: Burst Area Damage 5 (Alternate; DC 20; Burst Area: 30 feet radius sphere, DC 15, Selective)

Equipment

Bow, Chain-mail, Knife

Offense

Initiative +2

Alluring Song: Burst Area Affliction 5 (DC Will 15)

Bow, +8 (DC 18)

Dissonant Song: Burst Area Damage 5 (DC 20)

Grab, +4 (DC Spec 10)

Knife, +10 (DC 16)

Throw, +2 (DC 15)

Unarmed, +4 (DC 15)

Complications

- Custom Complication -

- Custom Complication -

Languages

Native Language

Defense

Dodge 6, Parry 8, Fortitude 6, Toughness 6/2, Will 8

Power Points

Abilities 40 + Powers 22 + Advantages 8 + Skills 19 (38 ranks) + Defenses 16 = 105

Bruises

Dazed

Staggered

Incapacitated

A - Tank - Vikingr, PL7

Strength 4, Stamina 4, Agility 3, Dexterity 2, Fighting 5, Intellect 0, Awareness 2, Presence 2

Advantages

Accurate Attack, All-out Attack, Equipment 2, Fascinate (Intimidation), Favored Environment: Choose Environment, Improved Defense, Interpose, Power Attack

Skills

Acrobatics 2 (+5), Athletics 4 (+8), Close Combat: Battleaxe 2 (+7), Deception 4 (+6), Expertise (AWE): Survival 4 (+6), Intimidation 4 (+6), Perception 4 (+6), Treatment 2 (+2)

Powers

Fearsome Roar: Cone Area Affliction 5 (1st degree: Vulnerable, 2nd degree: Stunned, 3rd degree: Incapacitated, Resisted by: Will, DC 15; Cone Area: 60 feet cone, DC 15, Selective)

Rapid Healing: Regeneration 5 (Every 2 rounds)

Superior Strength: Enhanced Strength 1 (+1 STR; Limited to Lifting)

Thick Skin: Protection 2 (+2 Toughness)

Equipment

Battleaxe, Bow

Offense

Initiative +3

Battleaxe, +7 (DC 22)

Bow, +2 (DC 18)

Fearsome Roar: Cone Area Affliction 5 (DC Will 15)

Grab, +5 (DC Spec 14)

Throw, +2 (DC 19)

Unarmed, +5 (DC 19)

Complications

- Custom Complication -

- Custom Complication -

Languages

Native Language

Defense

Dodge 8, Parry 8, Fortitude 8, Toughness 6, Will 6

Power Points

Abilities 44 + Powers 23 + Advantages 9 + Skills 13 (26 ranks) + Defenses 16 = 105

Bruises

Dazed

Staggered

Incapacitated

D - Caster - Setika, PL7

Strength 0, Stamina 0, Agility 0, Dexterity 0, Fighting 0, Intellect 4, Awareness 2, Presence 2

Advantages

Accurate Attack, Equipment 1, Precise Attack (Ranged), Concealment), Ritualist

Skills

Acrobatics 2 (+2), Athletics 2 (+2), Deception 2 (+4), Expertise: History 4 (+8), Expertise: Magic 4 (+8), Insight 2 (+4), Intimidation 2 (+4), Perception 4 (+6), Persuasion 2 (+4), Ranged Combat: Heat Snap: Damage 7 7 (+7)

Powers

Fiery Aura: Damage 2 (DC 17; Reaction 3: reaction)

Firebomb: Burst Area Damage 7 (DC 22; Burst Area: 30 feet radius sphere, DC 17, Increased Range: ranged, Selective; Activation: move action, Distracting)

Heat Snap: Damage 7 (Alternate; DC 22; Extended Range, Increased Range: ranged)

Sun Motes: Cumulative Cloud Area Affliction 5 (Alternate; 1st degree: Impaired, 2nd degree: Disabled, 3rd degree: Unaware, Resisted by: Fortitude, DC 15; Cloud Area: 15 feet radius sphere, DC 15, Cumulative, Increased Range: ranged; Limited: Sight)

Sunbeam: Cylinder Area Damage 5 (Alternate; DC 20; Cylinder Area: 30 feet cylinder, DC 15, Increased Range: ranged, Selective)

Heat Sight: Senses 1 (Infravision)

Sandstorm: Environment 2 (Heat, Impede Movement (1 rank), Visibility (-5), Radius: 60 feet; Selective)

Equipment

Plate-mail

Offense

Initiative +0

Fiery Aura: Damage 2, +0 (DC 17)

Firebomb: Burst Area Damage 7 (DC 22)

Grab, +0 (DC Spec 10)

Heat Snap: Damage 7, +7 (DC 22)

Sun Motes: Cumulative Cloud Area Affliction 5 (DC Fort 15)

Sunbeam: Cylinder Area Damage 5 (DC 20)

Throw, +0 (DC 15)

Unarmed, +0 (DC 15)

Complications

- Custom Complication -

- Custom Complication -

Languages

Native Language

Defense

Dodge 8, Parry 7, Fortitude 6, Toughness 5, Will 8

Power Points

Abilities 16 + Powers 42 + Advantages 4 + Skills 16 (31 ranks) + Defenses 27 = 105

Bruises	Dazed	Staggered	Incapacitated
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

D - Damage - Sandsliver, PL7

Strength 3, Stamina 3, Agility 3, Dexterity 3, Fighting 5, Intellect 1, Awareness 1, Presence 1

Advantages

Accurate Attack, Agile Feint, All-out Attack, Defensive Attack, Equipment 1, Improved Critical: Fiery Spear: Strength-based Damage 4, Improved Defense, Improved Disarm, Improved Smash, Improved Trip, Precise Attack (Close, Concealment), Precise Attack (Close, Cover), Redirect

Skills

Acrobatics 6 (+9), Athletics 6 (+9), Close Combat: Fiery Spear: Strength-based Damage 4 2 (+7), Deception 2 (+3), Expertise (AWE): Survival 4 (+5), Expertise: History 4 (+5), Expertise: Magic 2 (+3), Insight 2 (+3), Intimidation 4 (+5), Investigation 4 (+5), Perception 4 (+5), Persuasion 2 (+3), Sleight of Hand 2 (+5), Stealth 2 (+5), Treatment 2 (+3)

Powers

Device (Easily Removable)

Blessed Motion: Movement 2 (Safe Fall, Sure-footed 1)

Fiery Spear: Strength-based Damage 4 (DC 22; Reach (melee) 2: 10 ft.)

Remote Sensing: Remote Sensing 1 (Affects: 2 Types, inc. Visual - Scry, Range: 60 feet; No Conduit, Subtle: DC 20+rank)

Equipment

Chain-mail

Offense

Initiative +3

Fiery Spear: Strength-based Damage 4, +7 (DC 22)

Grab, +5 (DC Spec 13)

Throw, +3 (DC 18)

Unarmed, +5 (DC 18)

Complications

- Custom Complication -

- Custom Complication -

Languages

Native Language

Defense

Dodge 7, Parry 8, Fortitude 8, Toughness 6, Will 6

Power Points

Abilities 40 + Powers 11 + Advantages 13 + Skills 24 (48 ranks) + Defenses 17 = 105

Bruises	Dazed	Staggered	Incapacitated
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

D - Support - Ratoke, PL7

Strength 2, Stamina 2, Agility 0, Dexterity 0, Fighting 2, Intellect 2, Awareness 4, Presence 4

Advantages

Defensive Attack, Equipment 2

Skills

Close Combat: Warhammer 7 (+9), Expertise: Magic 4 (+6), Expertise: Tactics 2 (+4), Insight 4 (+8), Persuasion 4 (+8), Treatment 4 (+6)

Powers

Asylum: Burst Area Regeneration 5 (Every 2 rounds; Affects Others Only, Burst Area: 30 feet radius sphere, DC 15, Increased Duration: continuous, Selective)

Succor: Burst Area Protection 3 (Alternate; +3 Toughness; Affects Others Only, Burst Area: 30 feet radius sphere, DC 13, Selective, Sustained)

Blessing of the Sun: Burst Area Healing 4 (Burst Area: 30 feet radius sphere, DC 14, Selective)

Equipment

Plate-mail, Warhammer

Offense

Initiative +0

Grab, +2 (DC Spec 12)

Throw, +0 (DC 17)

Unarmed, +2 (DC 17)

Warhammer, +9 (DC 20)

Complications

- Custom Complication -

- Custom Complication -

Languages

Native Language

Defense

Dodge 7, Parry 7, Fortitude 6, Toughness 7, Will 8

Power Points

Abilities 32 + Powers 37 + Advantages 3 + Skills 13 (25 ranks) + Defenses 20 = 105

Bruises	Dazed	Staggered	Incapacitated
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

D - Tank - Maryannu, PL7

Strength 4, Stamina 3, Agility 0, Dexterity 0, Fighting 0, Intellect 2, Awareness 2, Presence 2

Advantages

Defensive Attack, Equipment 3, Great Endurance, Improved Defense, Interpose

Skills

Acrobatics 2 (+2), Athletics 6 (+10), Close Combat: Chain 8 (+8), Insight 4 (+6), Intimidation 2 (+4), Investigation 2 (+4), Perception 4 (+6), Persuasion 2 (+4), Treatment 4 (+6)

Powers

Fire Cloak: Damage 2 (DC 17; Reaction 3: reaction)

Golden Chains: Cumulative Burst Area Affliction 7 (1st degree: Hindered, 2nd degree: Immobile, Resisted by: Fortitude, DC 17; Burst Area: 30 feet radius sphere, DC 17, Cumulative, Selective; Limited Degree)

Pull: Move Object 5 (1600 lbs.; Limited Direction: To User)

Equipment

Chain, Plate-mail

Offense

Initiative +0

Chain, +8 (DC 21)

Fire Cloak: Damage 2, +0 (DC 17)

Golden Chains: Cumulative Burst Area Affliction 7 (DC Fort 17)

Grab, +0 (DC Spec 14)

Pull: Move Object 5, +0 (DC 15)

Throw, +0 (DC 19)

Unarmed, +0 (DC 19)

Complications

- Custom Complication -

- Custom Complication -

Languages

Native Language

Defense

Dodge 6, Parry 6, Fortitude 7, Toughness 8, Will 7

Power Points

Abilities 26 + Powers 34 + Advantages 7 + Skills 17 (34 ranks) + Defenses 21 = 105

Bruises	Dazed	Staggered	Incapacitated
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

G - Caster - Tempest, PL7

Strength 0, Stamina 2, Agility 0, Dexterity 0, Fighting 0, Intellect 4, Awareness 2, Presence 3

Advantages

Accurate Attack, All-out Attack, Animal Empathy, Great Endurance, Ritualist, Teamwork, Trance

Skills

Acrobatics 2 (+2), Athletics 2 (+2), Deception 2 (+5), Expertise (AWE): Survival 2 (+4), Expertise: History 2 (+6), Expertise: Magic 4 (+8), Insight 4 (+6), Perception 4 (+6), Stealth 2 (+2), Treatment 2 (+6)

Powers

Earth Spike: Damage 7 (DC 22; Accurate 3: +6, Increased Range: ranged)

Thorns: Line Area Damage 5 (Alternate; DC 20; Line Area: 5 feet wide by 30 feet long, DC 15, Selective)

Heavy Rain: Environment 5 (Impede Movement (1 rank), Visibility (-2), Radius: 500 feet; Selective)

Hurricane: Environment 5 (Alternate; Impede Movement (2 ranks), Radius: 500 feet; Selective)

Snow Flurry: Environment 5 (Alternate; Cold, Impede Movement (1 rank), Radius: 500 feet; Selective)

Sunny Day: Environment 5 (Alternate; Heat, Light, Radius: 500 feet; Selective)

Offense

Initiative +0

Earth Spike: Damage 7, +6 (DC 22)

Grab, +0 (DC Spec 10)

Thorns: Line Area Damage 5 (DC 20)

Throw, +0 (DC 15)

Unarmed, +0 (DC 15)

Complications

- Custom Complication -

- Custom Complication -

Languages

Native Language

Defense

Dodge 9, Parry 8, Fortitude 6, Toughness 2, Will 8

Power Points

Abilities 22 + Powers 36 + Advantages 7 + Skills 13 (26 ranks) + Defenses 27 = 105

Bruises

Dazed

Staggered

Incapacitated

G - Damage - Hunter, PL7

Strength 2, Stamina 2, Agility 6, Dexterity 4, Fighting 4, Intellect 0, Awareness 2, Presence 2

Advantages

All-out Attack, Defensive Roll 4, Equipment 2, Favored Environment: Forest, Hide in Plain Sight, Power Attack, Precise Attack (Ranged, Cover), Quick Draw, Tracking

Skills

Acrobatics 6 (+12), Athletics 4 (+6), Deception 4 (+6), Expertise (AWE): Survival 4 (+6), Intimidation 4 (+6), Investigation 2 (+2), Perception 6 (+8), Ranged Combat: Bow 7 (+11), Stealth 6 (+12), Treatment 2 (+2)

Powers

Forest Cloak: Concealment 6 (All Aural Senses, All Olfactory Senses, Sense - Sight; Partial)

Forest Step: Movement 2 (Sure-footed 1, Trackless: Choose Sense 1)

Equipment

Bow

Offense

Initiative +6

Bow, +11 (DC 18)

Grab, +4 (DC Spec 12)

Throw, +4 (DC 17)

Unarmed, +4 (DC 17)

Complications

- Custom Complication -

- Custom Complication -

Languages

Native Language

Defense

Dodge 8, Parry 7, Fortitude 8, Toughness 6/2, Will 6

Power Points

Abilities 44 + Powers 10 + Advantages 13 + Skills 23 (45 ranks) + Defenses 15 = 105

Bruises

Dazed

Staggered

Incapacitated

G - Support - Shaman, PL7

Strength 1, Stamina 3, Agility 1, Dexterity 2, Fighting 0, Intellect 2, Awareness 4, Presence 1

Advantages

Assessment, Improved Aim, Ranged Attack 5, Ritualist

Skills

Acrobatics 2 (+3), Athletics 2 (+3), Deception 2 (+3), Expertise (AWE): Survival 4 (+8), Expertise: Magic 4 (+6), Insight 4 (+8), Perception 4 (+8), Persuasion 4 (+5), Treatment 4 (+6)

Powers

Dryad Companion: Summon 4 (Mental Link)

Earthen Armor: Protection 4 (+4 Toughness; Sustained)

Sleep Charm: Cumulative Affliction 7 (1st degree: Fatigued, 2nd degree: Exhausted, 3rd degree: Asleep, Resisted by: Fortitude, DC 17; Cumulative, Increased Range: ranged)

Luck Hex: Concentration Affliction 7 (Alternate; 1st degree: Vulnerable, 2nd degree: Defenseless, 3rd degree: Incapacitated, Resisted by: Will, DC 17; Concentration, Increased Range: ranged)

Offense

Initiative +1

Grab, +0 (DC Spec 11)

Luck Hex: Concentration Affliction 7, +7 (DC Will 17)

Sleep Charm: Cumulative Affliction 7, +7 (DC Fort 17)

Throw, +7 (DC 16)

Unarmed, +0 (DC 16)

Complications

- Custom Complication -

- Custom Complication -

Languages

Native Language

Defense

Dodge 7, Parry 6, Fortitude 6, Toughness 7, Will 8

Power Points

Abilities 28 + Powers 35 + Advantages 8 + Skills 15 (30 ranks) + Defenses 19 = 105

Bruises

Dazed

Staggered

Incapacitated

Dryad

Strength -2, Stamina 4, Agility 0, Dexterity 0, Fighting 0, Intellect 0, Awareness 4, Presence 0

Skills

Acrobatics 4 (+4), Athletics 4 (+2), Perception 4 (+8), Stealth 4 (+12), Treatment 4 (+4)

Powers

Flight: Flight 1 (Speed: 4 miles/hour, 60 feet/round; Wings)

Healing: Healing 7 (Stabilize)

Shrinking: Shrinking 8 (-2 STR, -4 Intimidate, +8 Stealth, +4 active defenses, -2 size ranks, -1 speed ranks; Permanent)

Teleport: Teleport 1 (60 feet in a move action, carrying 50 lbs.)

Offense

Initiative +0

Grab, +0 (DC Spec 8)

Throw, +0 (DC 13)

Unarmed, +0 (DC 13)

Complications

- Custom Complication -

- Custom Complication -

Languages

Native Language

Defense

Dodge 4, Parry 4, Fortitude 4, Toughness 4, Will 4

Power Points

Abilities 16 + Powers 34 + Advantages 0 + Skills 10 (20 ranks) + Defenses 0 = 60

G - Tank - Warden, PL7

Strength 4, Stamina 4, Agility 0, Dexterity 0, Fighting 7, Intellect 0, Awareness 2, Presence 2

Advantages

Equipment 1, Great Endurance, Improved Defense, Improved Disarm, Improved Smash, Interpose, Power Attack, Teamwork

Skills

Acrobatics 2 (+2), Athletics 6 (+10), Expertise (AWE): Survival 2 (+4), Intimidation 4 (+6), Perception 4 (+6), Treatment 2 (+2)

Powers

Earthen Tunnel: Burrowing 3 (Speed: 0.5 miles/hour, 6 feet/round)

Forest Step: Movement 2 (Sure-footed 1, Trackless: Choose Sense 1)

Great Jump: Leaping 2 (Leap 30 feet at 8 miles/hour)

Incapacitating Spores: Cumulative Cloud Area Affliction 5 (1st degree: Hindered, 2nd degree: Immobile, 3rd degree: Paralyzed, Resisted by: Fortitude, DC 15; Cloud Area: 15 feet radius sphere, DC 15, Cumulative, Selective)

Rock Throw: Damage 5 (Alternate; DC 20; Accurate 3: +6, Increased Range: ranged)

Power-Lifting: Enhanced Strength 1 (+1 STR; Limited to Lifting)

Thick Skin: Protection 3 (+3 Toughness)

Equipment

Battleaxe

Offense

Initiative +0

Battleaxe, +7 (DC 22)

Grab, +7 (DC Spec 14)

Incapacitating Spores: Cumulative Cloud Area Affliction 5 (DC Fort 15)

Rock Throw: Damage 5, +6 (DC 20)

Throw, +0 (DC 19)

Unarmed, +7 (DC 19)

Complications

- Custom Complication -

- Custom Complication -

Languages

Native Language

Defense

Dodge 7, Parry 7, Fortitude 7, Toughness 7, Will 7

Power Points

Abilities 38 + Powers 34 + Advantages 8 + Skills 10 (20 ranks) + Defenses 15 = 105

Bruises

Dazed

Staggered

Incapacitated

S - Caster - Warlock, PL7

Strength 0, Stamina 2, Agility 0, Dexterity 0, Fighting 0, Intellect 4, Awareness 2, Presence 2

Advantages

Accurate Attack, All-out Attack, Improved Critical: Abyssal Strike: Damage 7, Power Attack, Precise Attack (Ranged, Cover), Ranged Attack 7, Ritualist, Trance

Skills

Acrobatics 2 (+2), Athletics 2 (+2), Deception 4 (+6), Expertise: Magic 6 (+10), Insight 2 (+4), Perception 2 (+4)

Powers

Abyssal Strike: Damage 7 (DC 22; Alternate Resistance: Fortitude, Increased Range: ranged)

Death in the Deep: Cylinder Area Damage 5 (Alternate; DC 20; Cylinder Area: 30 feet cylinder, DC 15, Increased Range: ranged, Selective)

Drown: Progressive Affliction 5 (Alternate; 1st degree: Dazed, 2nd degree: Stunned, 3rd degree: Incapacitated, Resisted by: Fortitude, DC 15; Increased Range: ranged, Progressive)

Persistent Death: Damage 6 (Alternate; DC 21; Alternate Resistance: Fortitude, Homing 2: 2 extra attempts, Increased Range: ranged)

Soul Vacuum: Burst Area Damage 4 (Alternate; DC 19; Alternate Resistance: Will, Burst Area: 30 feet radius sphere, DC 14, Increased Range: ranged, Selective)

Dark Armor: Protection 4 (+4 Toughness; Sustained)

Immunity: Burst Area Immunity 1 (Suffocation: Drowning; Affects Others, Burst Area: 30 feet radius sphere, DC 11, Selective)

Water Step: Movement 2 (Water Walking 2)

Offense

Initiative +0

Abyssal Strike: Damage 7, +7 (DC Fort 22)

Death in the Deep: Cylinder Area Damage 5 (DC 20)

Drown: Progressive Affliction 5, +7 (DC Fort 15)

Grab, +0 (DC Spec 10)

Persistent Death: Damage 6, +7 (DC Fort 21)

Soul Vacuum: Burst Area Damage 4 (DC Will 19)

Throw, +7 (DC 15)

Unarmed, +0 (DC 15)

Complications

- Custom Complication -

- Custom Complication -

Languages

Native Language

Defense

Dodge 8, Parry 7, Fortitude 6, Toughness 6, Will 8

Power Points

Abilities 20 + Powers 37 + Advantages 14 + Skills 9 (18 ranks) + Defenses 25 = 105

Bruises	Dazed	Staggered	Incapacitated
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

S - Damage - Corsair, PL7

Strength 3, Stamina 2, Agility 4, Dexterity 4, Fighting 4, Intellect 2, Awareness 0, Presence 4

Advantages

Accurate Attack, Daze (Deception), Equipment 3, Fascinate (Deception), Move-by Action, Redirect, Taunt

Skills

Acrobatics 4 (+8), Athletics 4 (+7), Close Combat: Sword 4 (+8), Deception 6 (+10), Insight 2 (+2), Intimidation 4 (+8), Perception 4 (+4), Ranged Combat: Crossbow 7 (+11), Sleight of Hand 1 (+5), Stealth 4 (+8)

Powers

Aquatic Affinity: Swimming 1 (Speed: 1 mile/hour, 15 feet/round)

Gentle Landing: Movement 1 (Safe Fall)

Grappling Hook: Movement 1 (Swinging)

Strong Legs: Leaping 2 (Leap 30 feet at 8 miles/hour)

Swift Legs: Speed 1 (Speed: 4 miles/hour, 60 feet/round)

Equipment

Crossbow, Sword

Offense

Initiative +4

Crossbow, +11 (DC 18)

Grab, +4 (DC Spec 13)

Sword, +8 (DC 21)

Throw, +4 (DC 18)

Unarmed, +4 (DC 18)

Complications

- Custom Complication -

- Custom Complication -

Languages

Native Language

Defense

Dodge 9, Parry 9, Fortitude 8, Toughness 2, Will 6

Power Points

Abilities 46 + Powers 8 + Advantages 9 + Skills 20 (40 ranks) + Defenses 22 = 105

Bruises	Dazed	Staggered	Incapacitated
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

S - Support - Medium, PL7

Strength 0, Stamina 0, Agility 0, Dexterity 2, Fighting 0, Intellect 0, Awareness 4, Presence 4

Advantages

Assessment, Defensive Roll 5, Ritualist

Skills

Acrobatics 2 (+2), Athletics 2 (+2), Deception 2 (+6), Expertise (AWE): Religion 2 (+6), Expertise: Magic 4 (+4), Insight 6 (+10), Intimidation 4 (+8), Investigation 2 (+2), Perception 4 (+8), Persuasion 2 (+6), Treatment 4 (+4)

Powers

Plague: Affliction 7 (1st degree: Vulnerable, 2nd degree: Defenseless, Resisted by: Fortitude, DC 17; Accurate 2: +4, Contagious, Increased Range: ranged; Limited Degree)

Spiritual Drain: Damage 4 (Alternate; DC 19; Accurate 4: +8, Alternate Resistance: Will, Increased Range: ranged)

Restore: Healing 5 (Increased Range: ranged)

Life Font: Cloud Area Healing 3 (Alternate; Cloud Area: 15 feet radius sphere, DC 13, Increased Range: ranged, Selective)

Offense

Initiative +0

Grab, +0 (DC Spec 10)

Plague: Affliction 7, +6 (DC Fort 17)

Spiritual Drain: Damage 4, +10 (DC Will 19)

Throw, +2 (DC 15)

Unarmed, +0 (DC 15)

Complications

- Custom Complication -

- Custom Complication -

Languages

Native Language

Defense

Dodge 9, Parry 9, Fortitude 6, Toughness 5/0, Will 8

Power Points

Abilities 20 + Powers 33 + Advantages 7 + Skills 17 (34 ranks) + Defenses 28 = 105

Bruises	Dazed	Staggered	Incapacitated
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

S - Tank - Reaver, PL7

Strength 4, Stamina 4, Agility 0, Dexterity 0, Fighting 6, Intellect 0, Awareness 0, Presence 2

Advantages

Accurate Attack, All-out Attack, Daze (Intimidation), Defensive Attack, Fascinate (Intimidation), Improved Defense, Instant Up, Interpose, Power Attack, Precise Attack (Close, Concealment), Precise Attack (Close, Cover), Set-up 2, Startle

Skills

Acrobatics 2 (+2), Athletics 6 (+10), Close Combat: Blood Churn: Damage 5 3 (+9), Close Combat: Reap: Damage 7 1 (+7), Expertise: Magic 2 (+2), Insight 2 (+2), Intimidation 6 (+8), Perception 2 (+2)

Powers

Blood Churn: Damage 5 (DC 20; Alternate Resistance: Fortitude)

Blood Leap: Teleport 2 (120 feet in a move action, carrying 50 lbs.; Limited: Adjacent to a creature in range.)

Power-Lifting: Enhanced Strength 1 (+1 STR; Limited to Lifting)

Reap: Damage 7 (DC 22; Linked: Sow: Healing 5)

Sow: Healing 5 (Linked: Reap: Damage 7; Limited: Self Only, only triggers if enemy hit by Reap.)

Thick Skin: Protection 2 (+2 Toughness)

Offense

Initiative +0

Blood Churn: Damage 5, +9 (DC Fort 20)

Grab, +6 (DC Spec 14)

Reap: Damage 7, +7 (DC 22)

Throw, +0 (DC 19)

Unarmed, +6 (DC 19)

Complications

- Custom Complication -

- Custom Complication -

Languages

Native Language

Defense

Dodge 8, Parry 8, Fortitude 8, Toughness 6, Will 6

Power Points

Abilities 32 + Powers 27 + Advantages 14 + Skills 12 (24 ranks) + Defenses 20 = 105

Bruises	Dazed	Staggered	Incapacitated
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>