

## “HEROIC” ACTIONS

**Assassin:** Sneak around and ambush monsters ☯ Disguise yourself ☯ Spy on the enemy ☯ Infiltrate an evil fortress ☯ Stab your foe in the back while he’s not looking

**Bard:** Remember useful historical facts ☯ Sing songs of heroism to inspire your allies ☯ Persuade the baron to let you “borrow” a few guards as henchmen ☯ Ingratiate yourself among the locals to learn some rumors ☯ Have a helpful friend in a foreign city

**Cleric:** Call on the gods to give you divine assistance ☯ Tend to an ally’s wounds ☯ Leverage your knowledge of the gods and those who worship them ☯ Lean on your contacts in the church to lend you aid or information ☯ Perform a cleansing ritual on an altar of evil

**Fighter:** Fight with melee weapons ☯ Throw a kobold off a cliff ☯ Bend bars ☯ Lift gates ☯ Intimidate an enemy ☯ Hold your liquor

**Magic-User:** Know things about magic or magical beings ☯ Blow stuff up ☯ Read a forgotten language ☯ Detect magic ☯ Disrupt an enemy’s spell

**Paladin:** Lead the party into (and out of) danger ☯ Come up with battle tactics ☯ Give orders ☯ Protect an ally ☯ Stand your ground in the face of Evil

**Ranger:** Fight with ranged weapons ☯ Track your quarry ☯ Tame a wild beast ☯ Blaze a trail through the wilderness ☯ Provide food and shelter outdoors for you and your companions

**Thief:** Pick pockets ☯ Open locks ☯ Know the score ☯ Find and disable traps ☯ Leap out of harm’s way at the last instant

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