

Character Name

Warforged

Race

Swordmage 1

Class & Level

Height & Weight

Age & Sex

14 STR **+2**

16 CON **+3**

12 DEX **+1**

Initiative

+2

Level + Dex

18 INT **+4**

10 WIS **0**

8 CHA **-1**



Hit Points

30

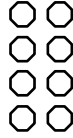
Maximum

Current

Recoveries

8

1d8+3



Death Saves



PD

13

10 + Level +
Str/Con/Dex

AC

17

15 + Level +
Con/Dex/Wis

MD

13

12 + Level +
Int/Wis/Cha

Guid Relationships

Azorius Senate

One Unique Thing

Backgrounds

Senate Bodyguard +4

Law Enforcement Officer +4

Talents & Features

Never Say Die (Racial Power)

Whenever you drop to 0 hp or below, roll a normal save if you have a recovery available. On an 11+, instead of falling unconscious, you stay on your feet and can heal using a recovery. Add the recovery hit points to 0 hp to determine your hp total.

Mark with Sigil (Class Feature)

Close-quarters spell; Quick action; At-will
Special: When you cast this spell, you end any other sigils you previously cast this battle.
Target: One nearby enemy
Effect: You mark the target with one sigil you know, until the end of combat.

Sigil of Shielding (Class Feature)

Interrupt; At-will
Trigger: The marked enemy makes an attack against an ally, and that attack does not also target you.
Effect: Your ally takes half damage from the attack.

Enhanced Reflexes (Talent)

When you are not surprised, you can take a quick action at the start of battle, before initiative is resolved.

Infused Body (Talent)

Whenever you cast a spell that is not an at-will spell, you heal 3 hit points. You gain any hit points above your maximum as temporary hit points that stack.
Adventurer Feat: Heal extra hit points equal to the spell level.



Basic Attacks

Foldout Polearm (Melee attack)

Attack: 1d20+5 vs. AC
Hit: 1d10+6 damage
Miss: 1 damage

Shoulder Armament (Ranged atk)

Attack: 1d20+2 vs. AC
Hit: 1d8+1 damage
Miss: -

Attack Techs

Zweihander Wizard (Talent)

When wielding a two-handed weapon, add both your Strength and Intelligence modifier to damage with melee attacks.

Keen Blade (Lvl 1 Tech)

Melee attack; Once per battle
Special: If the target has a Sigil placed on it, roll twice to attack and choose the roll you prefer.
Attack: 1d20+5 vs AC
Hit: 1d10+6 damage.
Natural even hit: 2 extra force damage.
Miss: 1 damage.

Thunder Blade (Lvl 1 Tech)

Melee attack; Once per battle
Attack: 1d20+5 vs AC
Hit: 1d10+6 damage. If the target attempts to disengage, pop free or teleport away from you before the end of your next turn, it takes 1d8+3 thunder damage.
Miss: 1 damage

Barrier Strike (Lvl 1 Tech)

Melee Attack; Once per battle
Attack: 1d20+5 vs. AC
Hit: 1d10+6 damage. Until the end of your next turn, reduce all damage you take by 3.
Miss: 1 damage

Whiteflame Blade (Lvl 1 Tech)

Melee Attack; Once per battle
Attack: 1d20+5 vs. AC
Hit: 1d10+6 fire damage, and 1d6 fire damage to all enemies you are engaged with.
Miss: 1d6+1 fire damage