

Character Name _____

Race _____

Height & Weight _____

Swordmage

Class & Level _____

Age & Sex _____

STR

CON

DEX

INITIATIVE

Level + Dex

INT

WIS

CHA



HIT POINTS

RECOVERIES

DEATH SAVES

AC

PD

MD

INCREMENTAL ADVANCES

<input type="text"/>	<input type="text"/>
Maximum	Current

(7 + CON)
x Lvl mod

/

d8 +



15 + Level +
Con/Dex/Wis



10 + Level +
Str/Con/Dex



12 + Level +
Int/Wis/Cha

- Hit Points
- Skills +1
- Feat
- Extra Magic Item
- Spell
- Ability Scores



ICON RELATIONSHIPS

<input type="text"/>	_____
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<input type="text"/>	_____

BASIC ATTACKS

Melee
Attack Hit Miss

Ranged
Attack Hit Miss

SPELLS

Level ___ Level ___

ONE UNIQUE THING

CLASS FEATURES

ACCESS TO WIZARDRY
Switch a Swordmage spell for a Wizard spell two levels lower.

RACIAL POWER

SIGILS

MARK WITH SIGIL
Close-quarters; At-will
Mark a nearby enemy with a sigil.

(EACH SIGIL)
Interrupt action; at-will
Trigger: The marked enemy attacks an ally but does not also target you.

BLURRING SIGIL
Effect: The enemy rolls twice on the attack and takes the lower result.

SIGIL OF BLOOD
Effect: Con + level negative energy damage, heal the same amount.

SIGIL OF SHIELDING
Effect: Your ally takes half damage.

SIGIL OF VENGEANCE
Effect: Teleport to engage the sigil target, make a melee basic attack against it.

BACKGROUNDS

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TALENTS

FEATS

ADVENTURER

CHAMPION

EPIC

GEAR, EQUIPMENT & MONEY

gp

MAGIC ITEMS

ITEM

CHAKRA

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Notes