

Character Name \_\_\_\_\_

**STR**

INITIATIVE

**INT**

Race \_\_\_\_\_

**CON****WIS****Swordmage**

Class &amp; Level \_\_\_\_\_

**DEX**

Level + Dex

**CHA**

Height &amp; Weight \_\_\_\_\_

Age &amp; Sex \_\_\_\_\_

**HIT POINTS**

Maximum	Current
(7 + CON) x Lvl mod	

**RECOVERIES**

/
<b>d8 +</b>

**DEATH SAVES****AC****PD****MD****INCREMENTAL ADVANCES**

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

**ICON RELATIONSHIPS**

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

**BASIC ATTACKS**

<b>Melee</b>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	Attack	Hit	Miss
<b>Ranged</b>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	Attack	Hit	Miss

**SPaLLS**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.

**BACKGROUNDS**

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

**(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.

**TALENTS**

_____
_____
_____
_____
_____

## FEATS

## ADVENTURER

# CHAMPION

# EPIC

## GEAR, EQUIPMENT & MONEY

gp

gp

## Magic Items

## ITEM

## CHAKRA



## Notes