



CLASS Swordmage
(Fighter/Wizard)

RACE High-Elf

LEVEL 3rd

NAME

ONE UNIQUE THING:

ICOM RELATIONSHIPS:

BACKGROUNDS *8 points*

BASIC MELEE

Longsword
+6 vs AC—3d6+5 damage
Miss: 5 damage

BASIC RANGED

Longbow
+3 vs AC—3d6 damage

NEW THINGS TO CONSIDER THIS LEVEL...

Blur: This spell blurs your or an ally's outline. For the rest of the battle attacks against you (or the ally you cast it upon) have a 20% miss chance.

No 3rd level spells yet: Remember, you lag a level behind on maneuvers known, new fighter talents, and spell progression.

We do get a new maneuver: Brace For It. We also get the feat for the maneuver.

New feat: Counter-Attacks now do full damage on a hit!

		MODIFIER	MOD+LVL
STR	17	+3	+6
CON	12	+1	+4
DEX	10	0	+3
INT	17	+3	+6
WIS	9	-1	+2
CHA	10	0	+3

INITIATIVE MODIFIER

AC	16	ARMOR CLASS (Light Armor)
PD	14	PHYSICAL DEFENSE
MD	15	MENTAL DEFENSE

	MAX	POW	+ TEMP
HP	40		
RECOVERIES	MAX	POW	ROLL
	9		3d8+1

FEATS

Heritage of the sword (A)
Counter-Attack (Fighter: A)
Brace For It (Fighter: A)

TALENTS

High-Arcana (Wizard)
Evocation (Wizard)
Counter-Attack (Fighter)

Racial Ability High-Blood Teleport
1/fight teleport as a move action.

FIGHTER MANEUVERS

(all flexible melee attacks)

GRIM INTENT

Triggering roll: Natural even miss
The *next* time you miss with a melee attack add +1d6 to the miss damage

CARVE AN OREPING

Triggering roll: Any natural odd
Crit range with flexible melee attacks expands by cumulative +1 until you next crit

HEAVY BLOWS

Triggering roll: Natural even miss
Add escalation die value to the miss damage

BRACE FOR IT

Triggering roll: Any miss
Until end of your next turn, the first crit you take from any attack becomes just a hit

WIZARD SPELLS

(WITH PAGE NUMBER)

COUNTER-MAGIC (149) 1/BATTLE

1ST LEVEL (6)

BLUR(153) DAILY (x2)

ACID ARROW (152) DAILY (x2)

SHIELD (154) RECHARGE 11+ AFTER BATTLE

MAGIC MISSILE (153) AT-WILL

MAGIC MISSILE

Ranged Spell
Target: One nearby or far away enemy
Attack: Automatic hit
Effect: 2d4 force damage

REMEMBER...

Wizards have cantrips, overworld advantage, and ritual magic.



CLASS Swordmage
(Fighter/Wizard)

RACE High-Elf

LEVEL 4th

NAME _____

ONE UNIQUE THING: _____

ICOM RELATIONSHIPS: _____

BACKGROUNDS _____ *8 points*

BASIC MELEE Longsword +8 vs AC—4d6+6 damage Miss: 6 damage	BASIC RANGED Longbow +4 vs AC—4d6 damage
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NEW THINGS TO CONSIDER THIS LEVEL...

Attributes: You've got smarter and stronger, and this has had a knock-on effect on your melee attacks and spells.

No new maneuvers: Remember, you lag a level behind on maneuvers known, new fighter talents, and spell progression.

Spell upgrades: Both Magic Missile and Acid Arrow have been upgraded to their 3rd level versions...

MAGIC MISSILE
Ranged Spell
Target: One nearby or far away enemy (or two)
Attack: Automatic hit
Effect: 2d8 force damage (or 2d8 each)

New feat: We also get the adventurer feat for magic missile, allowing us to split the damage dice into two equal pools and assign them to two enemies.

		MODIFIER	MOD+LVL
STR	18	+4	+8
CON	13	+1	+5
DEX	10	0	+4
INT	18	+4	+8
WIS	9	-1	+3
CHA	10	0	+4

↑ INITIATIVE MODIFIER

AC	17	ARMOR CLASS (Light Armor)
PD	15	PHYSICAL DEFENSE
MD	16	MENTAL DEFENSE

	MAX	POW	+ TEMP
HP	48		

	MAX	POW	ROLL
RECOVERIES	9		4d8+1

FEATS	TALENTS
<u>Heritage of the sword (A)</u>	<u>High-Arcana (Wizard)</u>
<u>Counter-Attack (Fighter: A)</u>	<u>Evocation (Wizard)</u>
<u>Brace For It (Fighter: A)</u>	<u>Counter-Attack (Fighter)</u>
<u>Magic Missile (Wizard: A)</u>	
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

Racial Ability High-Blood Teleport
1/fight teleport as a move action.

FIGHTER MANEUVERS
(all flexible melee attacks)

GRIM INTENT
Triggering roll: Natural even miss
The *next* time you miss with a melee attack add +1d6 to the miss damage

CARVE AN OREPING
Triggering roll: Any natural odd
Crit range with flexible melee attacks expands by cumulative +1 until you next crit

HEAVY BLOWS
Triggering roll: Natural even miss
Add escalation die value to the miss damage

BRACE FOR IT
Triggering roll: Any miss
Until end of your next turn, the first crit you take from any attack becomes just a hit

WIZARD SPELLS
(WITH PAGE NUMBER)

COUNTER-MAGIC (149) 1/BATTLE
1ST LEVEL (3)
BLUR(153) DAILY (x2)
UTILITY SPELL (150) DAILY
3RD LEVEL (4)
ACID ARROW (152) DAILY (x2)
MAGIC MISSILE (153) AT-WILL
SHIELD (154) RECHARGE 11+ AFTER BATTLE

REMEMBER...
Wizards have cantrips, overworld advantage, and ritual magic.



CLASS Swordmage
(Fighter/Wizard)

RACE High-Elf

LEVEL 9th

NAME _____

ONE UNIQUE THING: _____

ICOM RELATIONSHIPS: _____

BACKGROUNDS _____ *8 points*

BASIC MELEE Longsword +13 vs AC—9d6+14 damage Miss: 11 damage	BASIC RANGED Longbow +9 vs AC—9d6 damage
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NEW THINGS TO CONSIDER THIS LEVEL...

New Maneuver: We pick up the 7th level maneuver Never Surrender.

Spell upgrades: Teleport Shield increases to 7th level.

New spell: We learn the new spells Flight and Dimension Door.

Fireball champion tier feat: Casting the spell recklessly increases the number of targets to an additional 1d4 instead of an additional 1d3.

MAGIC MISSILE
Ranged Spell
Target: One nearby or far away enemy (or two)
Attack: Automatic hit, double on a 20
Effect: 6d8 force damage (or 3d8 and 3d8 each)

		MODIFIER	MOD+LVL
STR	19	+4	+13
CON	14	+2	+11
DEX	10	0	+9
INT	19	+4	+13
WIS	9	-1	+8
CHA	10	0	+9

INITIATIVE MODIFIER

AC	22	ARMOR CLASS (Light Armor)
PD	21	PHYSICAL DEFENSE
MD	21	MENTAL DEFENSE

	MAX	POW	+ TEMP
HP	180		
RECOVERIES	MAX	POW	ROLL
	9		9d8+6

FEATS	TALENTS
<u>Heritage of the sword (A)</u>	<u>High-Arcana (Wizard)</u>
<u>Counter-Attack (Fighter: A)</u>	<u>Evocation (Wizard)</u>
<u>Brace For It (Fighter: A)</u>	<u>Counter-Attack (Fighter)</u>
<u>Magic Missile (Wizard: A)</u>	<u>Power-Attack (Fighter)</u>
<u>Brace For It (Fighter: C)</u>	
<u>Magic Missile (Wizard: C)</u>	
<u>Power Attack (Fighter: A)</u>	
<u>Magic Missile (Wizard: E)</u>	
<u>Fireball (Wizard: C)</u>	
	<i>Racial Ability</i> High-Blood Teleport
	1/fight teleport as a move action.

FIGHTER MANEUVERS
(all flexible melee attacks)

GRIM INTENT
Triggering roll: Natural even miss
The next time you miss with a melee attack add +2d6 to the miss damage

CARVE AN OPENING
Triggering roll: Any natural odd
Crit range with flexible melee attacks expands by cumulative +1 until you next crit

HEAVY BLOWS
Triggering roll: Natural even miss
Add escalation die value to the miss damage

BRACE FOR IT
Triggering roll: Any miss
Until end of your next turn, critical hits you take from any attack becomes just hits

PUNISH THEM
Triggering roll: Natural 16+ hit
Target is dazed until the end of its next turn

HERO'S SKILL
Triggering roll: Natural even miss
Add 2 to the attack roll. If it is now a hit, it does half damage

NEVER SURRENDER
Triggering roll: Natural even roll
Roll a save against a save ends effect

WIZARD SPELLS
(WITH PAGE NUMBER)

COUNTER-MAGIC (149) 1/BATTLE

5TH LEVEL (3)

BLUR (153) DAILY (x2)

DIMENSION DOOR (156) DAILY

7TH LEVEL (8)

FIREBALL (156) DAILY (x2)

MAGIC MISSILE (153) AT-WILL

ACID ARROW (152) DAILY (x2)

TELEPORT SHIELD (155) DAILY (x2)

FLIGHT (156) DAILY

REMEMBER...

Wizards have cantrips, overworld advantage, and ritual magic.



CLASS Swordmage
(Fighter/Wizard)

RACE High-Elf

LEVEL 10th

NAME

ONE UNIQUE THING:

ICOM RELATIONSHIPS:

BACKGROUNDS

8 points

BASIC MELEE Longsword +15 vs AC—10d6+17 damage Miss: 12 damage	BASIC RANGED Longbow +10 vs AC—10d6 damage
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NEW THINGS TO CONSIDER THIS LEVEL...

Attributes: You've got smarter and stronger, and wiser too. This increases the key attack attribute (Str/Int).

Spell upgrades: We boost all our attack spells to 9th level.

New spell: We learn the new spell Teleport.

Fireball epic tier feat: The spell now targets 1d3+1 targets, instead of just 1d3.

MAGIC MISSILE

Ranged Spell

Target: One nearby or far away enemy (or two)

Attack: Automatic hit, double on a 20

Effect: 10d8 force damage (or 5d8 and 5d8 each)

		MODIFIER	MOD+LVL
STR	20	+5	+15
CON	14	+2	+12
DEX	10	0	+10
INT	20	+5	+15
WIS	10	0	+10
CHA	10	0	+10

INITIATIVE MODIFIER

AC	23	ARMOR CLASS (Light Armor)
PD	22	PHYSICAL DEFENSE
MD	22	MENTAL DEFENSE

	MAX	POW	+ TEMP
HP	216		
RECOVERIES	MAX	POW	ROLL
	9		10d8+6

FEATS

Heritage of the sword (A)

Counter-Attack (Fighter: A)

Brace For It (Fighter: A)

Magic Missile (Wizard: A)

Brace For It (Fighter: C)

Magic Missile (Wizard: C)

Power Attack (Fighter: A)

Magic Missile (Wizard: E)

Fireball (Wizard: C)

Fireball (Wizard: E)

TALENTS

High-Arcana (Wizard)

Evocation (Wizard)

Counter-Attack (Fighter)

Power-Attack (Fighter)

Racial Ability High-Blood Teleport

1/fight teleport as a move action.

FIGHTER MANEUVERS

(all flexible melee attacks)

GRIM INTENT

Triggering roll: Natural even miss

The next time you miss with a melee attack add +2d6 to the miss damage

CARVE AN OPENING

Triggering roll: Any natural odd

Crit range with flexible melee attacks expands by cumulative +1 until you next crit

HEAVY BLOWS

Triggering roll: Natural even miss

Add escalation die value to the miss damage

BRACE FOR IT

Triggering roll: Any miss

Until end of your next turn, critical hits you take from any attack becomes just hits

PUNISH THEM

Triggering roll: Natural 16+ hit

Target is dazed until the end of its next turn

HERO'S SKILL

Triggering roll: Natural even miss

Add 2 to the attack roll. If it is now a hit, it does half damage

NEVER SURRENDER

Triggering roll: Natural even roll

Roll a save against a save ends effect

WIZARD SPELLS

(WITH PAGE NUMBER)

COUNTER-MAGIC (149) 1/BATTLE

5TH LEVEL (1)

DIMENSION DOOR (156) DAILY

7TH LEVEL (5)

TELEPORT SHIELD (155) DAILY (x2)

BLUR (153) DAILY (x2)

FLIGHT (156) DAILY

9TH LEVEL (6)

FIREBALL (156) DAILY (x2)

MAGIC MISSILE (153) AT-WILL

ACID ARROW (152) DAILY (x2)

TELEPORT (157) DAILY

REMEMBER...

Wizards have cantrips, overworld advantage, and ritual magic.



CLASS Swordmage
(Ranger/Wizard)

RACE High-Elf

LEVEL 1st

NAME _____

ONE UNIQUE THING: _____

ICOM RELATIONSHIPS: _____

BACKGROUNDS _____

8 points

BASIC MELEE

Longsword
+5 vs AC—1d6+2 damage
Miss: 3 damage

BASIC RANGED

Longbow
+5 vs AC—1d6+4 damage
Miss: 1 damage

THE TALENTS

Fey Queen's Enchantments: Get a daily or recharge sorcerer spell of own level or lower.
Ranger ex Cathedra: Get a daily or recharge cleric spell of own level or lower.
Abjuration: When you cast a daily wizard spell, gain +4 AC bonus until end of next turn.

KEY ABILITY MODIFIER

Ranger/Wizards use the lower of their Dexterity and Intelligence as their ability modifier for their weapon attacks and spell-casting.

WEAPON DAMAGE PENALTY

Ranger/Wizards reduce their weapon die type by 1.
 D10=D8, D8=D6, D6=D4, D4=D3.
 Heritage of the sword (elf) gives +2 to damage with swords.

		MODIFIER	MOD+LVL
STR	8	-1	0
CON	14	+2	+3
DEX	18	+4	+5
INT	18	+4	+5
WIS	10	0	+1
CHA	8	-1	0

AC	17 (or 21)	ARMOR CLASS (PLUS ABJURATION) (Light Armor)
PD	14	PHYSICAL DEFENCE
MD	13	MENTAL DEFENSE

	MAX	POW	+ TEMP
HP	25		

	MAX	POW	ROLL
RECOVERIES	8		1d8+2

FEATS	TALENTS
→ Heritage of the sword (A)	Fey Queen's Enchantments (Ranger)
_____	Ranger ex Cathedra (Ranger)
_____	Abjuration (Wizard)
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

Racial Ability High-Blood Teleport
1/fight teleport as a move action.

INITIATIVE MODIFIER

SWORD SPELLS

SWORD OF LIGHT (1ST LEVEL)

Daily
 Renamed 'Hammer of Faith' (page 98)
 Until end of battle basic melee attacks use d12s as their damage dice

SWORD OF ICE (1ST LEVEL)

Daily close-quarters
 Renamed 'Breath of the White' (page 139)

WIZARD SPELLS

(WITH PAGE NUMBER)
 1ST LEVEL (4)

- ACID ARROW (152) DAILY
- BLUR (153) DAILY
- MAGIC MISSILE (153) AT-WILL
- SHOCKING GRASP (154) AT-WILL

SHOCKING GRASP

Close-quarters spell
Target: One creature engaged with you
Attack: +5 vs PD
Hit: 1d4 lightning damage, and target pops free
Miss: Caster takes target's level in damage

MAGIC MISSILE

Ranged Spell
Target: One nearby or far away enemy
Attack: Automatic hit
Effect: 2d4 force damage

REMEMBER...

Wizards have cantrips, overworld advantage, and ritual magic.



CLASS Swordmage
(Ranger/Wizard)
 RACE High-Elf
 LEVEL 2nd

NAME _____

ONE UNIQUE THING: _____

ICOM RELATIONSHIPS: _____

BACKGROUNDS *8 points*

BASIC MELEE

Longsword
+6 vs AC—2d6+2 damage
Miss: 4 damage

BASIC RANGED

Longbow
+6 vs AC—2d6+4 damage
Miss: 2 damage

NEW THINGS TO CONSIDER THIS LEVEL...

New spell: You get shield, which once per battle when you are hit by an attack that targets AC, forces the attacker to reroll their attack and take the second result
New feat: Shocking grasp now only requires a quick action!
 (You can still only cast it once per round)

		MODIFIER	MOD+LVL
STR	8	-1	+1
CON	14	+2	+4
DEX	18	+4	+6
INT	18	+4	+6
WIS	10	0	+2
CHA	8	-1	+1

INITIATIVE MODIFIER

AC	18 (or 22)	ARMOR CLASS (PLUS ABJURATION) (Light Armor)
PD	15	PHYSICAL DEFENSE
MD	14	MENTAL DEFENSE

	MAX	POW	+ TEMP
HP	34		
RECOVERIES	MAX	POW	ROLL
	8		2d8+2

FEATS

Heritage of the sword (A)
 Shocking Grasp (Wizard: A)

TALENTS

Fey Queen's Enchantments (Ranger)
 Ranger ex Cathedra (Ranger)
 Abjuration (Wizard)

Racial Ability High-Blood Teleport
 1/fight teleport as a move action.

SWORD SPELLS

SWORD OF LIGHT (1st Level)

Daily
 Renamed 'Hammer of Faith' (page 98)
 Until end of battle basic melee attacks use d12s as their damage dice

SWORD OF ICE (1st Level)

Daily close-quarters
 Renamed 'Breath of the White' (page 139)

WIZARD SPELLS

(WITH PAGE NUMBER)

1ST LEVEL (5)

ACID ARROW (152) DAILY
 BLUR (153) DAILY
 MAGIC MISSILE (153) AT-WILL
 SHIELD (154) RECHARGE 11+ AFTER BATTLE
 SHOCKING GRASP (154) AT-WILL

SHOCKING GRASP

Close-quarters spell Quick Action
Target: One creature engaged with you
Attack: +6 vs PD
Hit: 1d4 lightning damage, and target pops free
Miss: Caster takes target's level in damage

MAGIC MISSILE

Ranged Spell
Target: One nearby or far away enemy
Attack: Automatic hit
Effect: 2d4 force damage

REMEMBER...

Wizards have cantrips, overworld advantage, and ritual magic.



CLASS Swordmage
(Ranger/Wizard)

RACE High-Elf

LEVEL 3rd

NAME _____

ONE UNIQUE THING: _____

ICOM RELATIONSHIPS: _____

BACKGROUNDS _____ *8 points*

BASIC MELEE Longsword +7 vs AC—3d6+2 damage Miss: 5 damage	BASIC RANGED Longbow +7 vs AC—3d6+4 damage Miss: 3 damage
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NEW THINGS TO CONSIDER THIS LEVEL...

New spell: You get a utility spell, a useful daily spell that you don't have to decide upon before you cast it.

New feat: The Ranger ex Cathedra adventurer feat lets you cast the cleric's Heal spell, once per battle.

Upgrades: Sword of Light is now a quick action. Sword of Ice does more damage.

HEAL
Close-quarters spell Quick Action 1/battle
Target: You or an ally you are next to
Effect: Target can heal using a recovery

		MODIFIER	MOD+LVL
STR	8	-1	+2
CON	14	+2	+5
DEX	18	+4	+7
INT	18	+4	+7
WIS	10	0	+3
CHA	8	-1	+2

INITIATIVE MODIFIER

AC	19 (or 23)	ARMOR CLASS (PLUS ABJURATION) (Light Armor)
PD	16	PHYSICAL DEFENSE
MD	15	MENTAL DEFENSE

	MAX	POW	+ TEMP
HP	42		
	MAX	POW	ROLL
RECOVERIES	8		3d8+2

FEATS	TALENTS
<u>Heritage of the sword (A)</u>	<u>Fey Queen's Enchantments (Ranger)</u>
<u>Shocking Grasp (Wizard: A)</u>	<u>Ranger ex Cathedra (Ranger)</u>
<u>Ranger ex Cathedra (A)</u>	<u>Abjuration (Wizard)</u>
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

Racial Ability High-Blood Teleport
1/fight teleport as a move action.

SWORD SPELLS

SWORD OF LIGHT (3RD LEVEL)
Daily quick action
Renamed 'Hammer of Faith' (page 98)
Until end of battle basic melee attacks use d12s as their damage dice

SWORD OF ICE (3RD LEVEL)
Daily close-quarters
Renamed 'Breath of the White' (page 139)

WIZARD SPELLS
(WITH PAGE NUMBER)

1ST LEVEL (6)

UTILITY SPELL SLOT (150) DAILY
ACID ARROW (152) DAILY
BLUR (153) DAILY
MAGIC MISSILE (153) AT-WILL
SHIELD (154) RECHARGE 11+ AFTER BATTLE
SHOCKING GRASP (154) AT-WILL

SHOCKING GRASP
Close-quarters spell Quick Action
Target: One creature engaged with you
Attack: +7 vs PD
Hit: 1d4 lightning damage, and target pops free
Miss: Caster takes target's level in damage

MAGIC MISSILE
Ranged Spell
Target: One nearby or far away enemy
Attack: Automatic hit
Effect: 2d4 force damage

REMEMBER...
Wizards have cantrips, overworld advantage, and ritual magic.



CLASS Swordmage
(Ranger/Wizard)

RACE High-Elf

LEVEL 4th

NAME

ONE UNIQUE THING:

ICON RELATIONSHIPS:

BACKGROUNDS *8 points*

BASIC MELEE

Longsword
+8 vs AC—4d6+2 damage
Miss: 6 damage

BASIC RANGED

Longbow
+8 vs AC—4d6+4 damage
Miss: 4 damage

NEW THINGS TO CONSIDER THIS LEVEL...

Attributes: You are a little tougher, smarter, and quicker.

New spells: Confusion, Force Salvo, and Lightning Bolt are added to the roster as 3rd level spells

New feat: The Abjuration adventurer feat extends the benefit to PD too.

Upgrades: Acid Arrow is now a 3rd level spell.

HEAL

Close-quarters spell Quick Action 1/battle
Target: You or an ally you are next to
Effect: Target can heal using a recovery

		MODIFIER	MOD+LVL
STR	8	-1	+3
CON	15	+2	+6
DEX	19	+4	+8
INT	19	+4	+8
WIS	10	0	+4
CHA	8	-1	+3

INITIATIVE MODIFIER

AC	20 (or 24)	ARMOR CLASS (PLUS ABJURATION) (Light Armor)
PD	17 (or 21)	PHYSICAL DEFENCE (PLUS ABJURATION)
MD	16	MENTAL DEFENSE

	MAX	POW	+ TEMP
HP	51		

	MAX	POW	ROLL
RECOVERIES	8		4d8+2

FEATS

Heritage of the sword (A)
Shocking Grasp (Wizard: A)
Ranger ex Cathedra (A)
Abjuration (Wizard: A)

TALENTS

Fey Queen's Enchantments (Ranger)
Ranger ex Cathedra (Ranger)
Abjuration (Wizard)

Racial Ability High-Blood Teleport
1/fight teleport as a move action.

SWORD SPELLS

SWORD OF LIGHT (3RD LEVEL)

Daily quick action

Renamed 'Hammer of Faith' (page 98)
Until end of battle basic melee attacks use d12s as their damage dice

SWORD OF ICE (3RD LEVEL)

Daily close-quarters

Renamed 'Breath of the White' (page 139)

WIZARD SPELLS

(WITH PAGE NUMBER)

1ST LEVEL (3)

BLUR (153) DAILY

MAGIC MISSILE (153) AT-WILL

SHOCKING GRASP (154) AT-WILL
3RD LEVEL (4)

ACID ARROW (152) DAILY

CONFUSION (154) DAILY

FORCE SALVO (154) DAILY

LIGHTNING BOLT (155) DAILY

SHOCKING GRASP

Close-quarters spell Quick Action

Target: One creature engaged with you

Attack: +8 vs PD

Hit: 1d4 lightning damage, and target pops free

Miss: Caster takes target's level in damage

MAGIC MISSILE

Ranged Spell

Target: One nearby or far away enemy

Attack: Automatic hit

Effect: 2d4 force damage

REMEMBER...

Wizards have cantrips, overworld advantage, and ritual magic.



CLASS Swordmage
(Ranger/Wizard)

RACE High-Elf

LEVEL 5th

NAME

ONE UNIQUE THING:

ICOM RELATIONSHIPS:

BACKGROUNDS *8 points*

BASIC MELEE

Longsword
+9 vs AC—5d6+2 damage
Miss: 7 damage

BASIC RANGED

Longbow
+9 vs AC—5d6+8 damage
Miss: 5 damage

NEW THINGS TO CONSIDER THIS LEVEL...

New spells: Teleport Shield is added to the roster as a 3rd level spells

New feat: Fey Queen's Enchantment feat means that you now use Dexterity as the attack ability for sorcerer spells (here 'Sword of Darkness')

Upgrades: Magic Missile gets an upgrade for more damage. Damage bonus from attributes increases. Sword of Ice is swapped out for Sword of Darkness

HEAL

Close-quarters spell Quick Action 1/battle
Target: You or an ally you are next to
Effect: Target can heal using a recovery

		MODIFIER	MOD+LVL
STR	8	-1	+4
CON	15	+2	+7
DEX	19	+4	+9
INT	19	+4	+9
WIS	10	0	+5
CHA	8	-1	+4

INITIATIVE MODIFIER

AC	21 (or 25)	ARMOR CLASS (PLUS ABJURATION) (Light Armor)
PD	18 (or 22)	PHYSICAL DEFENCE (PLUS ABJURATION)
MD	17	MENTAL DEFENSE

	MAX	POW	+ TEMP
HP	68		
	MAX	POW	ROLL
RECOVERIES	8		5d8+4

FEATS

Heritage of the sword (A)
Shocking Grasp (Wizard: A)
Ranger ex Cathedra (A)
Abjuration (Wizard: A)
Fey Queen's Enchantments (Ranger: A)

TALENTS

Fey Queen's Enchantments (Ranger)
Ranger ex Cathedra (Ranger)
Abjuration (Wizard)

Racial Ability High-Blood Teleport
1/fight teleport as a move action.

SWORD SPELLS

SWORD OF LIGHT (5TH LEVEL)

Daily quick action
Renamed 'Hammer of Faith' (page 98)
Until end of battle basic melee attacks use d12s as their damage dice, and misses do 1/2 damage

SWORD OF DARKNESS (5TH LEVEL)

Daily close-quarters
Renamed 'Breath of the Black' (page 140)

WIZARD SPELLS

(WITH PAGE NUMBER)

1ST LEVEL (2)

BLUR (153) DAILY

SHOCKING GRASP (154) AT-WILL

3RD LEVEL (6)

ACID ARROW (152) DAILY

CONFUSION (154) DAILY

FORCE SALVO (154) DAILY

LIGHTNING BOLT (155) DAILY

MAGIC MISSILE (153) AT-WILL

TELEPORT SHIELD (155) DAILY

SHOCKING GRASP

Close-quarters spell Quick Action
Target: One creature engaged with you
Attack: +9 vs PD
Hit: 1d4 lightning damage, and target pops free
Miss: Caster takes target's level in damage

MAGIC MISSILE

Ranged Spell
Target: One nearby or far away enemy
Attack: Automatic hit
Effect: 2d8 force damage

REMEMBER...

Wizards have cantrips, overworld advantage, and ritual magic.



CLASS Swordmage
(Ranger/Wizard)

RACE High-Elf

LEVEL 6th

NAME

ONE UNIQUE THING:

ICOM RELATIONSHIPS:

BACKGROUNDS *8 points*

BASIC MELEE

Longsword
+10 vs AC—6d6+2 damage
Miss: 8 damage

BASIC RANGED

Longbow
+10 vs AC—6d6+8 damage
Miss: 6 damage

NEW THINGS TO CONSIDER THIS LEVEL...

New spells: We pick up all the 5th level spells

New class talent: Archery lets you reroll one missed ranged ranger attack each battle.

New feat: ... and the multi-class feat allows you to apply that to your non-ranger ranged attacks

RE-ROLL RANGED

Once per battle re-roll a missed ranged attack

HEAL

Close-quarters spell Quick Action 1/battle
Target: You or an ally you are next to
Effect: Target can heal using a recovery

		MODIFIER	MOD+LVL
STR	8	-1	+5
CON	15	+2	+8
DEX	19	+4	+10
INT	19	+4	+10
WIS	10	0	+6
CHA	8	-1	+5

INITIATIVE MODIFIER

AC	22 (or 26)	ARMOR CLASS (PLUS ABJURATION) (Light Armor)
PD	19 (or 23)	PHYSICAL DEFENCE (PLUS ABJURATION)
MD	18	MENTAL DEFENSE

	MAX	POW	+ TEMP
HP	85		
	MAX	POW	ROLL
RECOVERIES	8		6d8+4

FEATS

Heritage of the sword (A)
Shocking Grasp (Wizard: A)
Ranger ex Cathedra (A)
Abjuration (Wizard: A)
Fey Queen's Enchantments (Ranger: A)
Multi-class Archery (Ranger: A)

TALENTS

Fey Queen's Enchantments (Ranger)
Ranger ex Cathedra (Ranger)
Abjuration (Wizard)
Archery (Ranger)

Racial Ability High-Blood Teleport
1/fight teleport as a move action.

SWORD SPELLS

SWORD OF LIGHT (5TH LEVEL)

Daily quick action
Renamed 'Hammer of Faith' (page 98)
Until end of battle basic melee attacks use d12s as their damage dice, and misses do 1/2 damage

SWORD OF DARKNESS (5TH LEVEL)

Daily close-quarters
Renamed 'Breath of the Black' (page 140)

WIZARD SPELLS

(WITH PAGE NUMBER)

1ST LEVEL (1)

SHOCKING GRASP (154) AT-WILL

3RD LEVEL (4)

FORCE SALVO (154) DAILY

LIGHTNING BOLT (155) DAILY

MAGIC MISSILE (153) AT-WILL

TELEPORT SHIELD (155) DAILY

5TH LEVEL (4)

DENIAL (154) DAILY

DIMENSION DOOR (152) DAILY

FIREBALL (154) DAILY

INVISIBILITY (154) DAILY

SHOCKING GRASP

Close-quarters spell Quick Action

Target: One creature engaged with you

Attack: +10 vs PD

Hit: 1d4 lightning damage, and target pops free

Miss: Caster takes target's level in damage

MAGIC MISSILE

Ranged Spell

Target: One nearby or far away enemy

Attack: Automatic hit

Effect: 2d8 force damage

REMEMBER...

Wizards have cantrips, overworld advantage, and ritual magic.



CLASS Swordmage
(Ranger/Wizard)

RACE High-Elf

LEVEL 7th

NAME

ONE UNIQUE THING:

ICOM RELATIONSHIPS:

BACKGROUNDS *8 points*

BASIC MELEE

Longsword
+12 vs AC—7d6+2 damage
Miss: 9 damage

BASIC RANGED

Longbow
+12 vs AC—7d6+10 damage
Miss: 7 damage

NEW THINGS TO CONSIDER THIS LEVEL...

Attributes: You are a little tougher, smarter, and quicker, and that has had a knock-on effect on just about everything

New feat: Rerolled ranged attacks gain +2 to hit, and have their crit range expanded by 1

Upgrades: Some spells bump to 5th level, and the sword spells increase to 7th level

RE-ROLL RANGED

Once per battle re-roll a missed ranged attack
The re-roll has +2, and have a crit range expansion of 1

HEAL

Close-quarters spell Quick Action 1/battle
Target: You or an ally you are next to
Effect: Target can heal using a recovery

		MODIFIER	MOD+LVL
STR	8	-1	+6
CON	16	+3	+10
DEX	20	+5	+12
INT	20	+5	+12
WIS	10	0	+7
CHA	8	-1	+6

INITIATIVE MODIFIER

AC	24 (or 28)	ARMOR CLASS (PLUS ABJURATION) (Light Armor)
PD	21 (or 25)	PHYSICAL DEFENCE (PLUS ABJURATION)
MD	18	MENTAL DEFENSE

	MAX	POW	+ TEMP
HP	114		

	MAX	POW	ROLL
RECOVERIES	8		7d8+6

FEATS

Heritage of the sword (A)
Shocking Grasp (Wizard: A)
Ranger ex Cathedra (A)
Abjuration (Wizard: A)
Fey Queen's Enchantments (Ranger: A)
Multi-class Archery (Ranger: A)
Archery (Ranger: A)

TALENTS

Fey Queen's Enchantments (Ranger)
Ranger ex Cathedra (Ranger)
Abjuration (Wizard)
Archery (Ranger)

Racial Ability High-Blood Teleport
1/fight teleport as a move action.

SWORD SPELLS

SWORD OF LIGHT (7TH LEVEL)

Daily quick action
Renamed 'Hammer of Faith' (page 98)
Until end of battle basic melee attacks use d12s as their damage dice, and misses do 1/2 damage. Once during the battle re-roll a missed melee attack

SWORD OF DARKNESS (7TH LEVEL)

Daily close-quarters
Renamed 'Breath of the Black' (page 140)

WIZARD SPELLS

(WITH PAGE NUMBER)

3RD LEVEL (2)
BLUR (153) DAILY
SHOCKING GRASP (154) AT-WILL

5TH LEVEL (8)
DENIAL(155) DAILY
DIMENSION DOOR (156) DAILY
FIREBALL(156) DAILY
INVISIBILITY (156) DAILY
FORCE SALVO (154) DAILY
LIGHTNING BOLT (155) DAILY
MAGIC MISSILE (153) AT-WILL
TELEPORT SHIELD (155) DAILY

SHOCKING GRASP

Close-quarters spell Quick Action
Target: One creature engaged with you
Attack: +12 vs PD
Hit: 1d6 lightning damage, and target pops free
Miss: Caster takes target's level in damage

MAGIC MISSILE

Ranged Spell
Target: One nearby or far away enemy
Attack: Automatic hit
Effect: 4d6 force damage

REMEMBER...

Wizards have cantrips, overworld advantage, and ritual magic.



CLASS Swordmage
(Ranger/Wizard)

RACE High-Elf

LEVEL 8th

NAME

ONE UNIQUE THING:

ICON RELATIONSHIPS:

BACKGROUNDS *8 points*

BASIC MELEE

Longsword
+13 vs AC—8d6+2 damage
Miss: 10 damage

BASIC RANGED

Longbow
+13 vs AC—8d6+15 damage
Miss: 8 damage

NEW THINGS TO CONSIDER THIS LEVEL...

Damage bonus: The damage bonus from the key attribute increases to x3 (5x3=15)

New feat: The Abjuration feat gains you 2d12 temporary hit points whenever you cast a daily spell

Upgrades: Some spells bump to 7th level

New Spell: Added Blink for damage resistance

RE-ROLL RANGED

Once per battle re-roll a missed ranged attack
The re-roll has +2, and have a crit range expansion of 1

HEAL

Close-quarters spell Quick Action 1/battle
Target: You or an ally you are next to
Effect: Target can heal using a recovery

		MODIFIER	MOD+LVL
STR	8	-1	+7
CON	16	+3	+11
DEX	20	+5	+13
INT	20	+5	+13
WIS	10	0	+8
CHA	8	-1	+7

INITIATIVE MODIFIER

AC	25 (or 29)	ARMOR CLASS (PLUS ABJURATION) (Light Armor)
PD	22 (or 26)	PHYSICAL DEFENCE (PLUS ABJURATION)
MD	19	MENTAL DEFENSE

	MAX	POW	+ TEMP
HP	152		
	MAX	POW	ROLL
RECOVERIES	8		8d8+9

FEATS

- Heritage of the sword (A)
- Shocking Grasp (Wizard: A)
- Ranger ex Cathedra (A)
- Abjuration (Wizard: A)
- Fey Queen's Enchantments (Ranger: A)
- Multi-class Archery (Ranger: A)
- Archery (Ranger: A)
- Abjuration (Wizard: C)

TALENTS

- Fey Queen's Enchantments (Ranger)
- Ranger ex Cathedra (Ranger)
- Abjuration (Wizard)
- Archery (Ranger)

Racial Ability High-Blood Teleport
1/fight teleport as a move action.

SWORD SPELLS

SWORD OF LIGHT (7TH LEVEL)

Daily quick action
Renamed 'Hammer of Faith' (page 98)
Until end of battle basic melee attacks use d12s as their damage dice, and misses do 1/2 damage. Once during the battle re-roll a missed melee attack

SWORD OF DARKNESS (7TH LEVEL)

Daily close-quarters
Renamed 'Breath of the Black' (page 140)

WIZARD SPELLS

(WITH PAGE NUMBER)

3RD LEVEL (1)

SHOCKING GRASP (154) AT-Will

5TH LEVEL (4)

DENIAL (155) DAILY

DIMENSION DOOR (156) DAILY

INVISIBILITY (156) DAILY

FORCE SALVO (154) DAILY

7TH LEVEL (5)

BLINK (156) DAILY

FIREBALL (156) DAILY

TELEPORT SHIELD (155) DAILY

LIGHTNING BOLT (155) DAILY

MAGIC MISSILE (153) AT-Will

SHOCKING GRASP

Close-quarters spell Quick Action
Target: One creature engaged with you
Attack: +13 vs PD
Hit: 1d6 lightning damage, and target pops free
Miss: Caster takes target's level in damage

MAGIC MISSILE

Ranged Spell
Target: One nearby or far away enemy
Attack: Automatic hit
Effect: 6d6 force damage

REMEMBER...

Wizards have cantrips, overworld advantage, and ritual magic.





CLASS Swordmage
(Ranger/Wizard)

RACE High-Elf

LEVEL 9th

NAME

ONE UNIQUE THING:

ICOM RELATIONSHIPS:

BACKGROUNDS *8 points*

BASIC MELEE

Longsword
+14 vs AC—9d6+2 damage
Miss: 11 damage

BASIC RANGED

Longbow
+14 vs AC—9d6+15 damage
Miss: 9 damage

NEW THINGS TO CONSIDER THIS LEVEL...

New Talent: Though it is called Animal Companion, I think we are safe reflavoring this as "Squire" or "Apprentice"

New feat: The Abjuration epic feat now boosts MD too

Upgrades: Some spells bump to 7th level, and sword spells go to 9th!

New Spell: Added Haste, a spell that grants extra actions

RE-ROLL RANGED

Once per battle re-roll a missed ranged attack
The re-roll has +2, and have a crit range expansion of 1

HEAL

Close-quarters spell Quick Action 1/battle
Target: You or an ally you are next to
Effect: Target can heal using a recovery

		MODIFIER	MOD+LVL
STR	8	-1	+8
CON	16	+3	+12
DEX	20	+5	+14
INT	20	+5	+14
WIS	10	0	+9
CHA	8	-1	+8

INITIATIVE MODIFIER

AC	26 (or 30)	ARMOR CLASS (PLUS ABJURATION) (Light Armor)
PD	23 (or 27)	PHYSICAL DEFENCE (PLUS ABJURATION)
MD	20 (or 24)	MENTAL DEFENSE

	MAX	POW	+ TEMP
HP	190		
	MAX	POW	ROLL
RECOVERIES	8		9d8+9

FEATS

- Heritage of the sword (A)
- Shocking Grasp (Wizard: A)
- Ranger ex Cathedra (A)
- Abjuration (Wizard: A)
- Fey Queen's Enchantments
- Multi-class Archery (Ranger: A)
- Archery (Ranger: A)
- Abjuration (Wizard: C)
- Abjuration (Wizard: E)

TALENTS

- Fey Queen's Enchantments (Ranger)
- Ranger ex Cathedra (Ranger)
- Abjuration (Wizard)
- Archery (Ranger)
- Animal Companion (Ranger)
- _____
- _____
- _____
- Racial Ability High-Blood Teleport
- 1/fight teleport as a move action.

SWORD SPELLS

SWORD OF LIGHT (9TH LEVEL)

Daily quick action
Renamed 'Hammer of Faith' (page 98)
Until end of battle basic melee attacks use d12s as their damage dice, and misses do 1/2 damage. Once during the battle re-roll a missed melee attack. For the rest of the battle, change any of your basic melee attack rolls that are less than the escalation die value to the escalation die value.

SWORD OF DARKNESS (9TH LEVEL)

Daily close-quarters
Renamed 'Breath of the Black' (page 140)

WIZARD SPELLS

(WITH PAGE NUMBER)
5TH LEVEL (3)

SHOCKING GRASP (154) AT-WILL

DENIAL(155) DAILY

INVISIBILITY (156) DAILY

7TH LEVEL (8)

BLINK (156) DAILY

FIREBALL(156) DAILY

DIMENSION DOOR (156) DAILY

FORCE SALVO (154) DAILY

HASTE (156) DAILY

TELEPORT SHIELD (155) DAILY

LIGHTNING BOLT (155) DAILY

MAGIC MISSILE (153) AT-WILL

SHOCKING GRASP

Close-quarters spell Quick Action
Target: One creature engaged with you
Attack: +14 vs PD
Hit: 2d6 lightning damage, and target pops free
Miss: Caster takes target's level in damage

MAGIC MISSILE

Ranged Spell
Target: One nearby or far away enemy
Attack: Automatic hit
Effect: 6d6 force damage

REMEMBER...

You have cantrips, overworld advantage, ritual magic, and a squire or apprentice.





CLASS Swordmage
(Ranger/Wizard)

RACE High-Elf

LEVEL 10th

NAME

ONE UNIQUE THING:

ICOM RELATIONSHIPS:

BACKGROUNDS *8 points*

BASIC MELEE

Longsword
+15 vs AC—10d6+2 damage
Miss: 12 damage

BASIC RANGED

Longbow
+15 vs AC—10d6+15 dam.
Miss: 10 damage

NEW THINGS TO CONSIDER THIS LEVEL...

Attributes: You are stronger, wiser, and more charismatic

Upgrades: Some spells bump to 9th level, some to 7th, and our trusty at-will Magic Missile gets a damage boost

New Spells: Added Disintegrate and Meteor Swarm

New feat: Further Backgrounding represents the skills that the Apprentice/Squire brings to the table.

RE-ROLL RANGED

Once per battle re-roll a missed ranged attack
The re-roll has +2, and have a crit range expansion of 1

HEAL

Close-quarters spell Quick Action 1/battle
Target: You or an ally you are next to
Effect: Target can heal using a recovery

		MODIFIER	MOD+LVL
STR	9	-1	+9
CON	16	+3	+13
DEX	20	+5	+15
INT	20	+5	+15
WIS	11	0	+10
CHA	9	-1	+9

INITIATIVE MODIFIER

AC	27 (or 31)	ARMOR CLASS (PLUS ABJURATION) (Light Armor)
PD	24 (or 28)	PHYSICAL DEFENCE (PLUS ABJURATION)
MD	21 (or 25)	MENTAL DEFENSE

	MAX	POW	+ TEMP
HP	228		
	MAX	POW	ROLL
RECOVERIES	8		10d8+9

FEATS

Heritage of the sword (A)
Shocking Grasp (Wizard: A)
Ranger ex Cathedra (A)
Abjuration (Wizard: A)
Fey Queen's Enchantments
Multi-class Archery (Ranger: A)
Archery (Ranger: A)
Abjuration (Wizard: C)
Abjuration (Wizard: E)
Further Backgrounding (A)

TALENTS

Fey Queen's Enchantments (Ranger)
Ranger ex Cathedra (Ranger)
Abjuration (Wizard)
Archery (Ranger)
Animal Companion (Ranger)
Racial Ability High-Blood Teleport
1/fight teleport as a move action.

SWORD SPELLS

SWORD OF LIGHT (9TH LEVEL)

Daily quick action
Renamed 'Hammer of Faith' (page 98)
Until end of battle basic melee attacks use d12s as their damage dice, and misses do 1/2 damage. Once during the battle re-roll a missed melee attack. For the rest of the battle, change any of your basic melee attack rolls that are less than the escalation die value to the escalation die value.

SWORD OF DARKNESS (9TH LEVEL)

Daily close-quarters
Renamed 'Breath of the Black' (page 140)

WIZARD SPELLS

(WITH PAGE NUMBER)

5TH LEVEL (1)

SHOCKING GRASP (154) AT-WILL

7TH LEVEL (5)

DENIAL (155) DAILY

BLINK (156) DAILY

DIMENSION DOOR (156) DAILY

FORCE SALVO (154) DAILY

LIGHTNING BOLT (155) DAILY

9TH LEVEL (6)

DISINTIGRATE (157) DAILY

METEOR SWARM (157) DAILY

MAGIC MISSILE (153) AT-WILL

FIREBALL (156) DAILY

HASTE (156) DAILY

TELEPORT SHIELD (155) DAILY

SHOCKING GRASP

Close-quarters spell Quick Action
Target: One creature engaged with you
Attack: +15 vs PD
Hit: 2d6 lightning damage, and target pops free
Miss: Caster takes target's level in damage

MAGIC MISSILE

Ranged Spell
Target: One nearby or far away enemy
Attack: Automatic hit
Effect: 10d6 force damage

REMEMBER...

You have cantrips, overworld advantage, ritual magic, and a squire or apprentice.

