

Character Name

Human

Race

Sword Disciple 1

Class & Level

Height & Weight

Age & Sex

10 STR **0**

Initiative

+5

Level + Dex

12 INT **+1**

16 WIS **+3**

10 CHA **0**



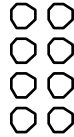
Hit Points

27	
Maximum	Current

Recoveries

8

1d8+1



Death Saves



PD

12

10 + Level + Str/Con/Dex

AC

18

14 + Level + Con/Dex/Wis

MD

12

10 + Level + Int/Wis/Cha

Saving Throws

Easy: 6+
Normal: 11+
Hard: 16+

Icon Relationships

The Three (positive 1)

One Unique Thing

Backgrounds

Talents & Features

Quick to Fight (Human Racial Power)

At the start of each battle, roll initiative twice and choose the result you want.

Swordsage (Subclass)

You can switch Strength for Dexterity with basic melee attacks and Sword Disciple maneuvers.

Rally of the Ninefold Way (Class Feature)

When you use the Rally action (Core Book page 166), and your save is successful, you regain all Strike and Boost maneuvers that you have spent this battle. If you fail the save, regain only one maneuver.

Desert Wind (Adept Talent)

Zephyr Step. Add your Dexterity or Wisdom modifier (whichever is higher) to disengage checks.

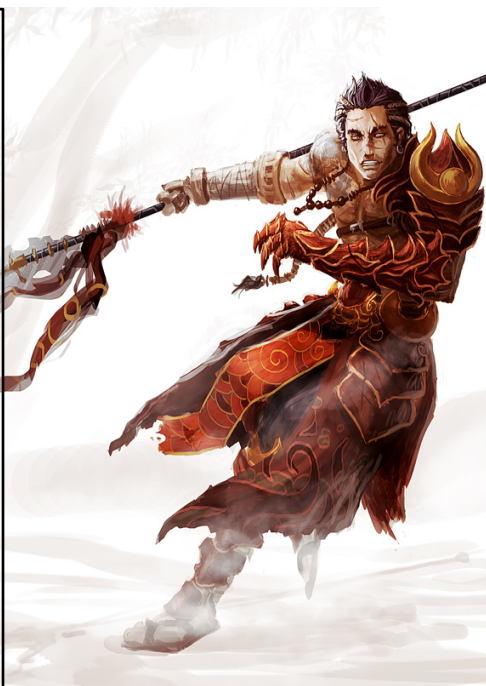
Quicksand Step. Once per battle, make a save to disengage from an enemy as a quick action.

Burning Sand. When you successfully disengage, move away or pop free from an enemy, that enemy takes fire damage equal to your Dexterity or Wisdom.

Desert Night and Desert Storm. When you use a Desert Wind ability or maneuver, you can change all fire damage to lightning or cold damage.

Shadow Hand (Initiate Talent)

Roll twice and take the better result on skill checks to sneak around, hide and move silently.



Equipment

Attacks and Spells

Partizan (Basic melee attack)

Attack: 1d20+5 vs. AC
Hit: 1d10+4 damage
Miss: 1 damage

Longbow (Basic ranged attack)

Attack: 1d20+5 vs. AC
Hit: 1d8+4 damage
Miss: 1 damage

Burning Blade (Desert Wind)

Boost; Quick action; Once per battle
Effect: Until the end of your turn, if you hit with a melee attack, you deal extra fire damage equal to 1d6 plus your level.

Blistering Flourish (Desert Wind)

Strike; Once per battle
Target: 1d3 nearby enemies in a group
Attack: Wisdom + level vs. PD
Hit: The target is dazed until the end of its next turn.

Hatchling's Flame (Desert Wind)

Strike; Close-quarters attack; Once per battle
Target: 1d3 nearby enemies in a group
Attack: Wisdom + Level vs. PD
Hit: 2d6 fire damage.

Child of Shadow (Shadow Hand)

Stance; Quick action; at-will
Effect: You can spend a move action to give all attacks against you a 20% miss chance until the end of your next turn.