

Character Name

Skyborn

Race

Fighter N1

Class & Level

Height & Weight

Age & Sex

15 STR +2

13 CON +1

13 DEX +1

Initiative

+1

Level + Dex

15 INT +2

9 WIS -1

9 CHA -1



Hit Points

14

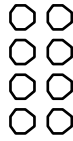
Maximum

Current

Recoveries

5

1d10+1



Death Saves



PD

11

10 + Level +
Str/Con/Dex

AC

16

15 + Level +
Con/Dex/Wis

MD

9

10 + Level +
Int/Wis/Cha

Icon Relationships

Archmage (positive 1)

One Unique Thing

Backgrounds

Smith's son from Horizon's Old Town +4

Last student of a Skyborn Fencing Master +2

Talents & Features

Gifted (Racial Power)

You gain a spell slot that works like the wizard's utility spell. You can cast any utility spell from the wizard list of their level or lower, after which the slot is expended for the day.

Feather Fall (Utility Spell)

Close-quarters spell; Daily; Free action
Effect: When you cast this spell, it arrests your fall, letting you glide down the ground over a round or two.

Treasure-bearing Disc (Utility Spell)

Close-quarters spell; Daily
Effect: You create a hovering disc of force energy, roughly the size of your outstretched arms. It can carry two people, one person in heavy armor, or a load of treasure, and follows you on command. The disc is indestructible by non-magical means, but it can be counter-spelled. It persists for 1d6 x 10 minutes.

Tactical Talent (Talent)

You gain a commander tactic as a bonus power.

Enforce Clarity (Tactic)

Quick action Recharge 16+ after battle
Target: One nearby ally
Effect: One non-last gasp effect on the target ends (including effects that don't require a save).



Extra Tough (Class Feature)

Gain an extra recovery.

Threatening (Class Feature)

Whenever an enemy attempts to disengage from you, it takes a penalty to its check equal to your Dexterity or Constitution modifier (1).

Attacks and Attack Spells

Twin Blades (Melee attack)

Attack: 1d20+2 vs. AC
Hit: 1d8+2 damage
Miss: —
Natural 2: Reroll the attack.

Longbow (Ranged attack)

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

Flanking Strike (Maneuver)

Flexible melee or ranged attack
Special: At least one ally must be engaged with the same enemy.
Triggering Roll: Any natural even roll
Effect: Deal extra damage equal to your Intelligence modifier (3).