

Character Name

**Shadowborn Commander N1**

Race

Class & Level

Height & Weight

Age & Sex

**15** STR **+2**

**11** CON **0**

**13** DEX **+1**

Initiative

**+1**

Level + Dex

**9** INT **-1**

**9** WIS **-1**

**15** CHA **+2**

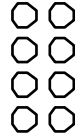


Hit Points

<b>11</b>	
Maximum	Current

Recoveries

**4**  
**1d6+1**



Death Saves



PD



10 + Level + Str/Con/Dex

AC



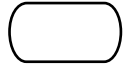
12 + Level + Con/Dex/Wis

MD



12 + Level + Int/Wis/Cha

Command Points



Icon Relationships

**Shadow Prince (positive 1)**

One Unique Thing



Backgrounds

**Thieves Guild Enforcer +3**  
**Street smarts of an orphan kid +3**

Talents, Features & Attacks

**Shadow Jaunt (Racial Power)**

As a quick action once per battle, gain *resist all* 16+ and +5 to disengage checks until the end of your next turn.

**Fight from the Front (Class Feature)**

When you hit with a commander melee attack during your turn, gain 1d3 command points.

**Weigh the Odds (Class Feature)**

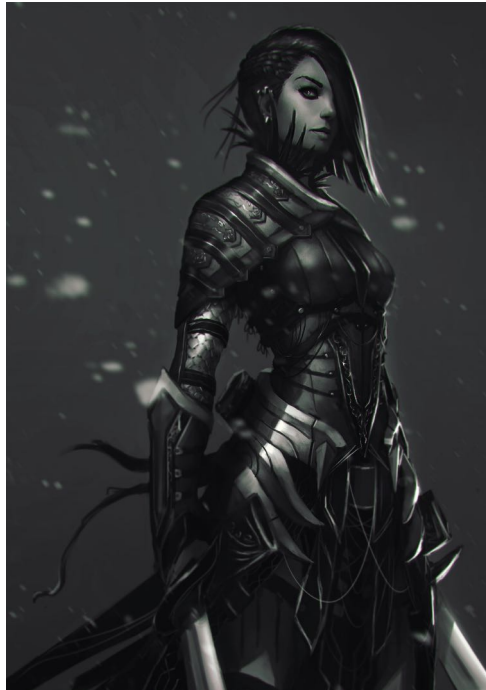
Standard action

Effect: Gain 1d4 command points.

**Cloaked Figure (Talent)**

Once per battle, you can use one of the two powers below.

- (1) When you hit an enemy with a Fight from the Front melee attack, grant an ally engaged to the same enemy a melee basic attack.
- (2) When you use your Weigh the Odds class feature, add your Charisma modifier to all defenses until the start of your next turn.



Equipment



Psionic Powers

**Rapier (Melee attack)**

Attack: 1d20+2 vs. AC

Hit: 1d6-1 damage

Miss: —

**Light Crossbow (Ranged attack)**

Attack: 1d20+2 vs. AC

Hit: 1d6+2 damage

Miss: —

**Rally Now (Command)**

Interrupt action; Cost: 1 command point

Target: One nearby ally (on the ally's turn)

Special: If you spend an additional command point on this command, you can target an unconscious ally with it.

Effect: The target can rally as a free action this turn. (If it's their second or a subsequent rally, they still need to succeed on the save.)

**Try Again (Command)**

Interrupt action; Cost: 2 command points

Target: One nearby ally that made an attack roll (on that ally's turn)

Effect: The target can reroll the attack but must use the new result.

*Feats*

*Gear, Equipment & Money*

*Magic Items*

Adventurer: Minor Telekinesis

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*Minor Psionic Powers*

*Other Psionic Powers*