

Character Name

Warforged Demonologist N1

Race

Class & Level

Height & Weight

Age & Sex

16 STR +3

13 CON +1

13 DEX +1

Initiative

+1
Level + Dex

7 INT -2

7 WIS -2

16 CHA +3

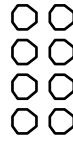


Hit Points

11	
Maximum	Current

Recoveries

4
1d6+2



Death Saves



PD

12

11 + Level + Str/Con/Dex

AC

14

13 + Level + Con/Dex/Wis

MD

9

11 + Level + Int/Wis/Cha

Icon Relationships

The Crusader (positive 1)

One Unique Thing

Backgrounds

Infused with the Fury of the Crusader +3

Memories of a hundred battles +3

Talents & Features

Never Say Die (Racial Power)

Whenever you drop to 0 hp or below, roll a normal save if you have a recovery available. On an 11+, instead of falling unconscious, you stay on your feet and can heal using a recovery. Add the recovery hit points to 0 hp to determine your hp.

Slaughter Initiate (Class Feature)

Resist *melee damage* 10+

Summon Slaughter Demon (Spell)

Ranged Spell; Daily
Effect: You summon a demon to fight for you until the end of the battle as a superior (but degrading!) summoned creature.

Summoned Claw Demon

1st level troop [demon] Initiative: +6
Hooking claws +6 vs. AC (1d3 attacks)
—3 damage

Degradation: At the end of each of its turns, the summoned claw demon suffers 1d6 damage.
AC 17 PD 14 MD 11 HP 20



Ravager (Talent)

While you are not staggered, you deal half damage with your basic melee attacks that miss.

Attacks and Frenzy Powers

Spiky Sword (Melee attack)

Attack: 1d20+3 vs. AC
Hit: 1d6+3 damage
Miss: Half damage while you are not staggered.

Thrown Dagger (Ranged attack)

Attack: 1d20+1 vs. AC
Hit: 1d4+1
Miss: —

The Rending (Spell)

Close-quarters spell; Recharge 16+ after battle
Target: 1 nearby or far away enemy
Attack: 1d20+3 vs. PD
Hit: 3d12+3 damage
Miss: Half damage, and you OR an ally engaged with the target also take half that damage.