



AC	Fort	Ref	Will	Hit Points (Bloodied 13, Full 26)
20	13	16	13	26
Action Points				Death Saves
Healing Surges (Value 6)				

Strength	bonus 2	check 2	14
athletics + 7			
Constitution	bonus 0	check 0	11
endurance + 5			
Dexterity	bonus 0	check 0	10
acrobatics - 0			
stealth - 0			
thievery - 0			
Intelligence	bonus 5	check 5	20
arcana + 10			
history + 5			
religion + 5			
Wisdom	bonus 0	check 0	10
dungeoneering - 0			
heal - 0			
insight + 5			
nature - 0			
perception - 0			
Charisma	bonus -1	check -1	8
bluff - 1			
diplomacy - 1			
intimidate + 4			
streetwise - 1			

**Melee Basic Attack** At-Will

**Standard Action** **Melee weapon**  
**Target:** One creature **Attack:** +6 vs AC  
**Hit:** 1d8+Strength damage.

**Ranged Basic Attack** At-Will

**Standard Action** **Ranged weapon**  
**Target:** One creature **Attack:** +0 vs AC  
**Hit:** 1d4+Dexterity damage.

**Heroic Effort** Encounter Personal

**Trigger:** You miss with an attack or fail a saving throw.  
**Effect:** You gain a +4 racial bonus to the attack roll or the saving throw.

**Temporal Lance** At-Will

**Standard Action** **Melee 2**  
**Target:** One creature **Attack:** +5 vs Reflex  
**Hit:** 1d8 thunder damage, and the target is slowed until the end of your next turn.  
**Special:** When charging, you can use this power in place of a melee basic attack. Add 5 to the damage if you charge while mounted.

**Luring Strike** At-Will

**Standard Action** **Melee weapon**  
**Target:** One creature **Attack:** +9 vs AC  
**Hit:** 1d8 damage. You shift 1 square and slide the target 1 square into the space you occupied.  
**Level 21:** 1d8 damage.  
**Effect:** Before or after the attack, you can shift 1 square.

**Blazing Pursuit** Encounter

**Standard Action** **Melee weapon**  
**Target:** One creature **Attack:** +9 vs AC  
**Hit:** 1d8+Intelligence fire damage. If the target is within 5 squares of you at the end of its next turn, as a free action you can teleport to a space that must be adjacent to the target.

**Time Stopper** At-Will

**Minor Action** **Close burst 2**  
**Target:** One creature in the burst  
**Effect:** You mark the target. The target remains marked until you use this power against another target. If you mark other creatures using other powers, the target is still marked. A creature can be subject to only one mark at a time. A new mark supersedes a mark that was already in place.  
 If your marked target makes an attack that doesn't include you as a target, it takes a -2 penalty to attack rolls. If that attack hits and the marked target is within 10 squares of you, you can use an immediate reaction to teleport to a square adjacent to the target and make a melee basic attack against it. If no unoccupied space exists adjacent to the target, you can't use this immediate reaction.

**Time's Teeth** Daily

**Standard Action** **Close blast 5**  
**Target:** Each enemy **Attack:** +5 vs Reflex in the blast  
**Hit:** 1d8+Intelligence force damage. The target 2 takes damage if it does not end its turn adjacent to you (save ends).  
**Miss:** Half damage.

**Racial Traits**

**Bonus Feat:** Choose an extra feat at 1st level.  
**Bonus Skill:** Trained in one additional class skill.  
**Robot Defense Bonuses:** +1 to Fortitude, Reflex, and Will.  
**Robot Power Selection:** Choose an option for your human character.

**Class Features**

**Timebond:** Standard action to call to arm cannon to arm (10 squares)  
**Swordmage Warding:** +1 AC with blade, +3 AC if off-hand is free; if unconscious, warding ends

**Feats**

**Escalating Assault:** Cumulative +1 to attack with aegis of assault  
**Heavy Blade Expertise:** When wielding a heavy blade: +1/2/3 (by tier) to attack, +2 all defenses vs. opportunity attacks

Initiative 0      Speed 6