

Witchknife (Swordmage)

Role: Striker and Defender

Power Source: Arcane

Key Abilities: Intelligence and Charisma

Armor Proficiency: Cloth, leather.

Weapon Proficiency: Simple melee, simple ranged.

Defense Bonus: +1 Reflex, +1 Will

Base Hit Points: 12 + Constitution Score

Bonus Hit Points: +5 per level gained

Healing Surges: 7 + Constitution Modifier

Trained Skills: Choose five from your list of class skills.

Class Skills: Arcana (Int), Bluff (Cha), History (Int), Insight (Wis), Intimidate (Cha), Stealth (Dex), Streetwise (Cha), Thievery (Dex).

Class Features: Adaptive resistance, arcane flourish, arcane warding, bladeweave, siphon strength, spell strike.

Level 1:

ADAPTIVE RESISTANCE

Once per encounter when you are hit by an attack with one or more damage types, you can gain resistance to the corresponding damage types until the end of the encounter. The resistance is equal to your 5 + one-half your level.

ARCANE FLOURISH

You gain the **arcane flourish** power.

Arcane Flourish	[Arcane, Illusion, Weapon]
Standard action	Melee or Ranged weapon
Target: One creature	Attack: Intelligence vs. Reflex
Hit: 1[W] + Intelligence modifier + Charisma modifier damage. Level 21: 2[W] + Intelligence modifier + Charisma modifier damage.	
Special: You can use this power as a basic attack.	

ARCANE WARDING

While you are wearing light or no armor and not using a shield, you gain a +3 shield bonus to AC and Reflex.

BLADEWEAVE

You gain the **bladeweave** power.

Bladeweave	[Arcane, Illusion, Weapon]
No action	Personal
Trigger: You hit an enemy with an arcane weapon attack.	
Effect: The triggering enemy is marked by you until the end of the encounter, and you gain a +1 power bonus to attack rolls with arcane weapon attacks while the target remains marked by you. Level 11: +2 power bonus. Level 21: +3 power bonus.	
Special: You can use this power only once per turn. You can regain one use of this power when you spend an action point.	

SIPHON STRENGTH

When an enemy within 5 squares of you is reduced to 0 hit points, you can make a saving throw as an immediate reaction.

SPELL STRIKE

You gain the **spell strike** power.

Spell Strike	[Arcane, Weapon]
No action	Special
Requirement: You must have combat advantage with the triggering attack.	
Trigger: You hit an enemy with an arcane weapon attack.	
Effect: The triggering attack deals 2d6 extra damage. Level 11: 3d6 extra damage. Level 21: 5d6 extra damage.	
Special: You can use this power only once per turn.	

Level 2:
WITCH STEP

You gain the **witch step** power.

Witch Step	[Arcane, Teleportation]
Move action	Personal
Effect: You teleport 5 squares.	
Special: If you are an eladrin, you treat this power as an additional use of your fey step power.	

Level 3:
LEVEL 3 EXTRA BLADEWEAVE

You gain an additional use of bladeweave per encounter. You can still use the power only once per turn.

Level 5:
THEFT OF GRACE

When you hit an enemy with an arcane weapon attack made as part of an opportunity action, the target is slowed until the end of your next turn.

Level 6:
WITCHING WARD

You gain the **witching ward** power.

Witching Ward	[Arcane, Illusion]
Immediate interrupt	Ranged 10
Trigger: An enemy marked by you scores a critical hit against an ally.	
Effect: The triggering ally makes an immediate saving throw. On a success, the triggering attack is treated as a normal hit, not a critical hit.	

Level 7:
LEVEL 7 EXTRA BLADEWEAVE

You gain an additional use of bladeweave per encounter. You can still use the power only once per turn.

Level 9:
THEFT OF MIGHT

When you score a critical hit with an arcane weapon attack, the target is weakened until the end of your next turn.

Level 10:
OMINOUS GAZE

You gain the **ominous gaze** power.

Ominous Gaze	[Arcane, Gaze]
Free action	Ranged 10
Trigger: An enemy marked by you is reduced to 0 hit points by an attack.	
Target: One enemy you can see.	
Effect: The target is marked by you until the end of the encounter.	
Special: Blind enemies are immune to this effect.	