

Argus



Summary: Dragonborn are known for making powerful Dragon Soul sorcerers and you happily live up to that stereotype. Frost magic is your specialty, and with your frost dagger, even spells which would normally do other sorts of damage can be made to do cold damage. Meanwhile, your paragon path – the Demon-Skin Adept – doubles down on offense, allowing you to attack multiple targets or one target multiple times. Add to that your signature dragon breath of cold and many enemies will be frozen to death before they even have a chance to act against you.

Outside of combat, you're fairly athletic and can be diplomatic or intimidating as the situation requires.

Typical Round 1 Tactics: Your strongest single-target attack is **Demon-Soul Bolts**. Making three attacks

against one target can do over 100 damage with all of your bonuses, and that doesn't include any enemies that you can hit with your dragon breath.

Alternatively, if you see a group of enemies clustered together, you can move to a square where you are close to many of them and use **Flame Spiral** to attack all of them. **Flame Spiral** does damage when you make the attack, damage if they start their turn next to you, and damage if they move (or are moved) next to you. Some characters, like Cameron, are good at forcing enemies to move. Let everyone know when you use **Flame Spiral** so that they can work with you to do even more damage to enemies.

Action Point Notes: When you spend an action point, you gain a bonus to your attack rolls and grant the same bonus to your allies. You also make it easier for enemies to hit you when they attack you. It's often worth the extra risk, as Helga can protect you, and Grimp can heal you, but enemies rarely have ways to heal from the extra damage.

Consider not spending your action point in an encounter where Cameron uses his and vice versa – you both give your allies big attack bonuses when you spend action points, and one of those bonuses is usually enough to ensure that no one misses with their attacks.

With the extra action from an action point, consider using **Spark Form** if you need to move farther across the battlefield (and get some extra attacks). You might also combine your Typical Round 1 Tactics – move into position, use **Flame Spiral** and **Dragon Breath**, then spend your action point to make three attacks with **Demon-Soul Bolts**. This will provoke opportunity attacks from nearby enemies, but you can slide them around you and do even more damage with your **Flame Spiral**.

Remember!

- The first target that you hit each round gains vulnerability 5 cold until the end of your next turn. That means you gain combat advantage (+2 to your attack rolls) and do 5 additional damage with any other attacks you make against the target until then.
- The +2 damage from your **Gloves of Ice** isn't factored into your sheet's damage, so most attacks will be adding 27 damage to the dice being rolled (or 32 if the target is vulnerable as described above).
- Your cold attacks ignore up to 10 points of cold resistance, so even enemies who normally resist cold will still feel the (freezer) burn.
- When it is not your turn, you can use **Sudden Scales** to protect you against an attack. It gives you +8 to all defenses against an attack, and you use it when the DM announces the attack roll, allowing you to change a hit into a miss.
- Your **Dragon Breath** requires a minor action rather than the typical standard action, so you can use it any time. Try to catch at least two enemies in it if you can, and avoid including party members. If you take cold damage during a battle, you regain the use of that power immediately.
- The damage from **Flame Spiral** (when an enemy starts its turn adjacent to you or enters a square adjacent to you) is 1d6+21 cold damage once all the bonuses are added, not including vulnerability to cold damage.
- If Grimp grants you a ranged basic attack, you can use **Dragon Frost**. If he grants you a melee basic attack, you can use **Ensorcelled Blade**.
- You start each combat with 6 temporary hit points thanks to your **Fey-Blessed Circlet**.